

Digital Habitats & Communities of Practice

ENSE 805 with Dr. Tim Maciag



University
of Regina



**FACULTY OF ENGINEERING
& APPLIED SCIENCE**
Software Systems Engineering



Outline

- Digital habitats
- Communities of Practice
- Seeing technology through community
 - Design questions

Digital habitats

- Using digital technology to facilitate community interaction



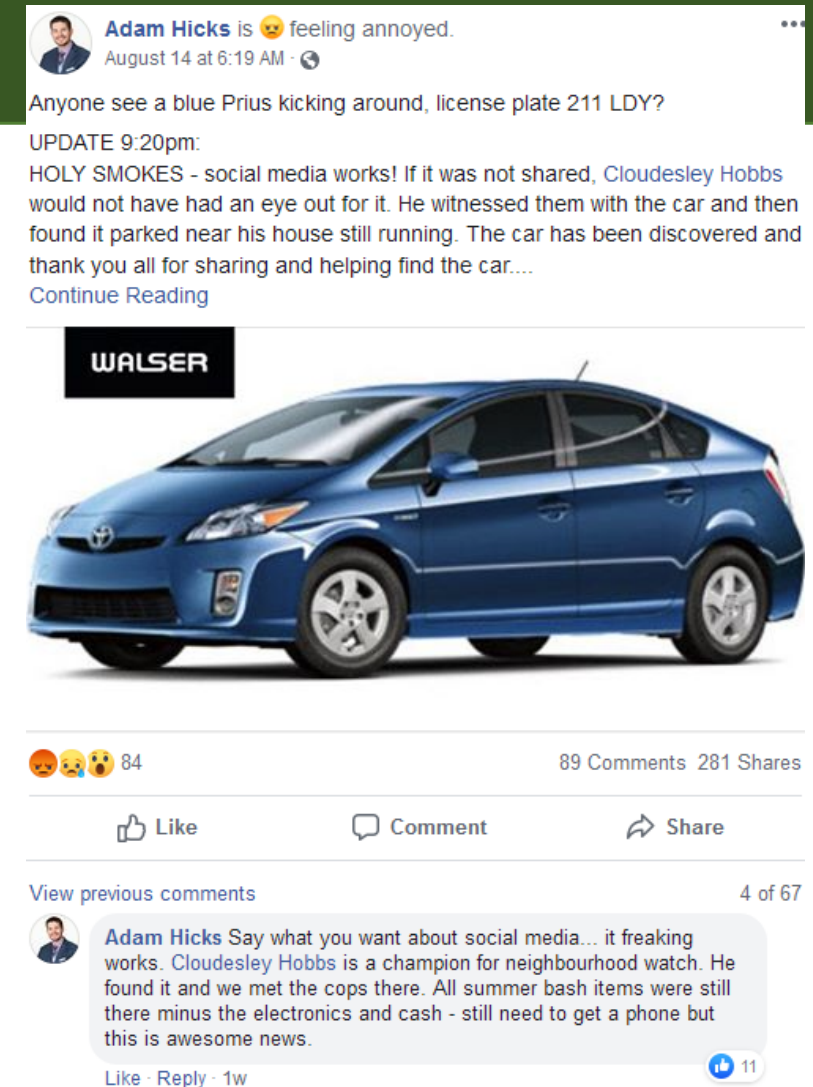
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- Old and new stories
 - It takes a village to find a phone



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 - From place-based gatherings to online gatherings
- Can there be a deeper purpose?
 - Email lists, Facebook, Twitter, LinkedIn, etc.
 - From local to global perspectives/interactions



