

ACADEMIC EDUCATION IN IN DIGITAL CULTURE

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OUTLINE

- Introduction
 - Moving to Digital Society
 - Space of Culture
- Digital Culture
 - Social Media
 - Data Intensive Science
 - Personal Identity Online
- Digital Enlightenment
 - Education in Digital Culture
 - Infosphere – Personal Learning Environments
- Conclusions

MOVING TO DIGITAL SOCIETY

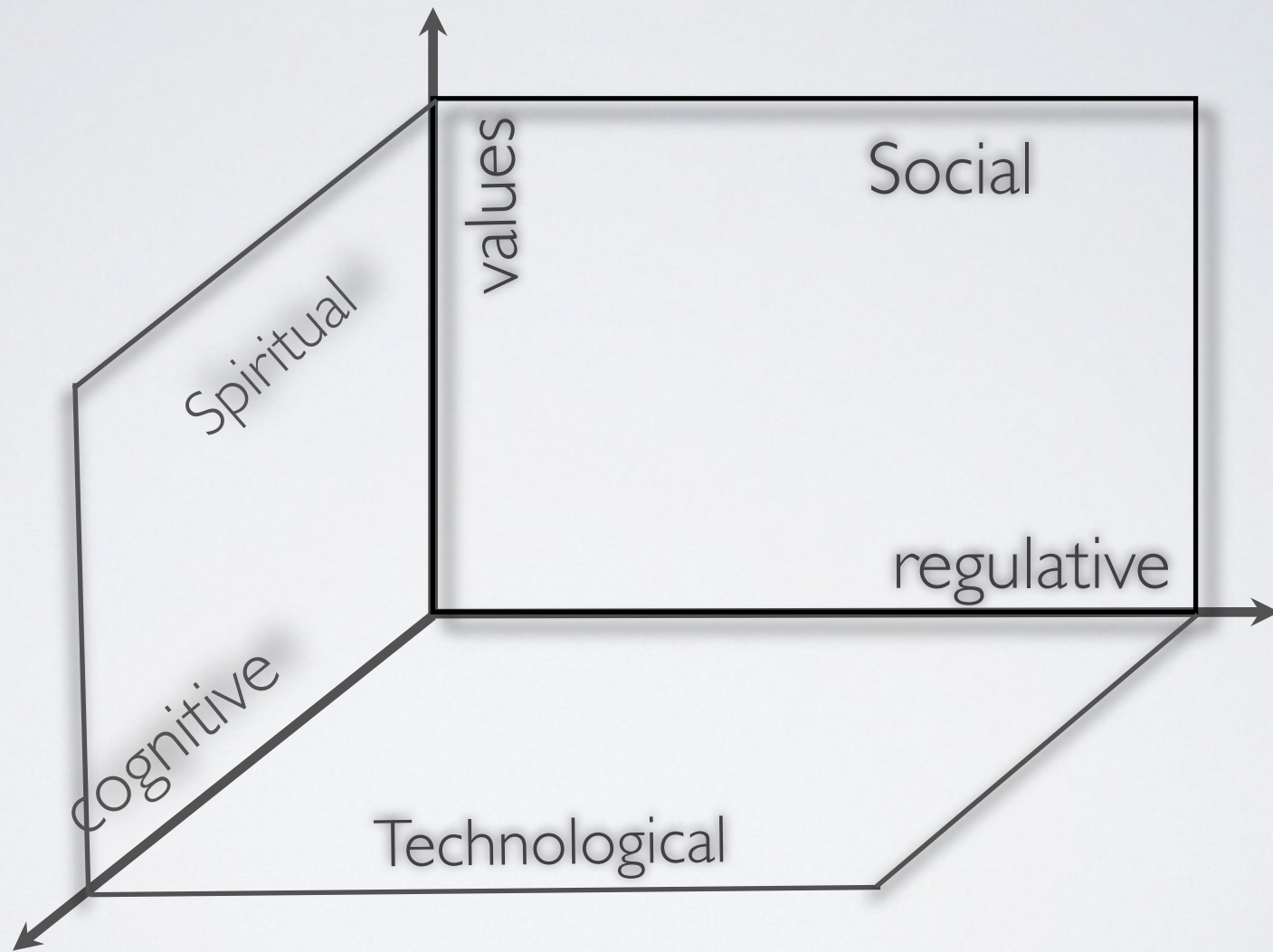
THE END OF MODERNITY

Modernity	Post-modernity
PRODUCTION	SERVICES
SCARCITY	ABUNDANCE
