eFest Workshop;

Title   "Moving beyond the LMS - getting FLOCK'D: a hub for Social Software tools." **(LEVEL 7)**

Abstract
A hands-on overview of Social Software tools for creating customized collaborative learning environments in Tertiary Education. And an example of managing these tools using FLOCK - a web browser built as a hub for social software (http://www.flock.com/). Flock is based upon Firefox, but instead of requiring user installed extensions for harnessing extra features, Flock includes several built-in social software tools that are simply configured using free popular online hosted services. 'Social Software' - interactive collaborative software, is one of the key features of what has been termed 'Web2' (O'Reilly, 2005).

Web2 is about:
- Moving beyond content delivery to personal publishing
- Ease of use
- Interactivity
- Collaboration & sharing
- Customisation

Social Software tools potentially provide the basis for enhancing teaching and learning in virtually any discipline. The use of social software in education has gained a lot of recent interest (Alexander, 2006; Alexander *et al.,* 2006; Attwell, 2006; Bryant, 2006; Cych, 2006; Mejias, 2006; Wilson, 2006).

The workshop will investigate the use and integration of:
- Blogs
- Social Bookmarking
- Online Photo Sharing
- RSS newsreading

Outcomes   At the completion of this session the students will be able to;
(1). Evaluate the educational potential of Social Software.
(2). Create a collaborative environment utilizing open source social software tools.
(3). Demonstrate the ability to publish and subscribe via RSS.

Content
(1). Investigate and become familiar with a variety of collaborative technologies (Social Software).
(2). Create a customized collaborative learning environment using Flock as the 'hub':
(3). Create personal reflective learning journals (Blogs).
(4). Create a Flickr account (Image sharing).
(5). Create a Shadows or Delicious account (Social Bookmarking).
(6). Subscribe to RSS feeds.
(7). If time - mobile blogging via Letmeparty.com, and Podcasting via podomatic.com.

Notes
See http://ltxserver.unitec.ac.nz/mediawiki/index.php/SocialSoftware for a brief outline of workshop

content.

References

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