

DIGITAL CURATION

LEARNING ACTIVITY IN DIGITAL SOCIETY

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OUTLINE

- DIGITAL SCIENCE VS. ANALOG SCIENCE
- **CURATION** - LEARNING ACTIVITY OF THE FOURTH SCIENCE PARADIGM
- **CURATION** - CONSEQUENCE OF INFORMATION ABUNDANCE
- **CURATION** - EVOLUTION OF LEARNING ACTIVITIES
- **CURATION** - DEVELOPING PERSONAL CURRICULUM
- **CURATION** - INTERSECTION OF SOCIAL MEDIA AND DATA INTENSIVE SCIENCE
- EVERYTHING IS **CURATION**
- SCOOP.IT
- CONCLUSIONS

DIGITAL SCIENCE VS. ANALOG SCIENCE

| | Analog Science | Digital Science |
|--|-------------------------------|-------------------------------|
| Formal models of processes | Differential Equations | Algorithms, Hybrid models |
| Systems of interest | Natural phenomena | Artifacts |
| Main entity in science research | Natural object | Cyber-physical artefact |
| Basic principles | Transformation of energy | Transformation of information |
| Main object of research | Natural system | Cyber-physical system |
| Research paradigm | Experiment, theory, modelling | Data Intensive Science |

CURATION -
LEARNING ACTIVITY OF
THE FOURTH SCIENCE PARADIGM

SCIENCE PARADIGMS

I. Empirical Science

II. Theoretical Science

III. Computer based Science

IV. Data Intensive Science

SCIENCE PARADIGMS

Empirical



Francis Bacon

Theoretical



René Descartes

Computer



Seymour Papert

Data



Tony Hey

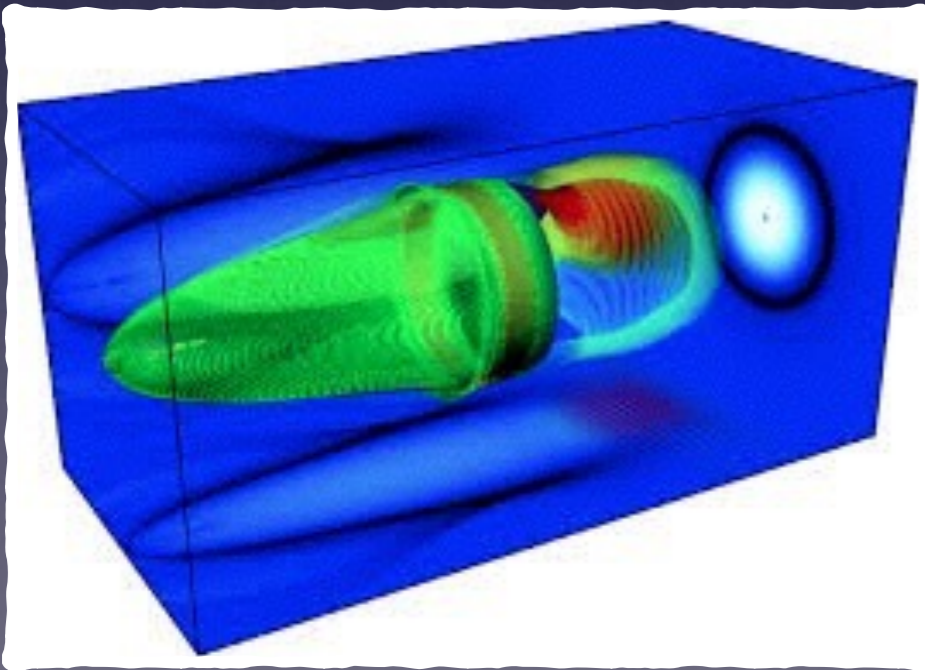
SCIENCE PARADIGMS



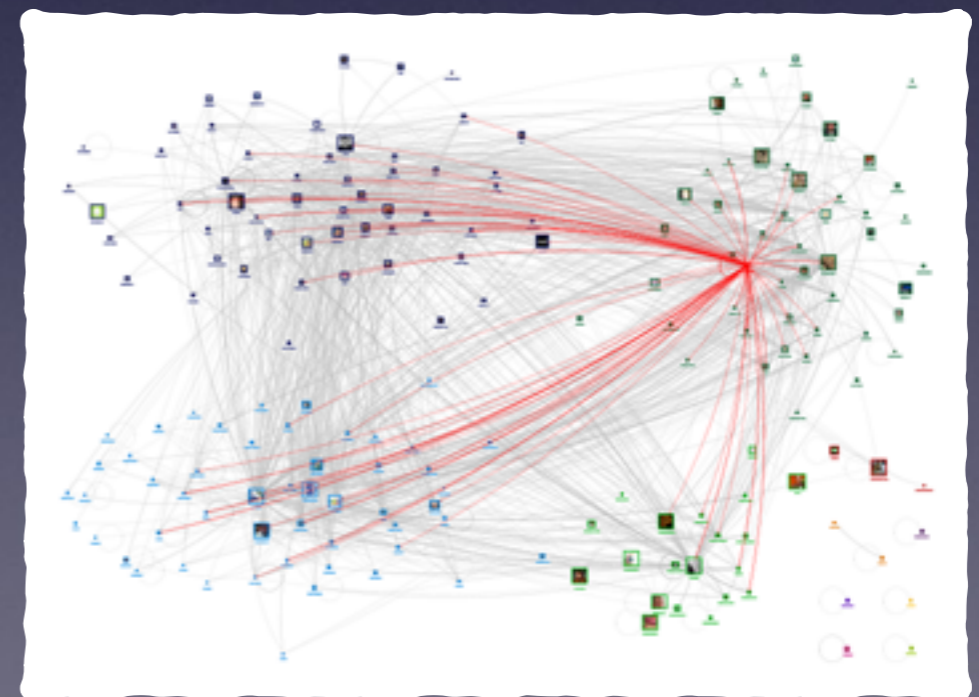
Empirical Science



Theoretical Science



Computer Based Science



Data Intensive Science

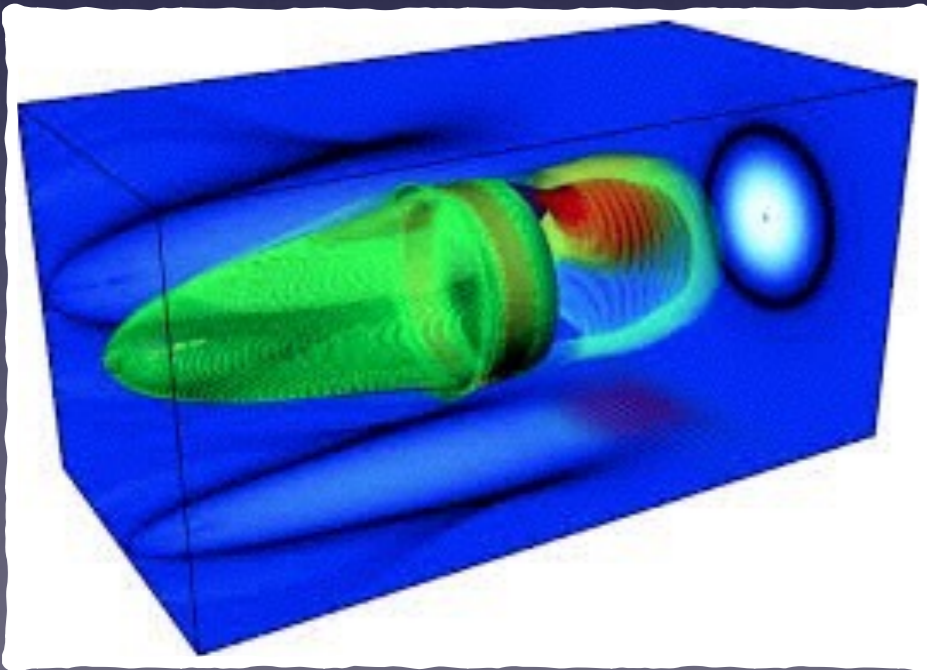
SCIENCE LEARNING ACTIVITIES



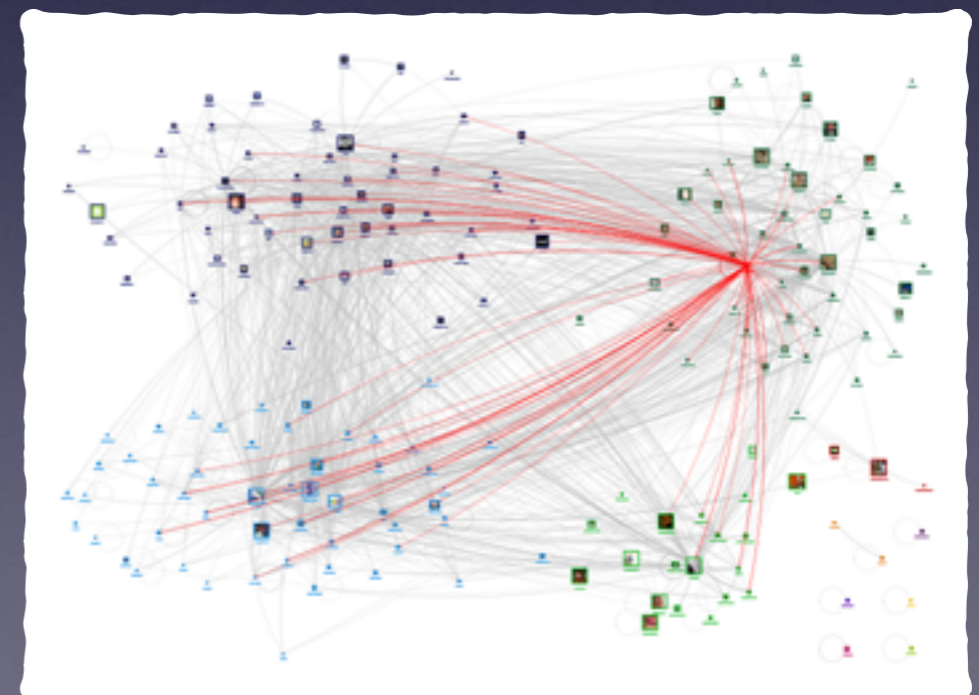
Science Labs



Theoretical Lessons



Computer Simulations



Digital Curation