ENTITIES	INTERACTIONS
REIFICATION	DE-REIFICATION

CULTURE



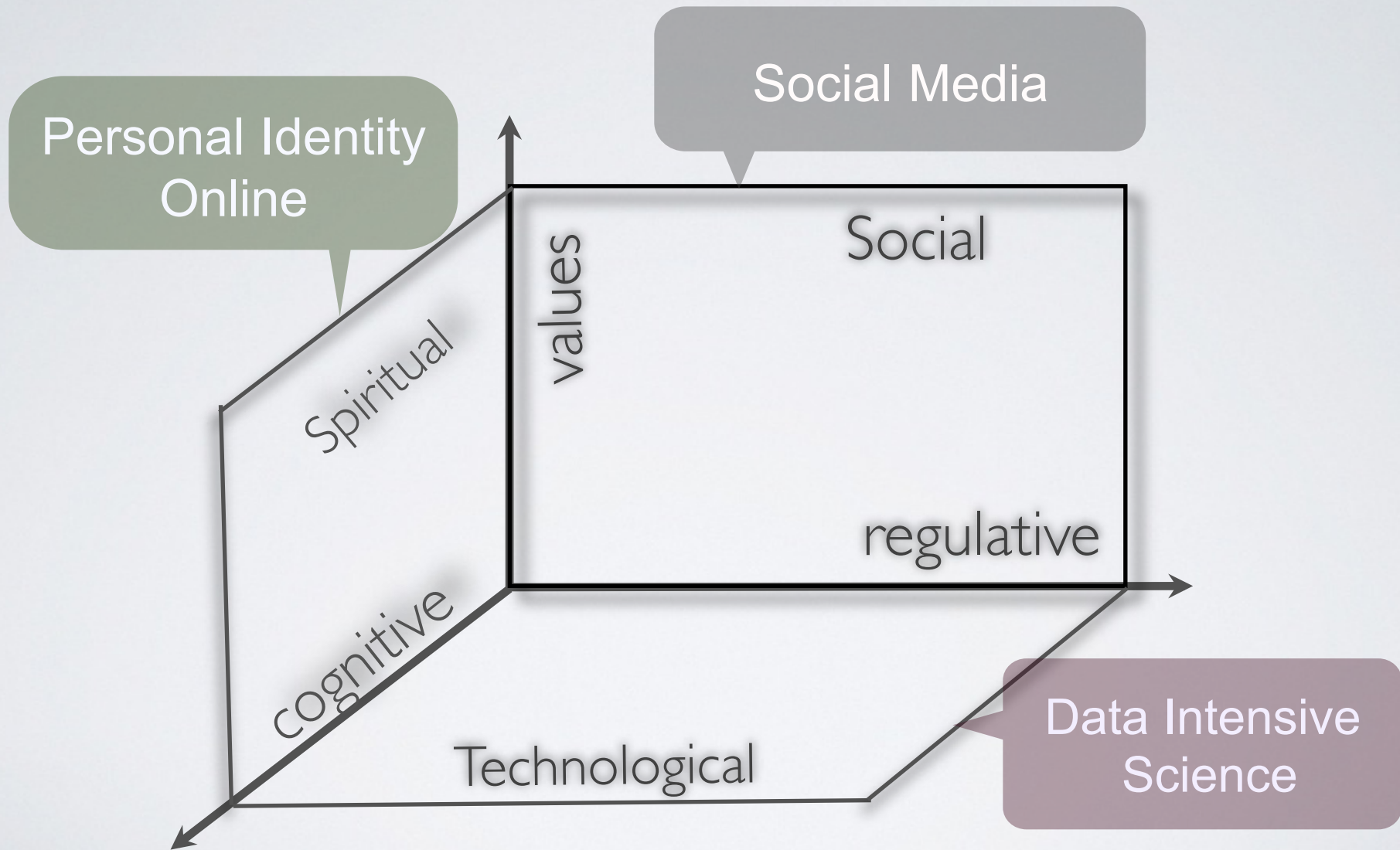
SPACE OF CULTURE



The background is a dark green field filled with a dense, vertical stream of small, bright green dots and short horizontal dashes, creating a 'digital rain' or 'Matrix' effect. Overlaid on this background is a faint, glowing green silhouette of a person's head and shoulders, facing forward. The person's right hand is raised, with the index finger pointing towards the center of the image, directly behind the text.

