



Communities of Practice

Team Up 4 Anything

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Key Concepts



Definition

“Groups of people who **share a concern or a passion** for something they **do** and **learn** how to do it better as they **interact regularly**” (Wenger-Trayner & Wenger-Trayner, 2015, emphasis added)



3 Crucial Characteristics

The Domain: Shared domain of interest

The Community: Shared activities and discussions, help one another and provide insight

The Practice: Active practitioners in their domain

Some Characteristic Activities

- Problem solving
 - Requesting information
 - Seeking experience
 - Building arguments
 - Growing confidence
 - Identifying gaps in competence
- (Wenger-Trayner & Wenger-Trayner, 2015)

Key Qualities

- Founded on a “charter” or “manifesto”
 - Membership voluntary
 - Nonhierarchical
 - Leadership in some form needed
- (GOTO Conferences, 2016)

“A Living Curriculum”

(Wenger-Trayner & Wenger-Trayner, 2015)

“We learn better when we learn together” (GOTO Conferences, 2016)



Team Up 4 Anything: We are a CoP!

Domain: Shared passion for creating an impactful CoP presentation!

Community: Maintained via regular Zoom meetings and text message updates

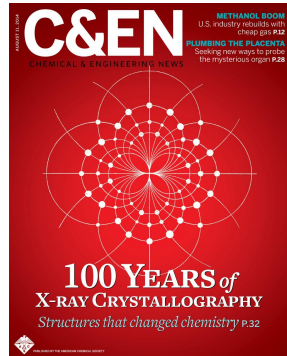
Practice: We are active practitioners in the MIST program creating a class project



Team 4's CoPs

Caitlin: American
Chemical Society

J | A | C | S
JOURNAL OF THE AMERICAN CHEMICAL SOCIETY



Tricia: Basketball
(Team Sports)



Mandy:
Nurse care management



Jeremy: Accessible
Technology Initiative

CSU The California State University
Accessible Technology Initiative

Jessica: Teachers



CoPs and (4 of the) 5Ps

Presentation

- Members WANT to be there
- Largely discussion-based

Practice

- Contribution + Feedback = **Proficiency**
- Community fosters sense of **competency/accomplishment**
- **Goal-focused** = build comprehensive knowledge web

Production & Posting

- Lots of opportunities to apply the skill, knowledge/ability
- Intention is to bring knowledge and skills together to a CoP



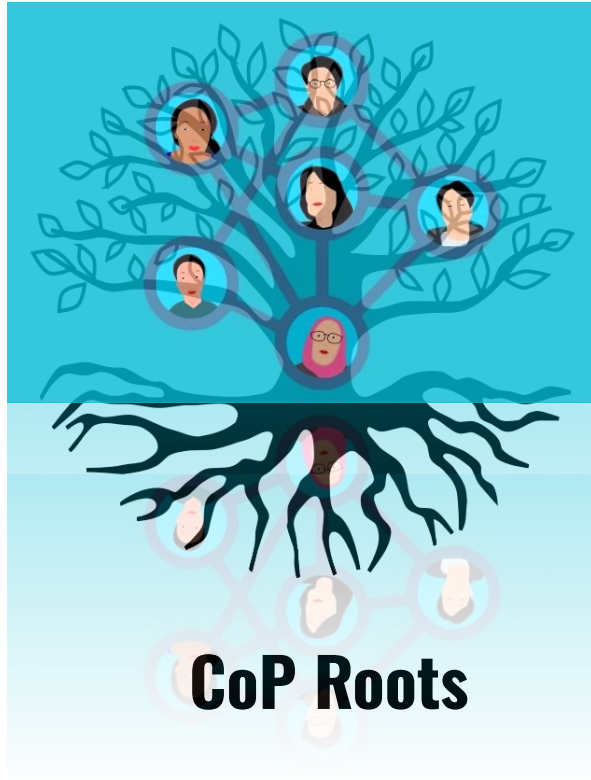
Participation & Collaboration in CoPs



WIKIPEDIA
The Free Encyclopedia

- “We learn better when we learn together”
(GOTO Conferences, 2016)
- Community shares wisdom to build cohesive knowledge
- **Code of Conduct**
 - Success = **consistent member contributions**
 - **Nonhierarchical** and **voluntary** membership

Collaborativism



- Multiple global perspectives
- Constant evolution of knowledge web
 - Agreed upon ‘truth’, if there is one
- Community participation
- Facilitator/moderator

CoPs and the Other “-isms”

- Behaviorism ❌
- Cognitivism 🤔
 - Reliance on computers 👍
 - CoP is too free-form ❌
- ✅ Constructivism ✅
 - *Build* knowledge together, instead of *acquire*
- Connectivism 🤔
 - Online forums have connectivist roots 👍
 - “network-organized learning” without an instructor ❌



Planes of Stimulus Appraisal

Schumann Scherer Model

Novelty

- knowledge web creation

Relevance

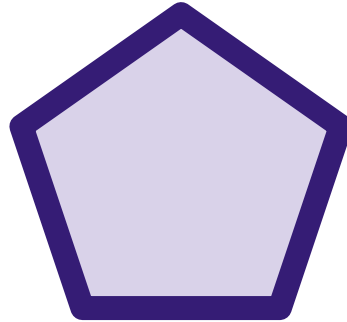
- Voluntary involvement

Pleasantness

- sustainable community

Coping

- Member support



Self & Social Image

- Community engagement aims to increase confidence & sense of belonging

How to Measure

- CSU ATI has existed for nearly 20 years and the CoP has never measured its effectiveness.
- Shared the Harasim model in the CoP.
- CoP will be doing an assessment based on this information.
- 4 campuses have said they are planning on taking this back to their communities to implement in other areas.



CoP in Action!!!



Critiques

- In thinking about the example of wikipedia, there are potential issues with verifying content.
- A CoP is vulnerable without leadership from a moderator who handles meeting schedules and prompts.
- Resistant to change: Prior knowledge can affect acceptance of new ideas under certain circumstances.



General Thoughts/Enhancements

Broadly applicable, requires that the community generate their own specifics (charter); needs effective moderator/facilitator

Flexible structure

- Community members empowered to enhance their particular CoP as they see fit
- CoPs: Always under construction; constantly evolve by nature

References

GOTO Conferences. (2016, Oct 31). Communities of practice, the missing piece of your agile organization – Emily Webber – GOTO 2016.
<https://www.youtube.com/watch?v=9Owrovki730>

Harasim, L. (2017). *Learning Theory and Online Technologies* (2nd Ed.). Routledge.

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<https://www.wenger-trayner.com/introduction-to-communities-of-practice/>