

Ambient Learning

Life-long learning means life-long earning"
(Ján Figel, 2005)

<http://www.ambient-learning.com>

CEC funded project
"AmbientLearning"
(eTEN 510749)



An Introducing Thought...

"I never try to teach my
students anything, I only try to
create an environment in
which they can learn."

--- Albert Einstein

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e-Learning (Electronic-Learning)

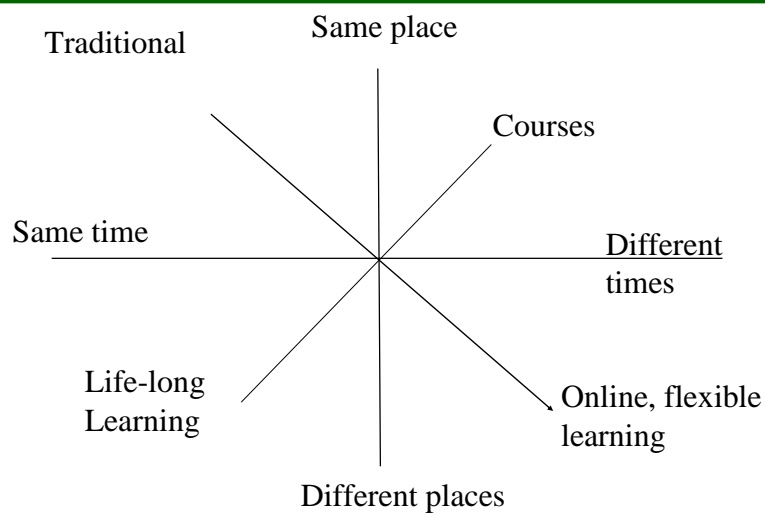
- Definition
 - An umbrella term for providing computer instruction (courseware) online over the public Internet, private distance learning networks or in-house via an intranet.
 - Use of computer based technologies, data communications, telecommunications and electronic message technologies for the dissemination of teaching and learning materials and diffusion of information in an electronic form
 - Learning experiences enabled by information technology
 - Most often means an approach to facilitate and enhance learning by means of PCs, CD-ROMs, Digital Television, Mobile Devices and the Internet.

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Changing learning settings



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Knowledge Management

- Definition
 - A concept in which an enterprise consciously and comprehensively gathers, organizes, shares, and analyses its internal knowledge in terms of resources, documents, and people skills.

What is AL?

- AL is a highly innovative **Integrated Knowledge and Learning Management System**, which merges the e-Learning provision with context-based Knowledge Management.

What AL is not?

- A simple e-Learning system, because:
 - Up-to-date content is provided from scientific journals, magazines, as well as technical descriptions and training materials.
 - No specific courses are pre-defined for the user as in the typical e-Learning systems, but all material provided is context-dependant.

Where does AL fit?

- EU Commissioner Ján Figel underlined in a discussion at the WorldSkills competition in Helsinki, Finland that "Life-long learning means life-long earning"
- AL can provide life-long learning everywhere and anytime, in whichever format needed by the user. Thus, enabling the individual to acquire knowledge, while pursuing his/her professional goals.

AL-For WHOM?

- It is aimed at the active person who's often on the move, and who needs to be up-to-date with the latest research in her/his field of interest.
- S/he needs to acquire new knowledge fast and from reliable sources (e.g. scientific journals, ...)
- With AL the latest information is converted into the required data format, in the language preferred by the user and it is available on the device desired.

AL Innovations (1)

- **Multimodal Broadband Access** allows the user access to e-Learning objects anytime, anywhere and anyhow. (i.e. LAN, WLAN, GPRS/UMTS, text-to-speech, mobile PDF)
- **Context Management** enables the provision of e-Learning objects based on the context of the user. Explanation: The context of the user includes factors like schedule, tasks, personal profile, know-how and interests etc. Based on the context; learning content, which suits the user perfectly can be delivered according to the context using the above mentioned multimodal broadband access.

AL Innovations (2)

- **Content Integration** allows access to existing knowledge catalogues and e-Learning resources. The system can integrate already existing e-Learning objects and other high-quality content. The resources of Press-Catalogue are included, which embraces the content of some 20.000 European scientific and professional magazines. This approach is especially suitable for the training of busy and experienced people.
- **Multilingualism Service** enables the user to perform multilingual keyword search, in order to be able to return information about materials available in other languages, and also enables them to receive raw translated documents in their desired language within a couple of minutes.

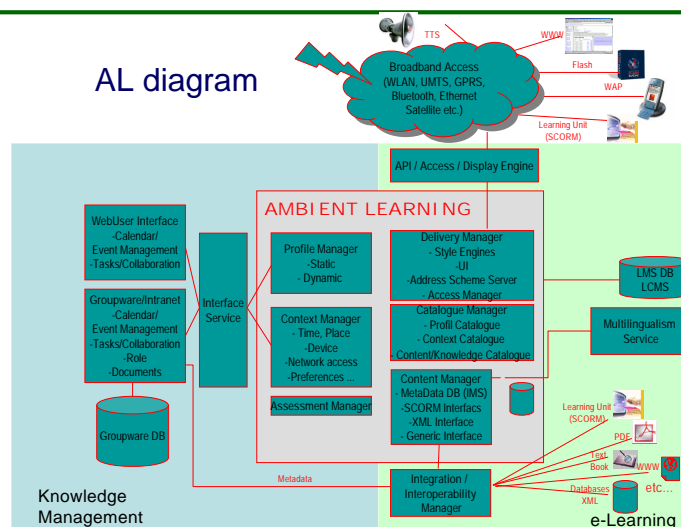
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Ambient Learning Architecture

AL diagram

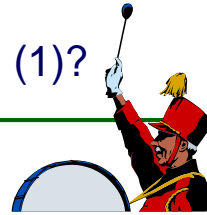


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Why Ambient Learning (1)?



- There is a demand for
 - Continuing education
 - University education
 - Flexible learning
 - Getting connected world wide
- It is a trend in education delivery approaches
 - Anytime, anywhere, lifelong learning

Why Ambient Learning (2)?

- Quality aspects
 - Traditional/conventional approaches are inadequate
 - Excellent opportunity for university staff to develop new pedagogies/different approaches for managing online courses
 - Independent learning; self reliance
- Access
 - To expand educational opportunities

Why Ambient Learning (3)?

- Relevance
 - Need for own relevant programs on the www that are up to standard;
 - Need for contextualized programs on the www
- Competitiveness
 - We 've got to compete; else we lose identity

Why Ambient Learning ?(4)

- We have the capacity to do it; so let's do it
 - Infrastructure
 - Human resource capacity
 - Willingness and enthusiasm

Prospects of Ambient Learning (1)

- Anytime, anywhere learning
 - Broad bandwidth connections, shared media, wireless on campus, satellite connections
- Tele learning facilities
 - Multimedia platforms for asynchronous and synchronous communications
- Self directed learners

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Prospects of Ambient Learning (2)

- Flexibility of
 - Content
 - Learning models
 - Goals and assessment
 - Learning community
- New roles for students and teachers
- Non linearity at the level of
 - Content and pedagogy
 - Users
 - The learning environment

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Flexibility of content

- Teachers, learners, experts from inside and outside the company's place, are contributing experiences
- Using the communication facilities for asking, finding out and discussing issues.

Flexibility of assessment

- Students own their learning process
- Institutions may define competencies
- Students can take responsibility
 - Formulating and checking their own learning goals
- Students can prove their competencies
 - By submitting materials showing their competencies, e.g.in electronic portfolios



Start a discussion with us ...

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