DIGITAL CULTURE

DIGITAL CULTURE



DEFINITIONS

	Neutral	Value-laden
Social Media	Use of Web applications supporting creation of user-generated content	New way of forming social consciousness
Data-Intensive Science	Data growing faster than technology	Fourth paradigm of science
Personal Identity Online	Ability of websites to distinguish one individual from another	Personal identity formed in cyberspace

A close-up photograph of two hands shaking, symbolizing agreement or partnership. The hands are positioned in the center of the frame, with fingers interlaced. The background is a bright blue sky filled with soft, white clouds. The text 'SOCIAL MEDIA' is overlaid in white, sans-serif capital letters across the middle of the image.

SOCIAL MEDIA

SOCIAL MEDIA

- Crowd based thinking
- Cult of amateur
- Self-organization of the net
- Neutrality of the net
- Information literacy. Security awareness. Security education.
- Manuel Castells, Yuhai Benkler, Clay Shirky, Andrew Keen, Nicholas Carr

DATA INTENSIVE SCIENCE



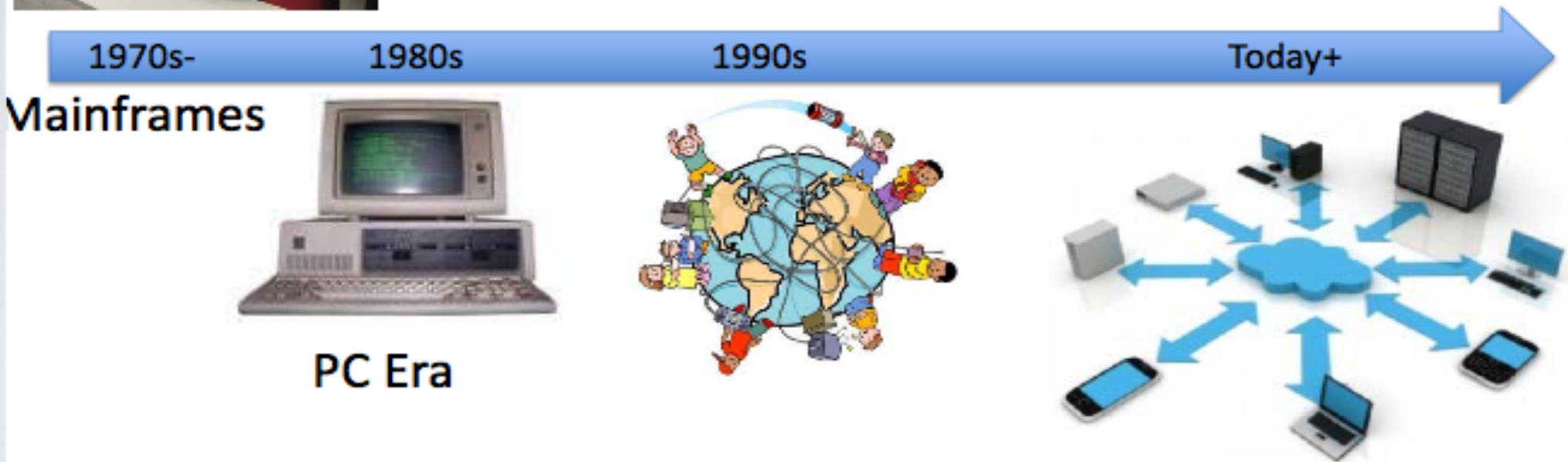
HISTORY OF COMPUTING



Communication Era



Consumer Era



- From computing-centric to data-centric
- Consumer Era: interfacing, connectivity and access