CURATION -
CONSEQUENCE OF
INFORMATION ABUNDANCE

From scarcity of information to abundance of information

Modern Society –
SCARCITY



Digital Society -
ABUNDANCE



Mushrooms Curation



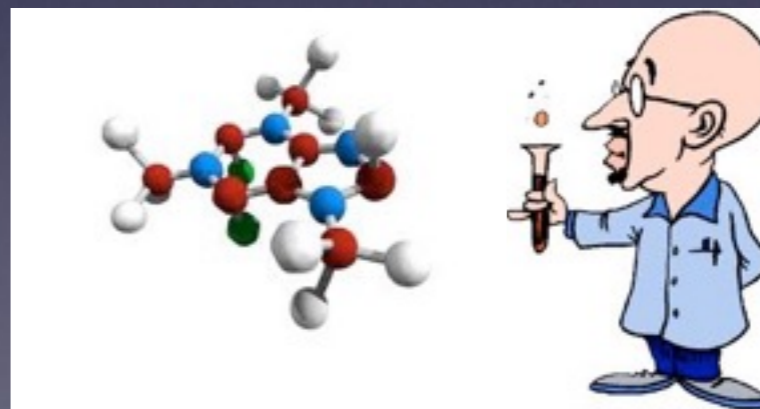
Digital Curation

Selection, preservation,
maintenance, collection and
archiving of digital content

Curator

A curator is an information chemist. He mixes atoms together in a way to build an info-molecule. Then adds value to that molecule.

Scoble (2010)



CURATION -
EVOLUTION OF LEARNING
ACTIVITIES

- **In a traditional class**, the learning process goes: from observation - to forming the content, then to an oral and written statement of the content.

- **In the digital class**, the learning process goes:
from learning the material, web surfing, and searching, analysis and preservation of the content and, ultimately will lead to the curation.