New leverage for old behaviors

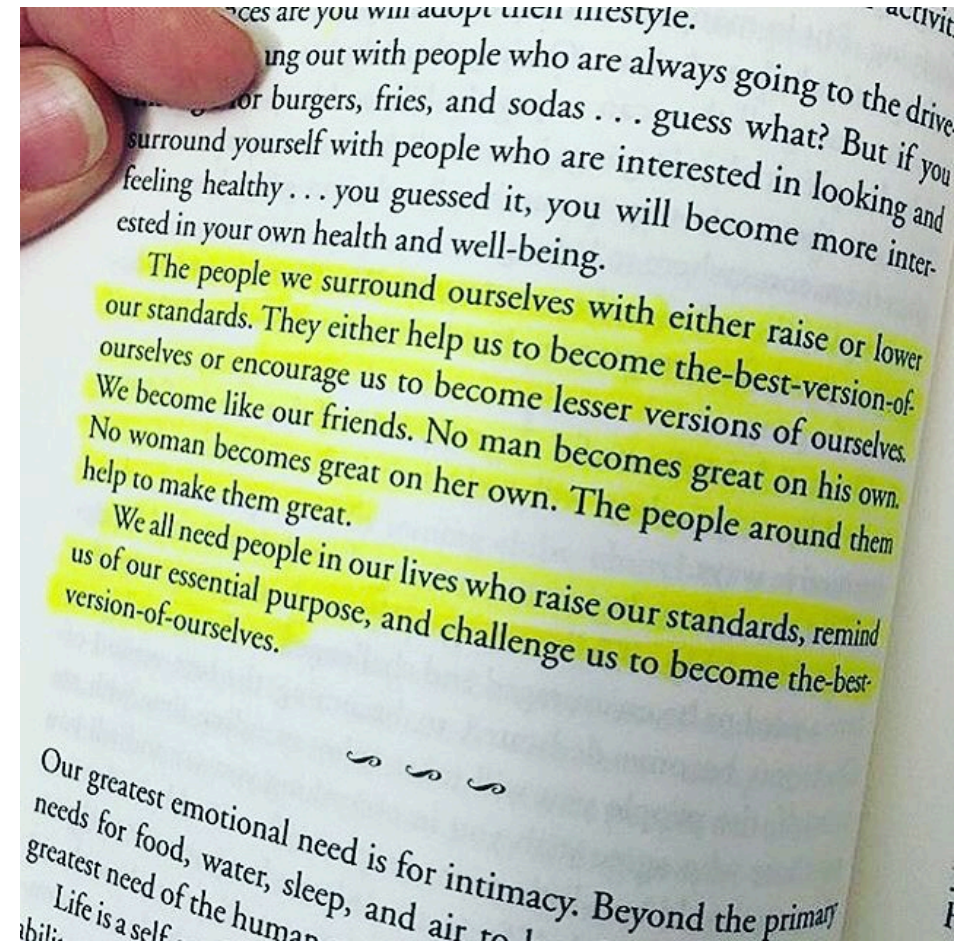
- We are social creatures
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- L. Alexander. "Gamers Don't Have to be Your Audience. "Gamers are Over" (Online, 2014).
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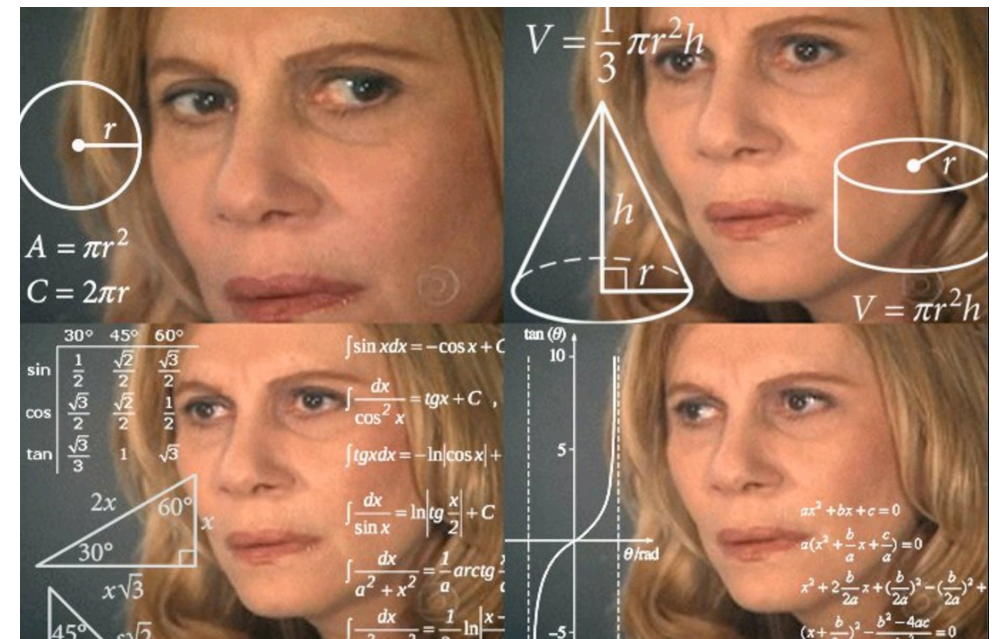
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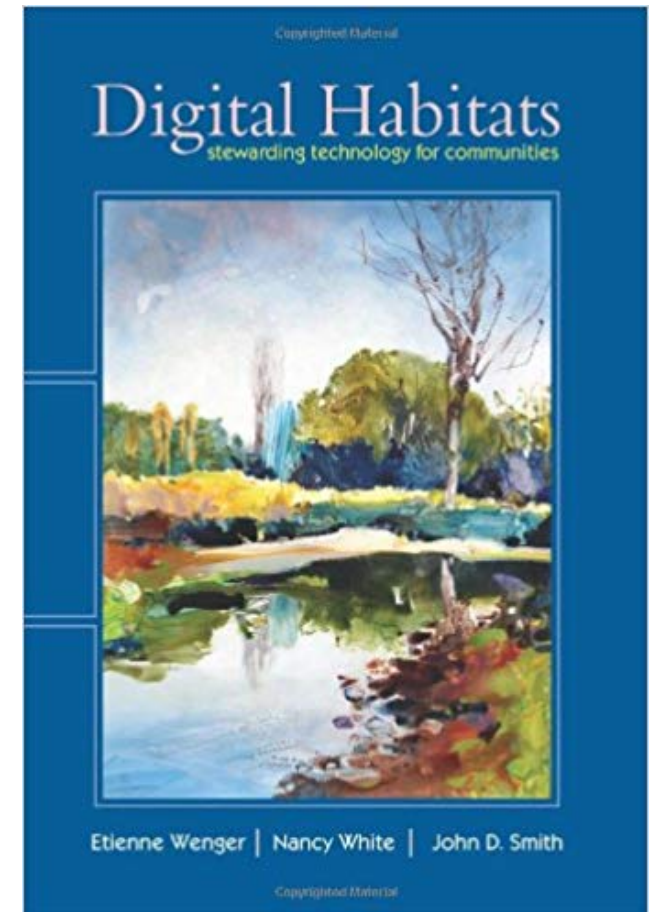
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Diving deeper, Communities of Practice (CoP)