SCIENCE PARADIGMS

I. Empirical Science

II. Theoretical Science

III. Computer based Science

IV. Data Intensive Science

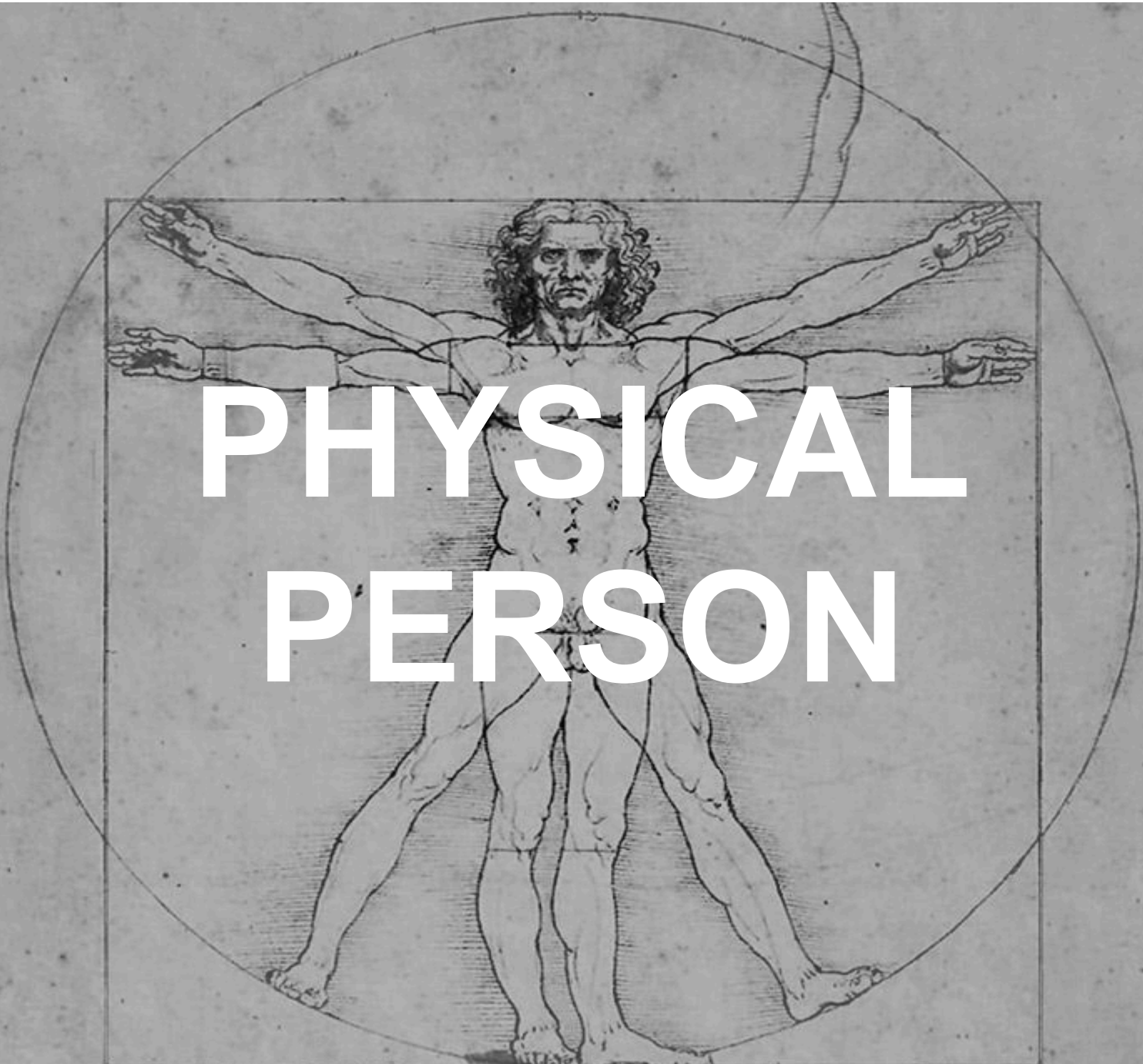
THE FOURTH PARADIGM: Data-Intensive Scientific Discovery

Knowledge is no longer the force

The speed at which any given scientific discipline advances depends on how well its researchers **collaborate** with one another and with technologists in areas of e-Science such as: databases, visualization and cloud computing.