CURATION -
DEVELOPING PERSONAL
CURRICULUM

- Personal Learning Environment
- Connected Micro-world
- Social Networking - personal media
- New kind of Personal Social Environment
- Advancement of constructionism

**CURATION -
INTERSECTION OF
SOCIAL MEDIA AND
DATA INTENSIVE SCIENCE**

SOCIAL MEDIA



Social Media

Use of Web apps supporting
creation of user-generated
content

New way of forming
social consciousness

DOES THE INTERNET MAKE YOU SMARTER?



Nicholas
Carr

Carr - Shirky dispute



Clay
Shirky

CULT OF AMATEUR?



Andrew Keen

Keen - Shirky dispute



Clay Shirky

WHETHER THE MOST INFLUENTIAL INTERNET SITES WILL BE PEER-PRODUCED OR PRICE - INCENTIVIZED?



Nicholas
Carr

Carr–Benkler
wager

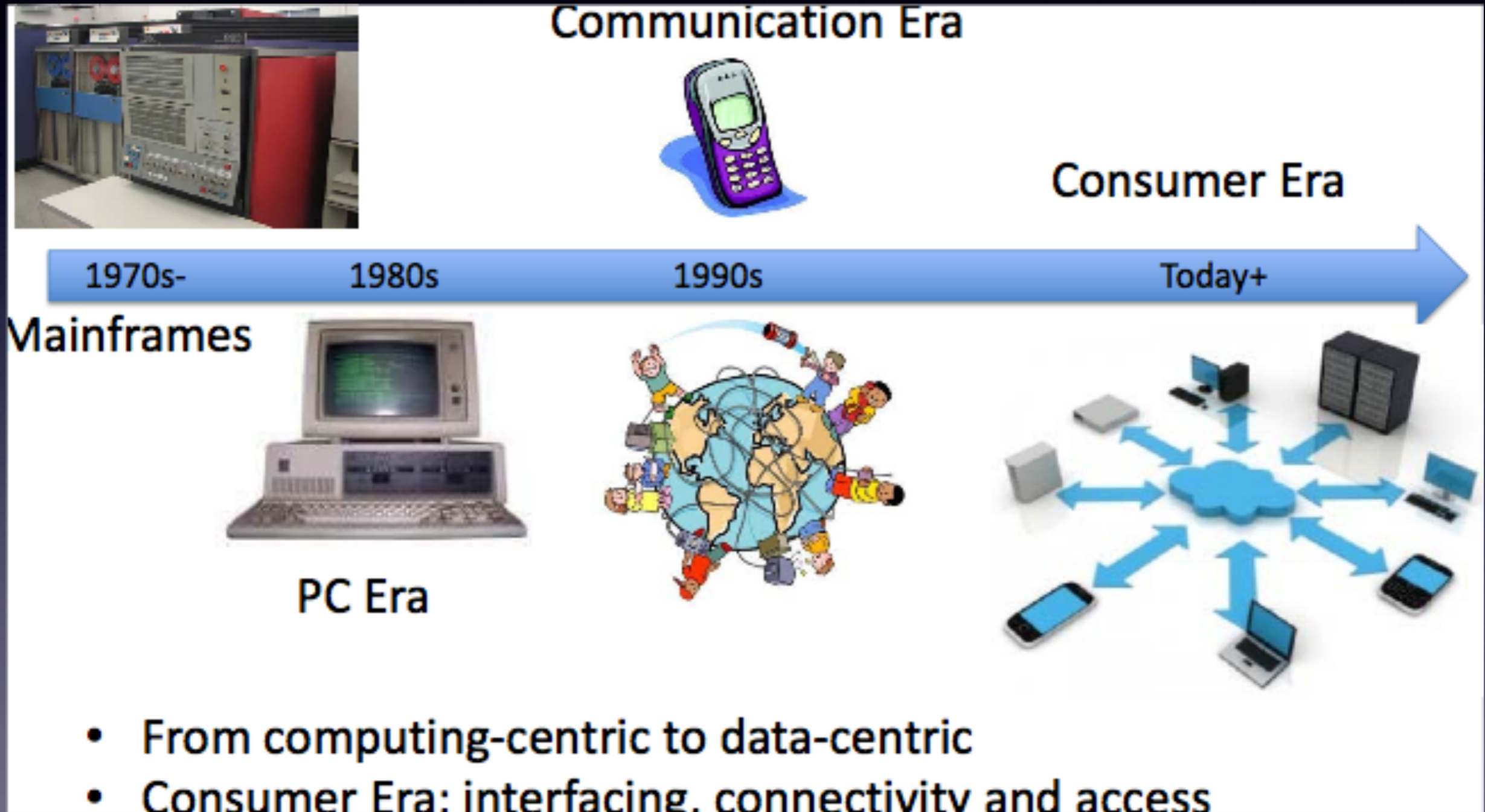


Yochai
Benkler

DATA INTENSIVE SCIENCE

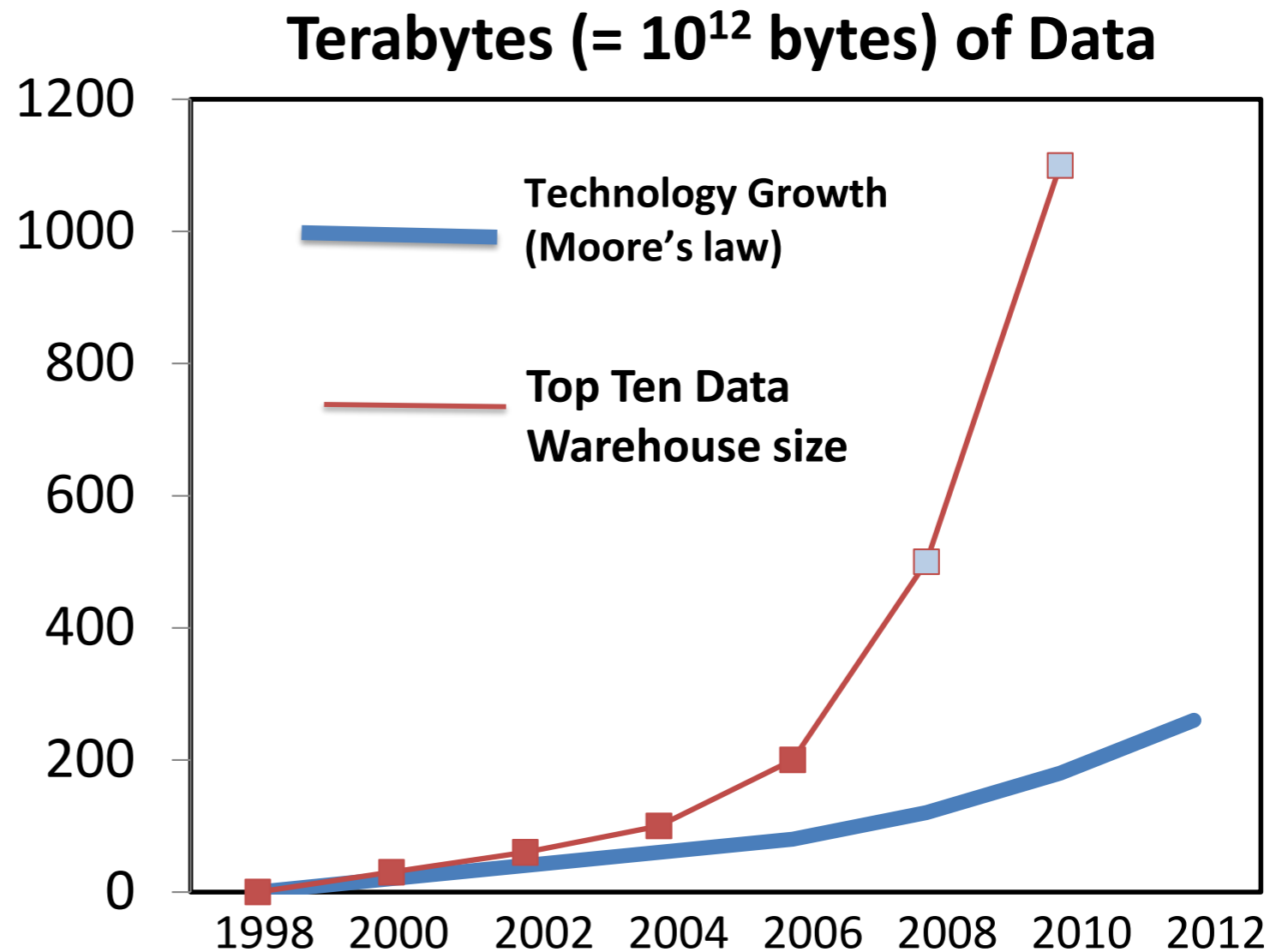


HISTORY OF COMPUTING

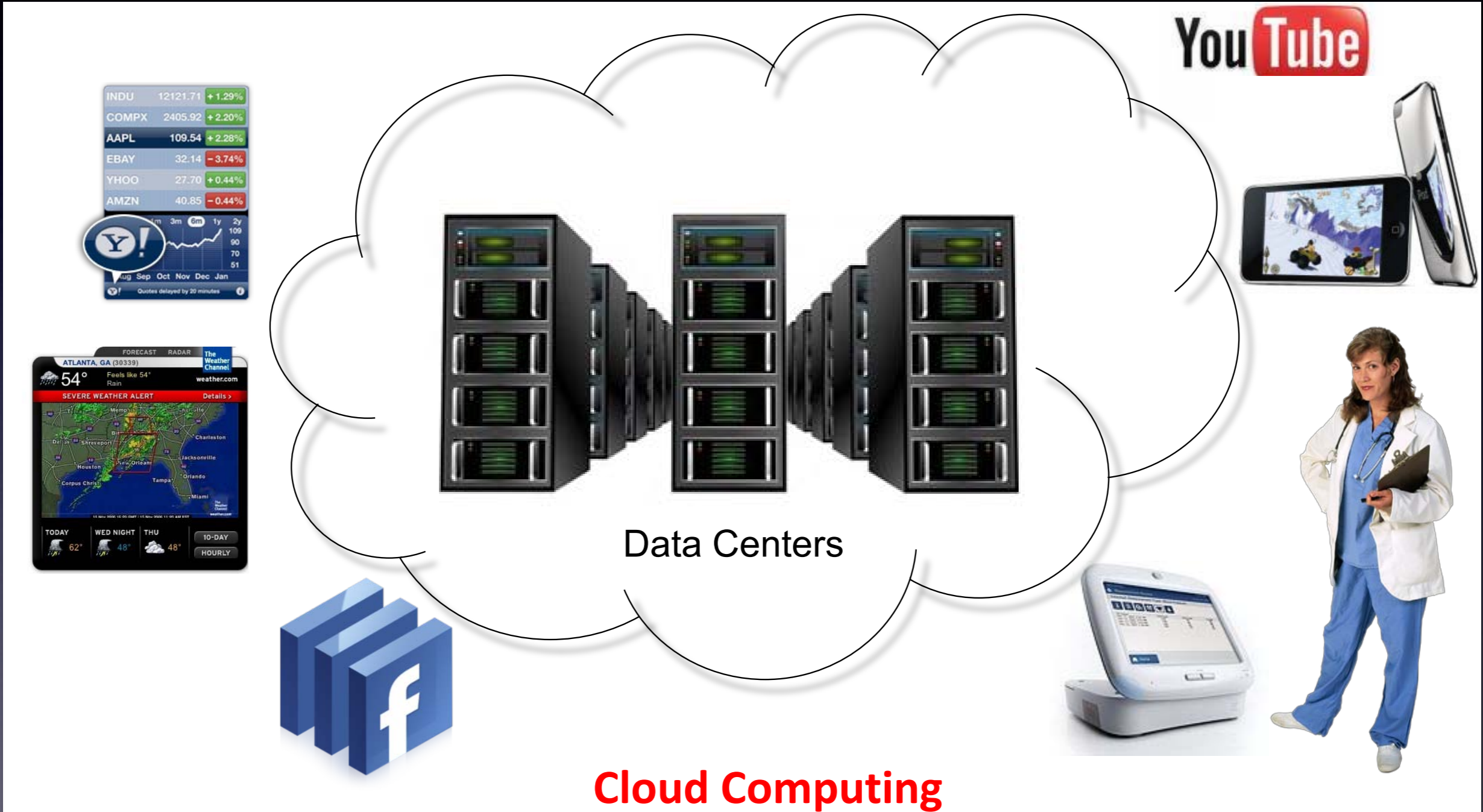


ALL ABOUT ACCESSING DATA

- Commerce entirely data-driven
- Science handling massive data
- Companies spending \$\$\$ to collect/analyze data
- Personalized computing