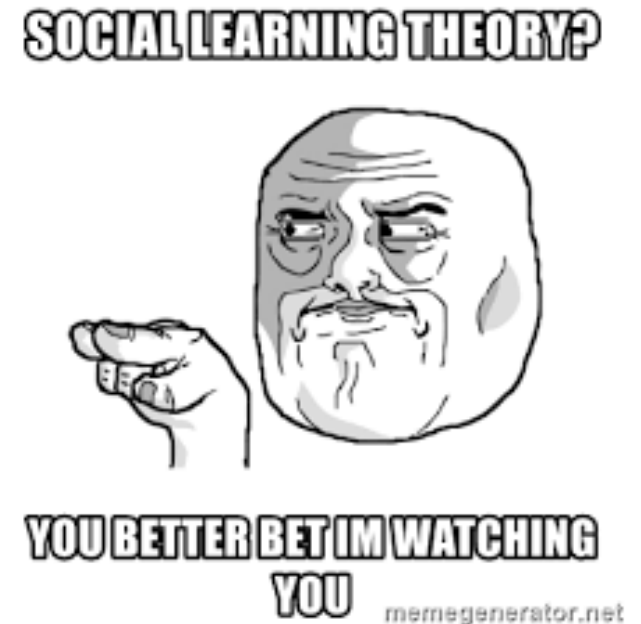
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 - How we learn
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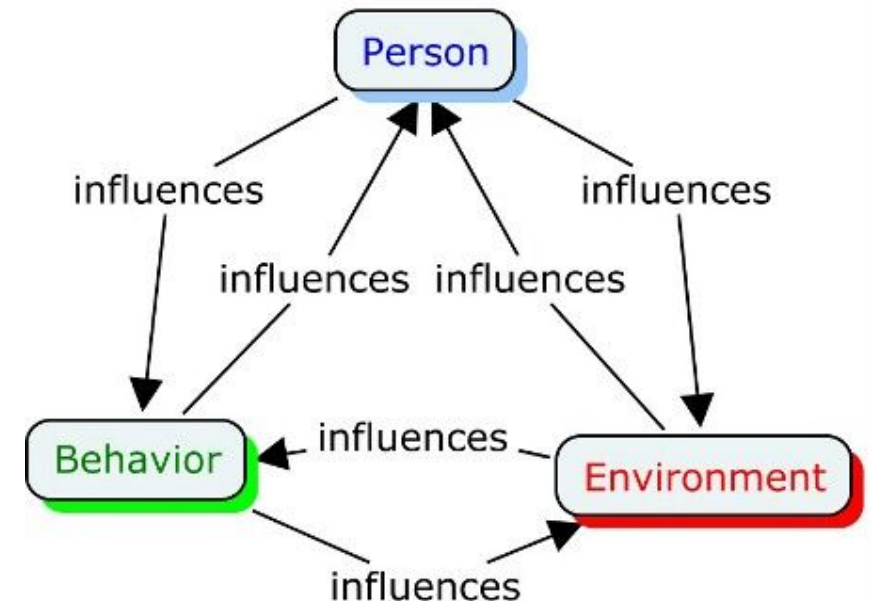


