

PROPOSITIONS
accompanying the doctoral dissertation

Ubiquitous Technology For Lifelong Learners

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1. Lifelong learning is like a never-ending personal revolution in which each individual constantly adapts learning routines according to the affordances given by the environment, available tools, occasional constraints, or previous knowledge on a specific topic.
(this thesis)
2. Lifelong learning has become a necessity for all citizens. We need to develop our skills and competences throughout our lives, not only for our personal fulfillment and our ability to actively engage with the society in which we live, but for our ability to be successful in a constantly changing world.
(European Commission, 2007)
3. Nowadays, most people change their career throughout their lives, many times independently on what they learned during their formal education period. Therefore, the necessity to continually keep our skills sharp and up-to-date becomes increasingly important in a rapidly changing job market.
(this thesis)
4. Learning to learn is the ability to pursue and persist in learning, to organize one's own learning, including through effective management of time and information.
(European Commission, 2007)
5. Self-regulated learning is correlated to students' proactive actions aimed at acquiring and applying information or skills that involve setting goals, self-monitoring, managing time and regulating one's effort towards learning goal fulfillment.
(Candy and Brookfield, 1991)
6. Digital competence involves the confident and critical use of technology to learn, work, and communicate in personal and social life.
(this thesis)
7. Lifelong learners constantly re-design their learning environments in recognition of the places in which they perform interactions with people, spaces, artifacts and resources through which people achieve their work.
(this thesis)
8. Lifelong learners are intrinsically interested to identify patterns in their learning experiences and scaffold their autobiography as a learner to better distribute learning activities in forthcoming goals.
(this thesis)
9. The mobile device is probably the only artifact coexisting with the learner in all scattered learning moments and learning contexts throughout the day.
(this thesis)
10. Looking backward on one's life as a learner is not a deep-rooted habit of students. It is a challenge to find ways to provide students with opportunities to mentally evoke what they have learned throughout the day, so that this experience can be turned into a deliberate object of attention and reflection.
(this thesis)