DATA GROWING FASTER THEN TECHNOLOGY

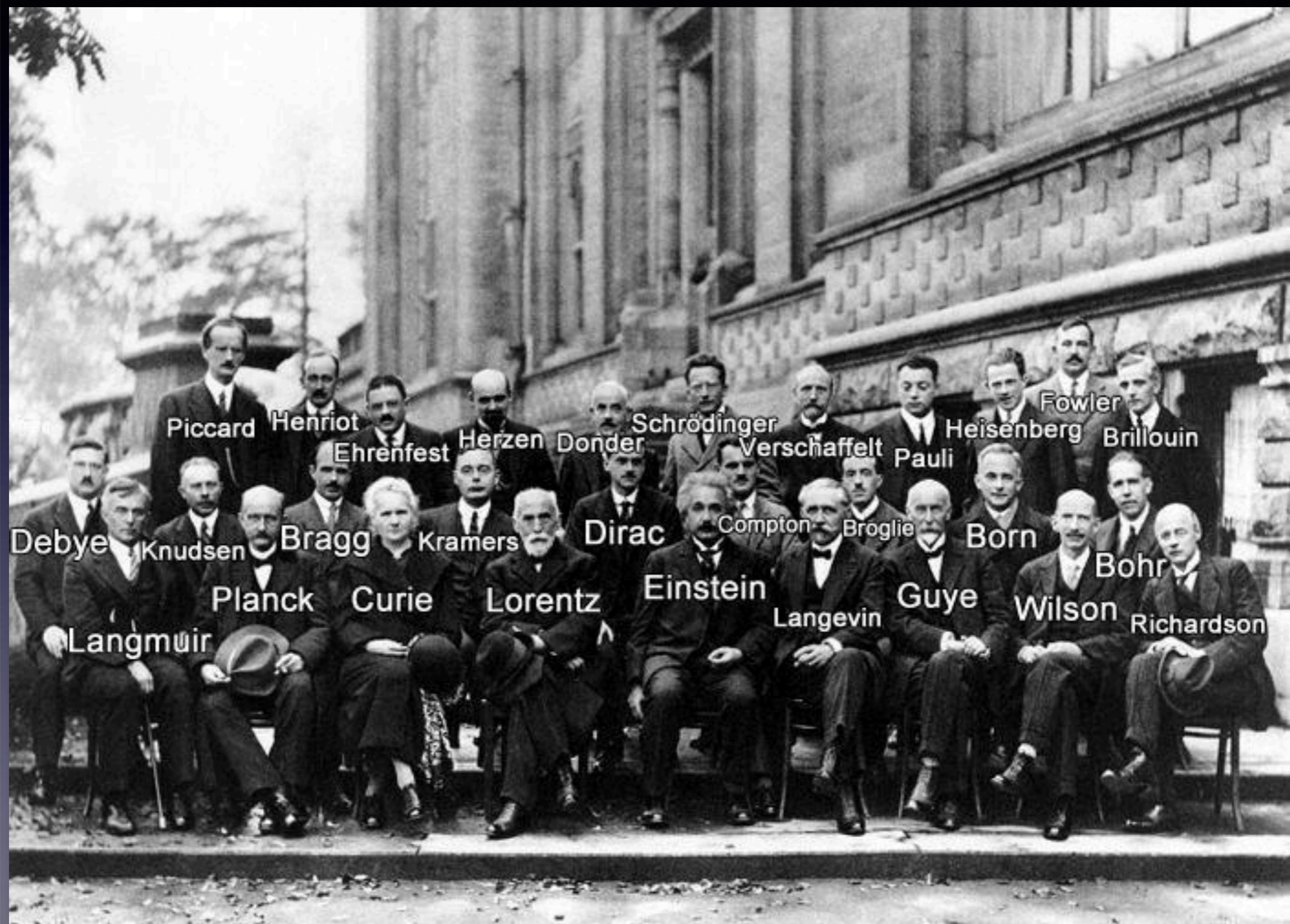


Cloud Computing

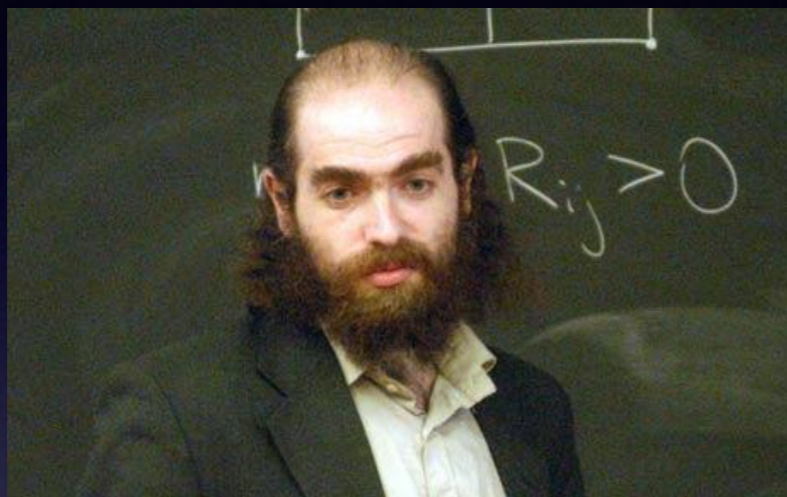
THE FOURTH PARADIGM: DATA-INTENSIVE SCIENTIFIC DISCOVERY

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, visualisation and cloud computing

SCIENCE IN XX CENTURY



SCIENCE EDUCATION DILEMMA



SCOOP.IT

The screenshot shows the Scoop.it website interface. At the top, there is a browser window with the address bar showing 'scoop.it'. Below the browser, there is a navigation bar with various links like 'translate', 'domains', 'Google', 'Russia', 'Левины', 'My NEWS', 'Israel-info', 'Search', 'TAU', 'WebMail', 'Conferences', 'e-books', 'Apple', 'movie', 'Facebook', and 'Yahoo!'. The main header features the 'Scoop.it' logo, an 'Upgrade' button, a search bar, and a user profile for 'Ilya Levin' with 1.7K followers. A secondary navigation bar includes links for 'Science Education...', 'Edit', 'Sharing', 'Customization', 'SEO / Site integration', 'Teams', 'Analytics', 'Newsletter', 'Hide this topic', and 'More'. A 'Suggested Content' section shows '0 | +0' items.

