

user vs. author
learners as creators

local vs. remote
learning is ubiquitous

private vs. public
learning = performing

Learning 2.0

1.0	2.0
learning environment = an island including contents and tools	learning environment = a portal to the web (content / apps)
teacher imports resources	learner configures environment
	hybrid platform • aggregate content • integrate tools

eLearning

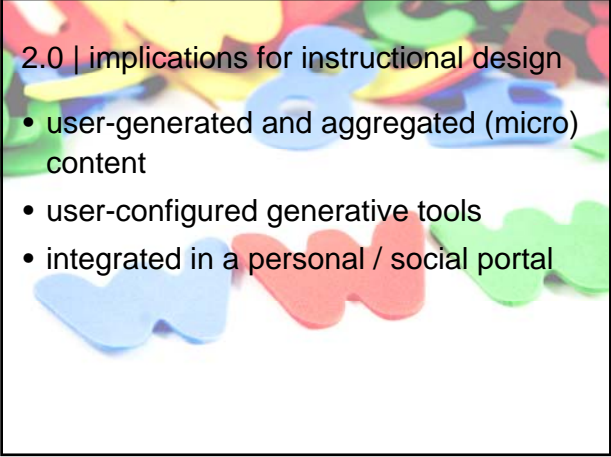
DRUPAL.ORG
Community CMS

sharing ...

blogs, wikis, books
by taxonomy, tagging
via feed import/export
- social presence -

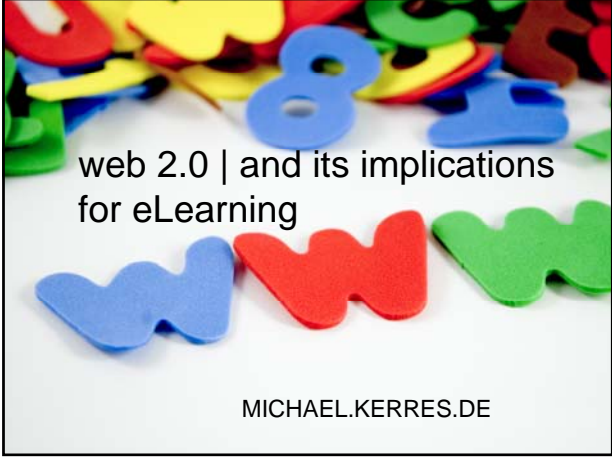
DRUPAL.ORG
Community CMS

integrating:
personal tools, apps

A background of scattered, colorful foam letters in various colors (red, yellow, blue, green, pink) on a white surface.

2.0 | implications for instructional design

- user-generated and aggregated (micro) content
- user-configured generative tools
- integrated in a personal / social portal

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web 2.0 | and its implications
for eLearning

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