



# WEB 2.0 and Pedagogy

DO THE NEW TECHNOLOGIES HAVE ANYTHING  
NEW TO CONTRIBUTE TO  
THE DEVELOPMENT OF PEDAGOGY?

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# Web 2.0 *"is the joining dot of digital natives, internet economics and Read/Write Web."* **Joining Dots**

- ≡ the web as platform
- ≡ the underlying philosophy of relinquishing control
- ≡ globalization ("making global information available to local social contexts and giving people the flexibility to find, organize, share and create information in a locally meaningful fashion that is globally accessible")
- ≡ an attitude not a technology
- ≡ when data, interface and metadata no longer need to go hand in hand
- ≡ action-at-a-distance interactions and ad hoc integration
- = power and control via APIs
- = giving up control and setting the data free

# Web 1.0

# Web 2.0

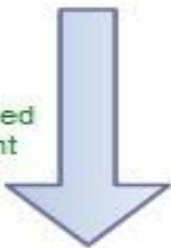
## Web 1.0

"the mostly read-only Web"

250,000 sites



published content



user generated content



45 million global users

1996

## Web 2.0

"the wildly read-write Web"

80,000,000 sites



published content



user generated content

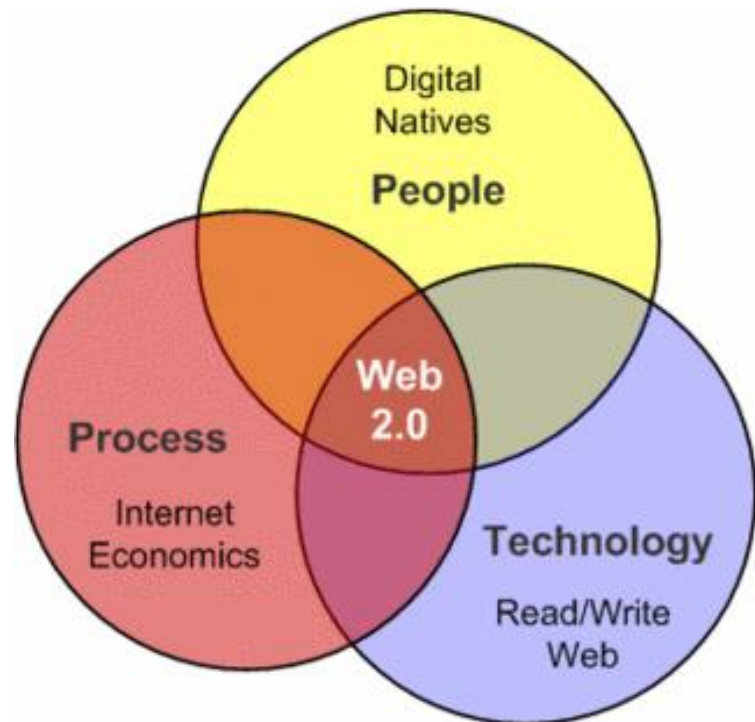


1 billion+ global users

2006

## Features:

- 1. Web 2.0 connects people.
- 2. Web 2.0 means special economic opportunities.
- 3. Web 2.0 is a Read/Write Web.



# Connects people.....

- messenger



- Social networks

Hi5, Facebook, LinkedIn Netlog MySpace  
Flixster

# Special economic opportunities

- Web publicity and advertising ...
- Chef2chef.net



# Read Write Web

- Forums

Yahoo groups, Google groups

- Wikis

- **Blogs**

- Facebook, MySpace, ELGG, SecondLife



# Web 2.0 = breathing fresh life into the teaching strategy

- The teachers have started exploring the potential of blogs, of wikis, of the services of putting together media and/or other forms of social software.



# creating a virtual course is challenging



## Major challenges, such as the questions the teachers ask themselves, are:

- How to teachers teach without personal communication?
- How can teachers provide clear enough instructions?
- How will teachers know when their students are confused?
- How do teachers succeed in determining all the students to participate?
- How do teachers deal with planning and giving rhythm to the course?
- How do teachers know if their students are learning?

## How can teachers provide clear enough instructions?

- Creating and managing the FAQ (Frequently Asked Questions) lists.
- Performing self-assessment during their entire teaching activity in order to be able to actively interfere whenever applicable

## How will teachers know when their students are confused?

- Using the form incorporated in the wiki space / or the comments on the blogs in order to publish their uncertainties, the problems they encountered, etc.
- Besides the text “emoticons” can also be added. They are meant to send to the interlocutor the state of mind and the feelings of the discussion partner.



## How do teachers succeed in determining all the students to participate?

- Using the student-to-student communication, especially the chat forum - a significant learning experience.
- Demanding a certain number of postings every week .
- Asking the students to answer to each other's postings.

# How do teachers deal with planning and giving rhythm to the course?

- Adapting their courses to the virtual environment,
- Re-examining the course design,
- Rethinking the curriculum strategies
- Splitting the course,
  - by breaking it into malleable pieces,
  - by organizing groups.,
  - by adding virtual reading,
  - by giving up the classical readings, tests and practical works,
  - by including projects spread over several weeks, collaborative group work and in-depth reviews.

# How do teachers know if their students are learning?

- Finding evaluation methods able to show whether the students learnt (besides eye-monitoring the accounts)
- Developing some “Questioning techniques”
- Giving the student a self-assessment form



# Presentation Outline



# Conclusion

- The use of technology in the teaching activity
  - improves the learning process,
  - increases efficiency and
  - promotes the pupils'/students' creativity, the collaboration and communication skills.

## Take Home Message:

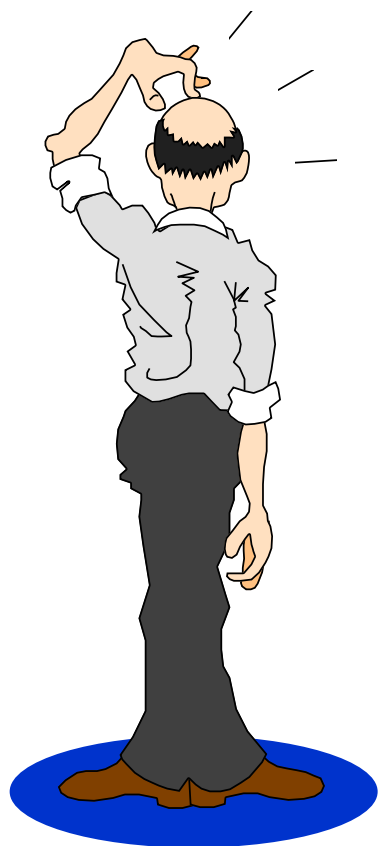
People visit Web 1.0 AND live, learn in Web 2.0.

# Conclusion

- Web 2.0 applications facilitate learning and knowledge exchange, prepare the youth for the future and brings together people from the most diverse places, having the most varied experiences.

## Take Home Message:

**WEB 3.0 is ready to come for???!**



# Questions & Discussion



**Thank you very  
much for your  
time and  
attention!**

**If you would like a copy of this presentation or continue this discussion, please contact**

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