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Bandura's (1989) Theory of Reciprocal Causation



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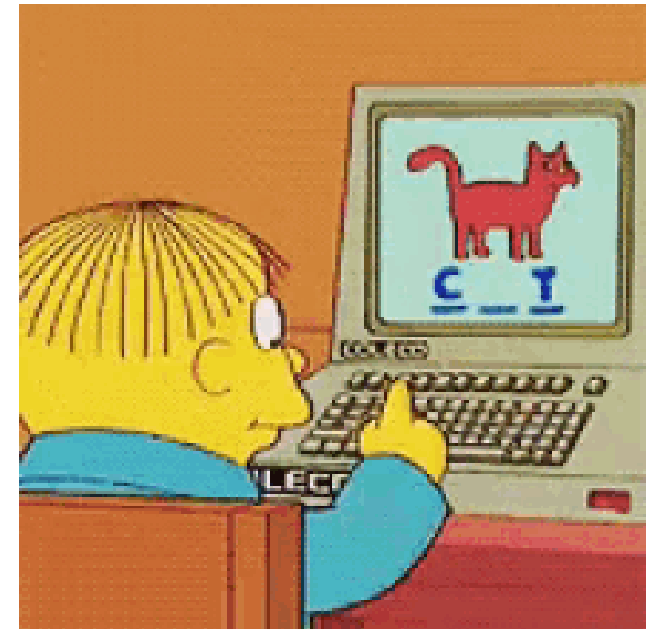
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- Technology can help us find, interact, and engage with learning partners



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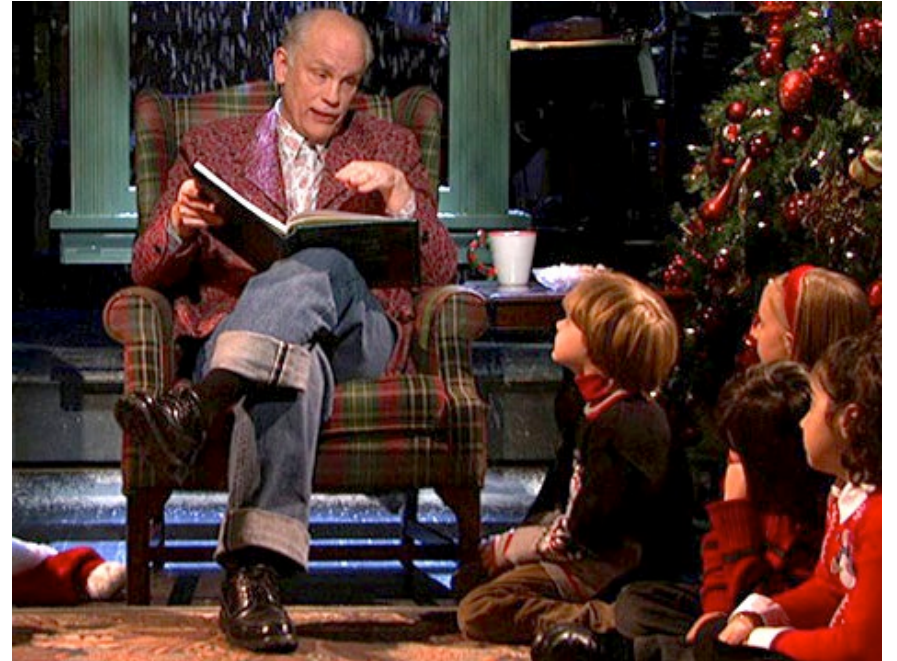
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- Community
 - How does technology support an experience of togetherness for social learning?