The background is a dark green digital matrix, reminiscent of the 'The Matrix' movie. It features a dense pattern of small, bright green dots and lines. In the center, there is a faint, pixelated outline of a human face, looking directly forward. The overall effect is a high-tech, digital aesthetic.

PERSONAL IDENTITY ONLINE

The background of the slide is a grayscale reproduction of Leonardo da Vinci's Vitruvian Man. The figure is centered, with arms and legs extended to touch the boundaries of a square and a circle. The text 'PHYSICAL PERSON' is superimposed over the center of the figure.

PHYSICAL PERSON

A low-angle shot of the Lady Justice statue, a golden figure wearing a crown and holding a sword aloft in her right hand and scales of justice in her left. The statue stands atop a large, ornate, golden globe, which is itself mounted on a classical stone pedestal. The background is a clear, deep blue sky.

LEGAL PERSON

The image features a digital person, or avatar, constructed from a dense grid of green binary code (0s and 1s) against a black background. The figure is positioned centrally, with its arms slightly outstretched. Overlaid on the center of the figure is the text "DIGITAL PERSON" in a large, white, sans-serif font.

DIGITAL PERSON

ILYA LEVIN

Home

video-history

ILYA LEVIN



527

1

Tweet

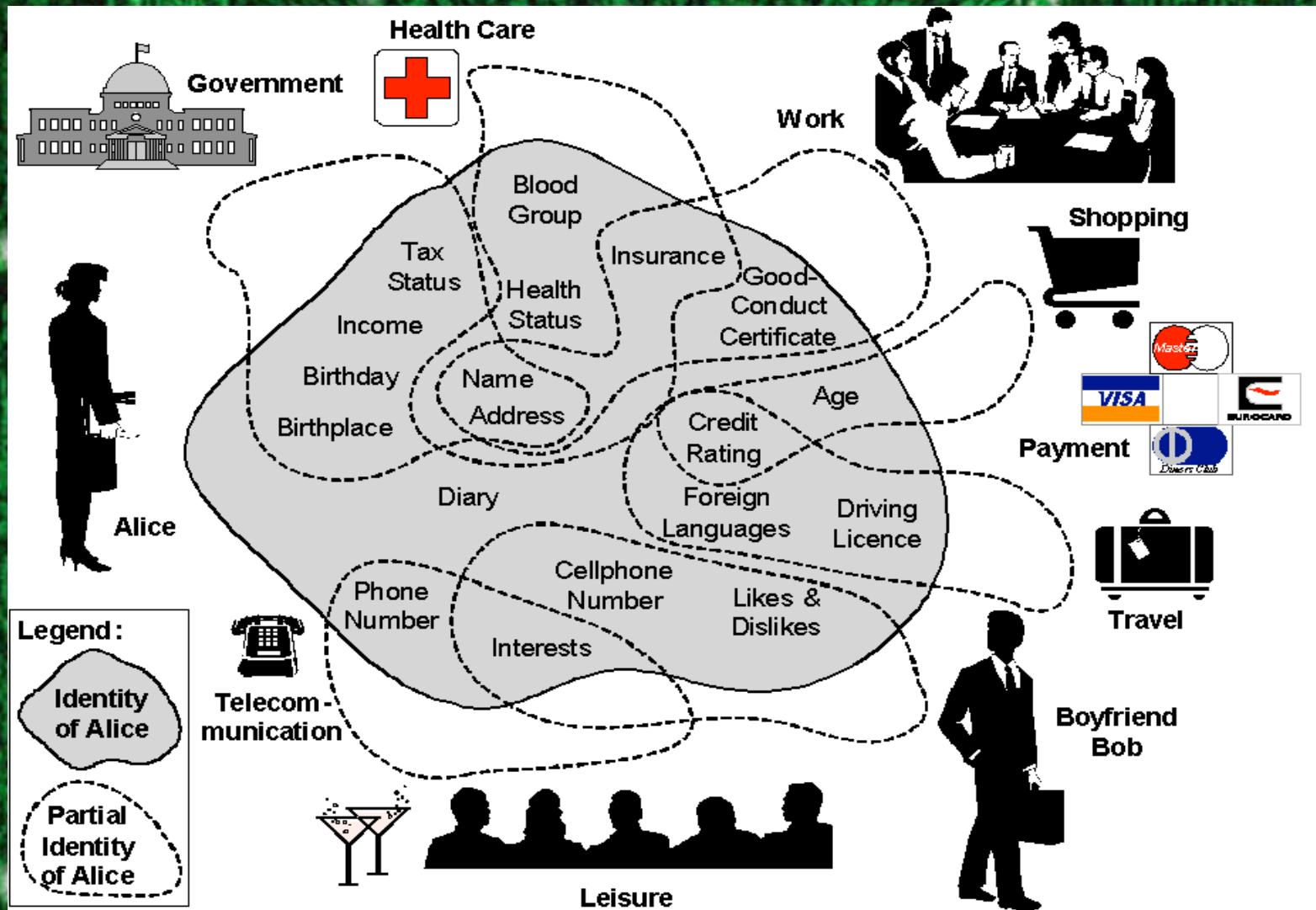
+1

2

2

Like

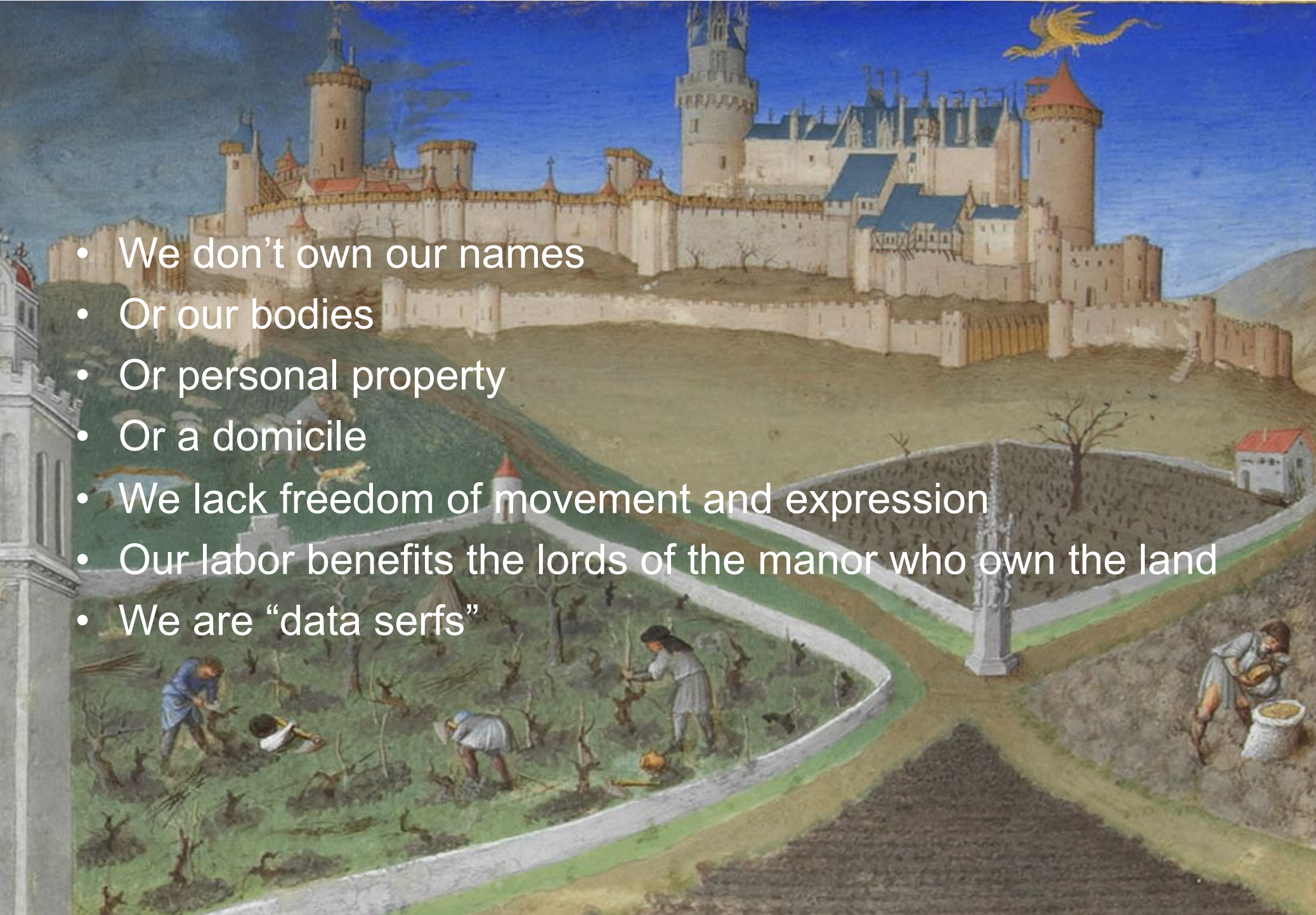
PARTIAL IDENTITY ONLINE





**“Personal data is the
new oil of the internet
and the new currency
of the digital world.”**

**— Meglena Kuneva
Former European Consumer Commissioner**

- 
- A medieval manuscript illustration depicting a large, fortified castle with multiple towers and a golden dragon perched on one of the roofs. The castle sits atop a hill. Below the castle, a walled enclosure contains several serfs working in the fields. One serf is plowing, another is sowing, and a third is harvesting. A small house is visible within the enclosure. The scene is set against a blue sky with a few clouds.
- We don't own our names
 - Or our bodies
 - Or personal property
 - Or a domicile
 - We lack freedom of movement and expression
 - Our labor benefits the lords of the manor who own the land
 - We are “data serfs”



A detailed illustration of a grand, multi-story hall filled with a large crowd of people. The hall has high ceilings, large windows, and a balcony on the upper level. A stage is visible at the front, where a speaker is addressing the audience. The text "DIGITAL ENLIGHTENMENT" is overlaid in large, white, sans-serif capital letters across the center of the image.