The main content area displays a topic page for 'Science Education in Digital Society', curated by Ilya Levin. The topic is associated with the 'a scistarter project' logo. Below the topic title, there is a form to 'Paste a link to create a new scoop' with a green submit button. Below the form, there are links for 'Scoop without link', 'Upload your own document', and 'Get suggestions'. The page features two scooped items:

- A scoop by Ilya Levin with the title 'We're Going Back to School With Citizen Science! - Citizen Science Salon'. It includes the 'a scistarter project' logo and a text snippet: 'From blogs.discovermagazine.com - September 5, 11:03 AM * Photo: USFWS It's back to school time, and our editors have served up seven super citizen science projects to excite your students throughout the school year. Find more classroom projects here!'.
- A scoop by Ilya Levin with the title 'Science Teaching (Philosophy of Education Research Library) By Michael R. Matth — Download'. It features a large video player with a play button and a progress bar at the bottom.

A vertical sidebar on the left contains the text 'DEVON think'. A green question mark icon is visible in the bottom right corner of the page.

CONCLUSIONS

CURATION is:

1. RESULT OF EVOLUTION
2. NEW LEARNING ACTIVITY
3. MEANS FOR DEVELOPING PERSONAL CURRICULUM
4. DATA INTENSIVE SCIENCE IMPLEMENTATION
5. BASED ON SOCIAL MEDIA
6. THE MAIN HUMAN ACTIVITY IN DIGITAL SOCIETY