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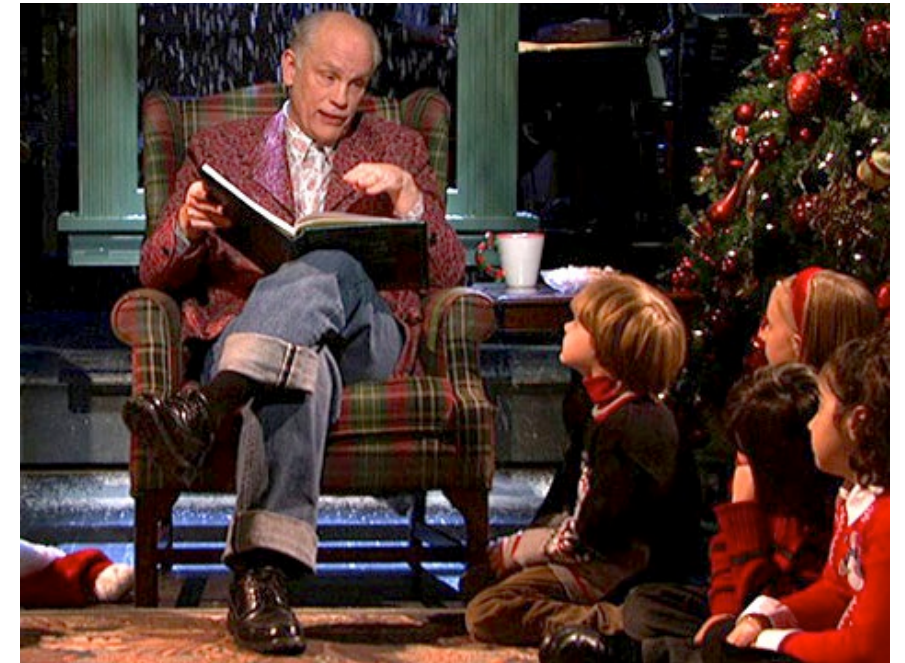
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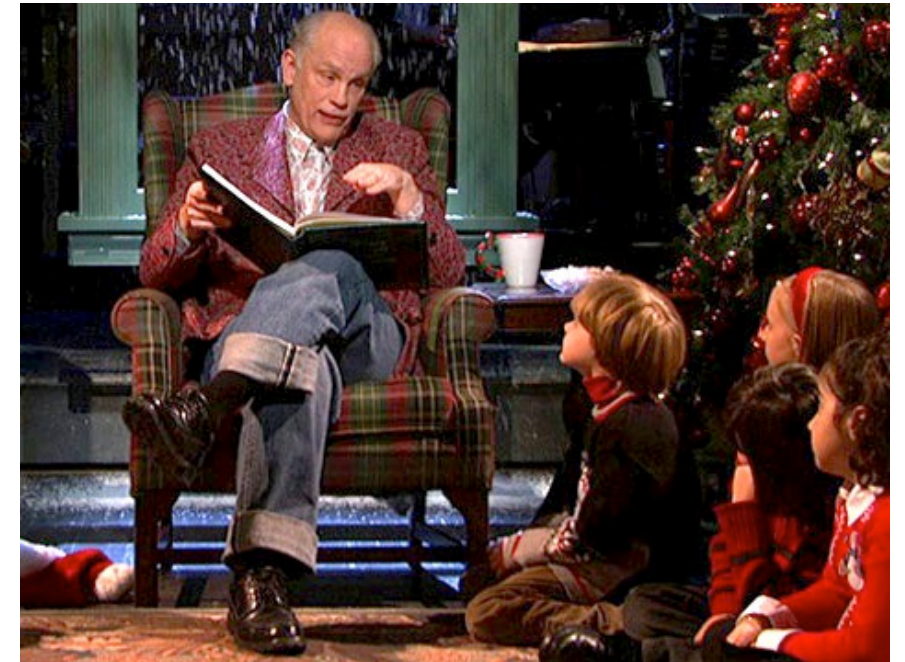
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 - Capacity for learning new perspectives



The practice dimension

- The (habit-forming) activities & techniques that evolve learning and knowledge within a domain
 - E.g. The folks in the MPD group

Wake up



Be awesome



Go back to sleep



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- Social and individual
 - Paulo Freire: Emancipation & praxis