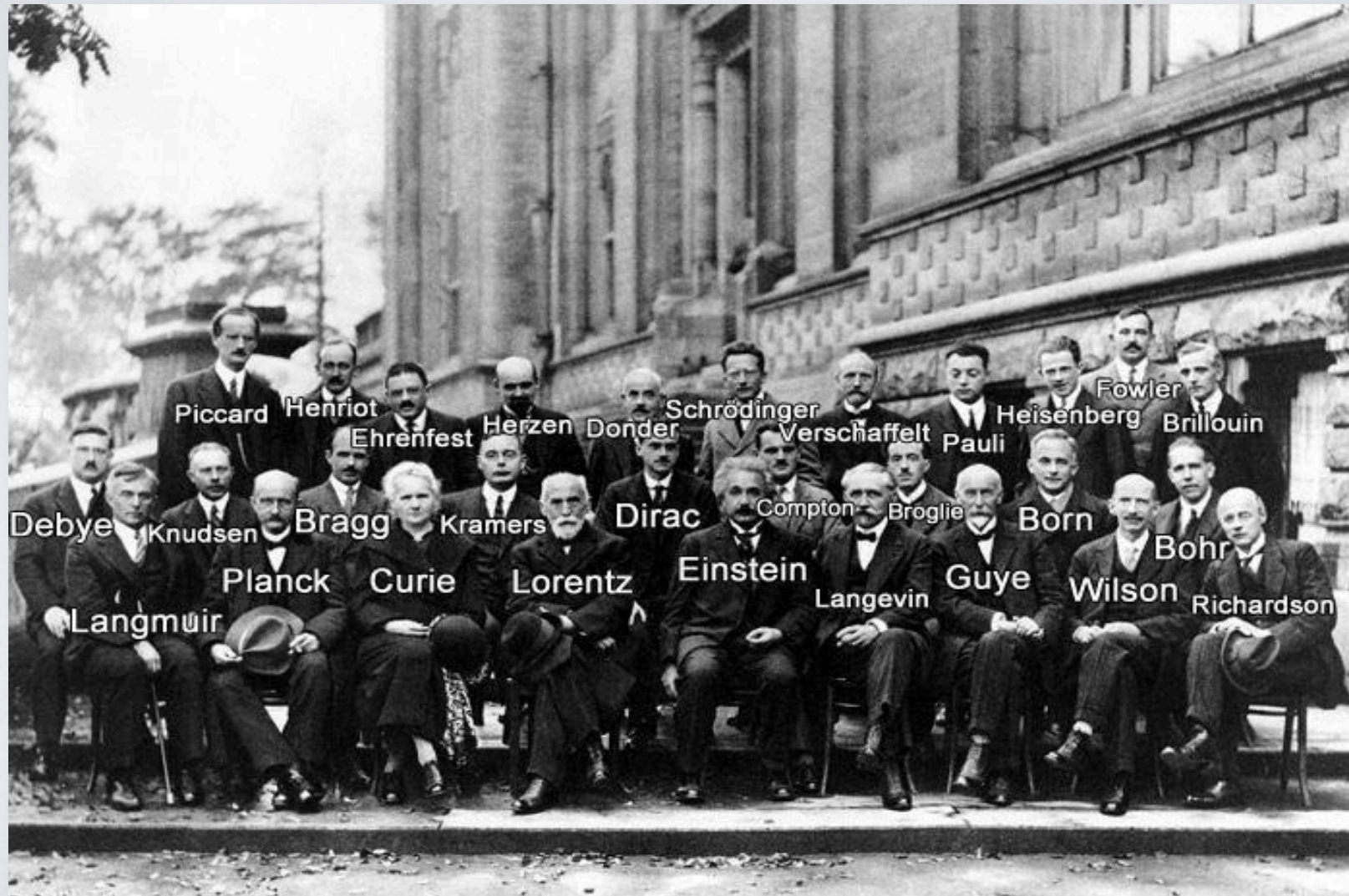
DIGITAL ENLIGHTENMENT

EDUCATION IN DIGITAL ENLIGHTENMENT ERA

EDUCATION

Industrial Society	Postindustrial Society
Knowledge centered, reified	Distributed, networked, ubiquitous, dereified
Class - student - teacher	Network – knowmad - leader
Formal education	Informal, flexible learning
What we learn	How we learn (lifelong, self-learning, and learning to learn)
Development of expert knowledge	Development of soft skills (global, tacit and social)
Education – is the value	New personality - new values

EDUCATION AS THE VALUE



HISTORICAL FORMS OF ACQUIRING KNOWLEDGE

- Direct observation
- Indirect observation. Acceleration
- Indirect observation. Energy transforming
- Indirect observation. Information transforming
- Social epistemology. Data intensive learning

HISTORICAL FORMS OF EDUCATIONAL PROCESS

- Preindustrial Society - Personal Education
- Industrial Society - Class/Lesson. Socialization
- From ~1980 - Computer Micro-worlds
Personalization
- Postindustrial Society – Personal Social
Educational Environments

Web 2.0

PIO	Social Media	Data Intensive
<i>Interactivity</i>	<i>Sociality</i>	<i>Mash up</i>

EDUCATION 2.0

PIO	Social Media	Data Intensive
<i>Subjecthood</i>	<i>Collaboration</i>	<i>Redundancy</i>

WEB 2.0 VS. EDUCATION 2.0

	PIO	Social Media	Data Intensive
Web 2.0	<i>Interactivity</i>	<i>Sociality</i>	<i>Mash up</i>
Education 2.0	<i>Subjecthood</i>	<i>Collaboration</i>	<i>Redundancy</i>

MOOC – THE NEW TREND

Massive Open Online Courses

MOOC

- Revolution in Academic Education?
- The reasons of the great success of MOOC
- MOOC: Pragmatic advantages vs. Theoretical disadvantages
- History: Constructivism vs. Instructionism
- Education 2.0: tool or essence?
- MOOC vs. Traditional University

CONCLUSIONS

- Society moves from modernity to digital era
- Changes in society has to be considered as connected with three types of culture - spiritual, social and technological
- In Digital Culture, there are three contemporary phenomena: Social Media, Data Intensive Science and Personal Identity Online
- Social consciousness is formed in Social web
- Sciences become data-intensive changing drastically the concept of education
- Digital Person forms Personal Identity in Cyberspace
- MOOC is a *instructionist* trend
- *Constructionist* trend is on the way