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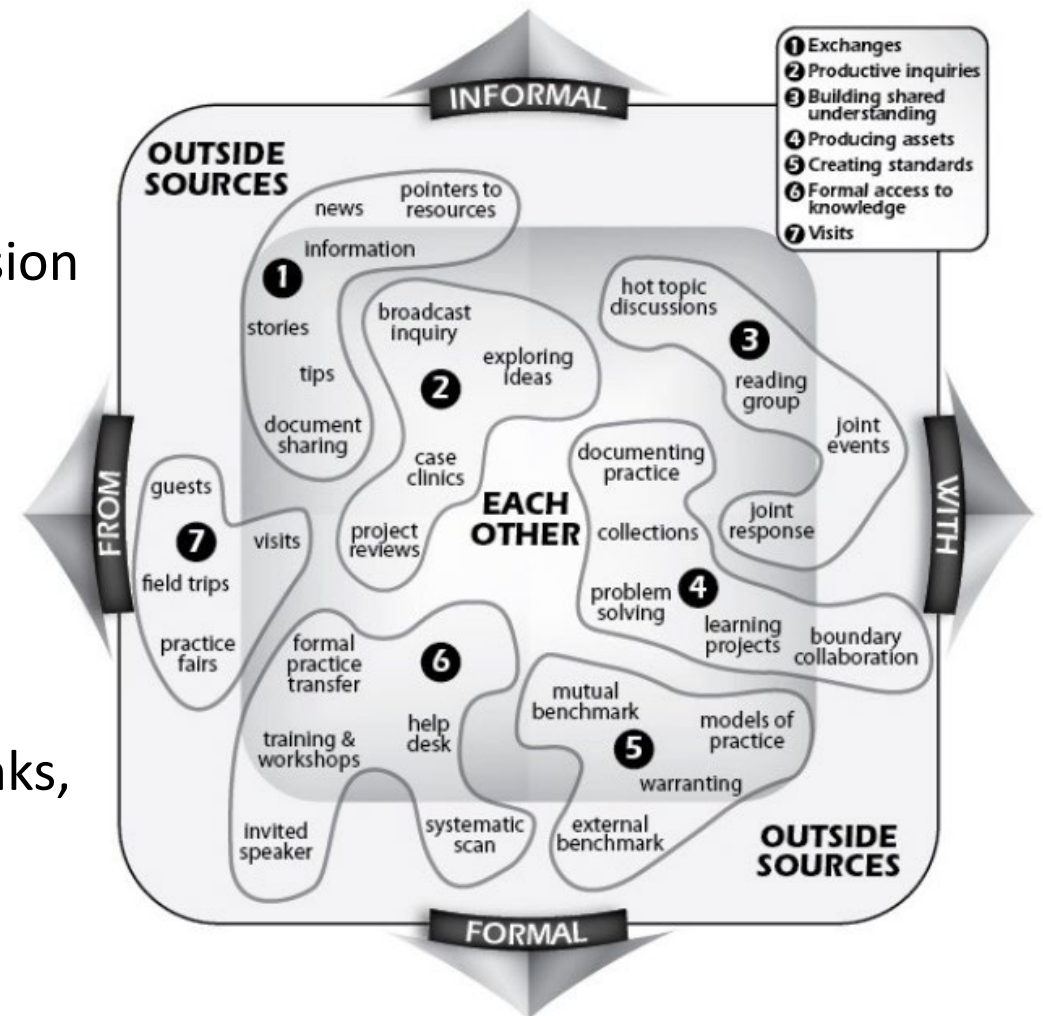
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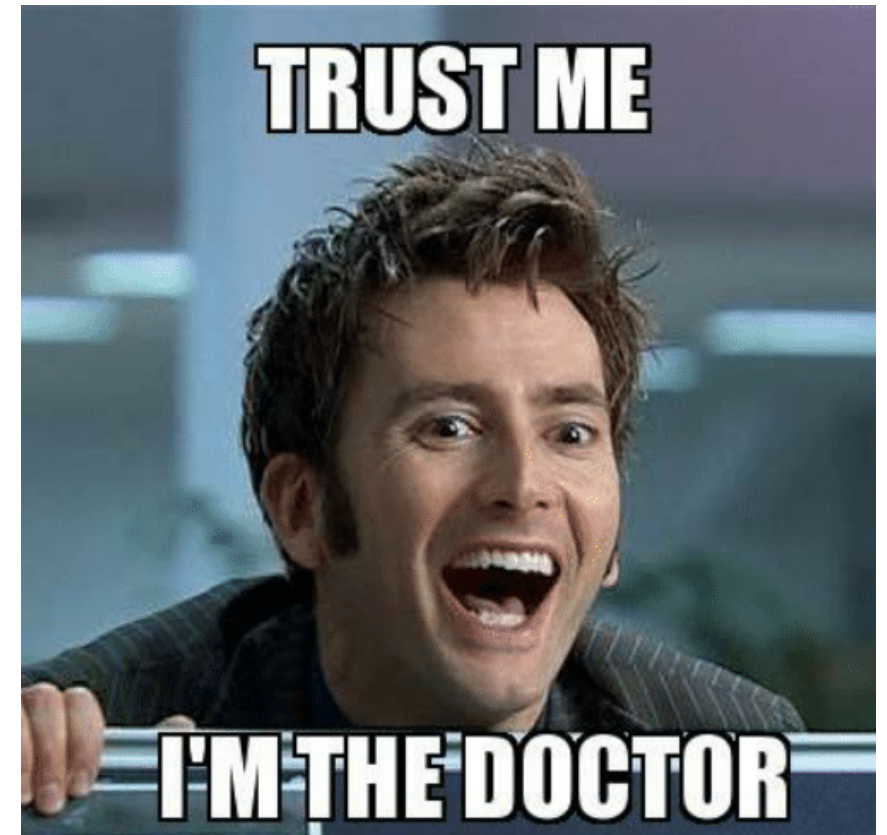
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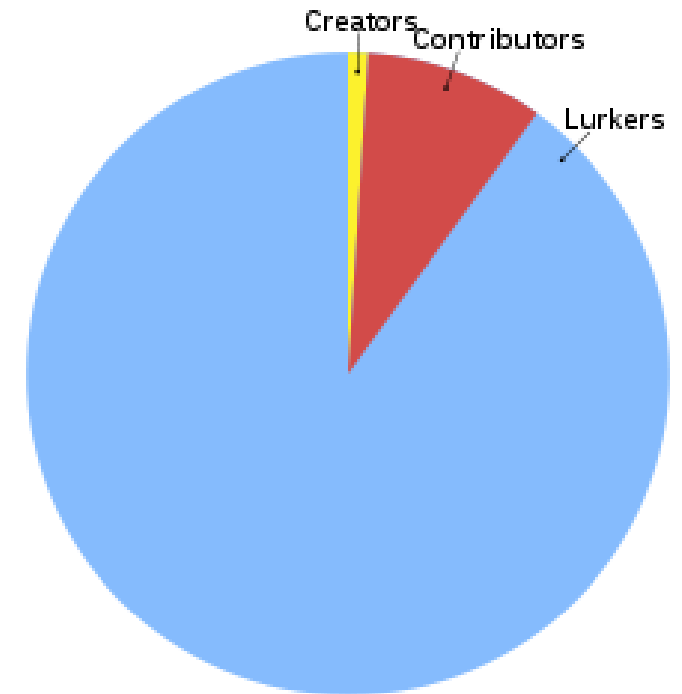
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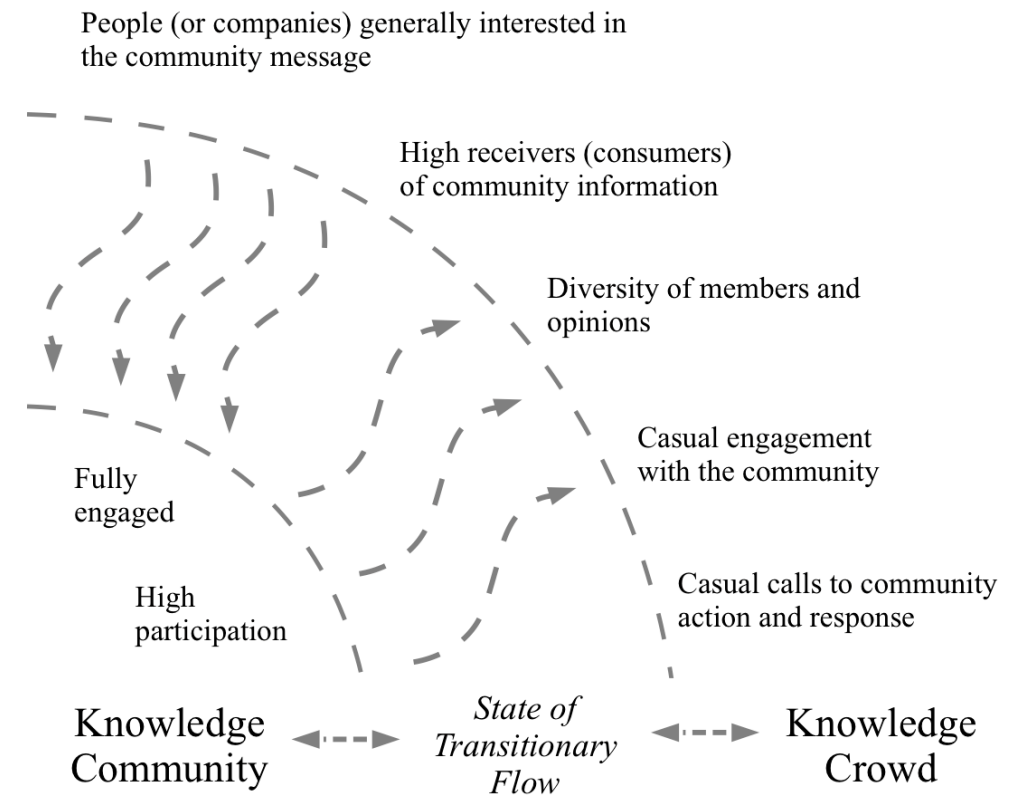
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- Fostering healthy communities
 - **A focus on leadership** – Their needs to be a vision & facilitator/facilitation or chaos or inactivity may ensue



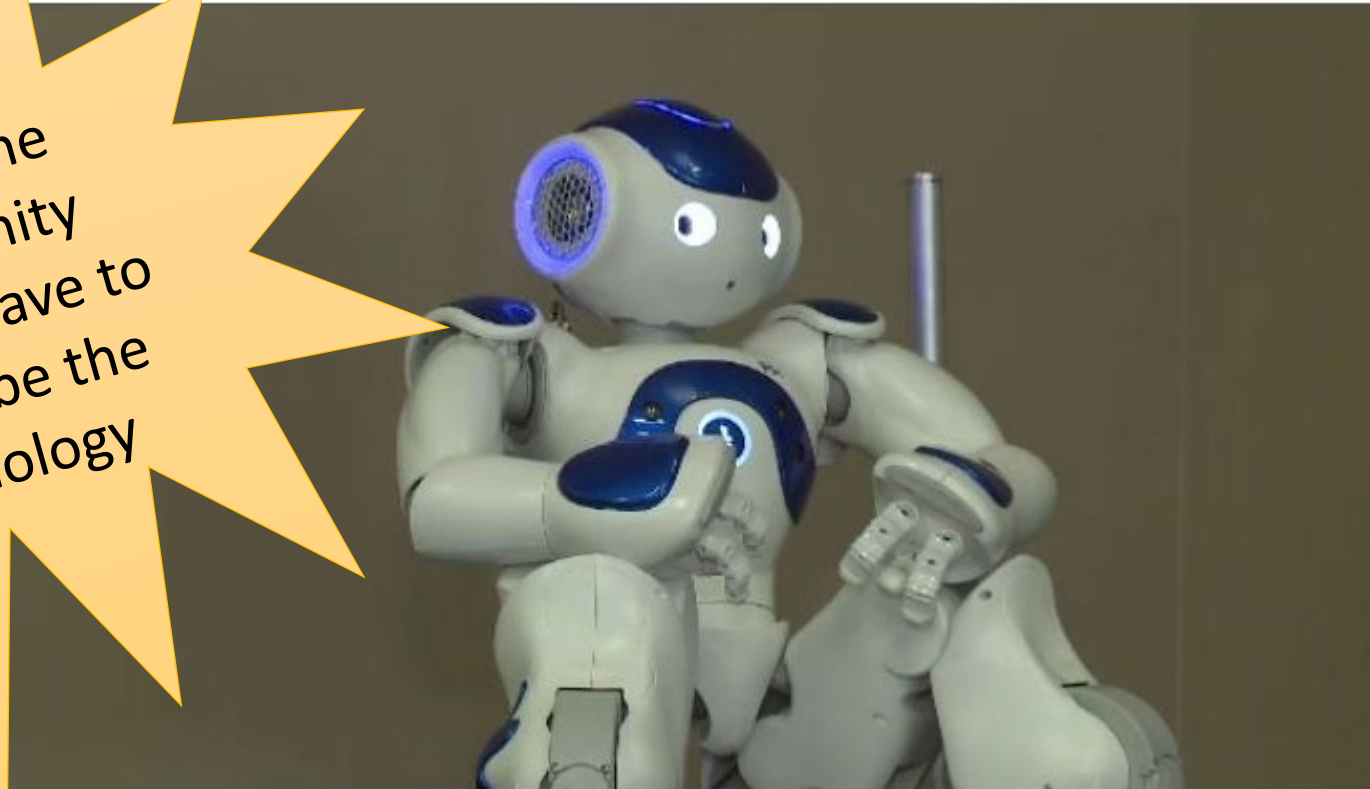
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10 principles for communities

1. Independence
2. Topic-based
3. People-centred
4. Voluntary
5. Cross-cutting
6. Be unique
7. Of “critical mass”
8. Broad
9. Be nurtured
10. TARGETed

Nurse Mason

NOTE: The community doesn't have to always be the technology



- C. Stephanow. Robot helping kids cope in hospital (2018) Online: <https://regina.ctvnews.ca/robot-helping-kids-cope-in-hospital-1.4111003> (Accessed Oct.2018)

Seeing technology through community



- E. Wenger. Learning in Landscapes of Practice. University of Brighton (2013). Online: <https://youtu.be/qn3joQSQm4o> (Accessed Oct.2018)

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- Homer, <https://media.makeameme.org/created/learning-new-things.jpg>
- Bandura, <https://i.pinimg.com/originals/70/51/a1/7051a148e90783d0be9a6238a6b40804.jpg>
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- Place-based, <https://www.iriss.org.uk/sites/default/files/inline-images/placebased-02.png>
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