Gerhard Fischer and Hal Eden: "Design, Learning, and Collaboration" — Spring Semester 2004

General Remark for all assignments — always remember the statement by Blaise Pascal: *"I have made this letter longer than usual, because I lack the time to make it shorter."*

Assignment 2

due:

- 1. Monday, January 26, 2004; 10am on the class website max length: two pages
- 2. you can work as a group and submit one answer as a group (clearly identifying the members of your group)

Read the article

Fischer, G. (1998) "Making Learning a Part of Life-Beyond the 'Gift-Wrapping' Approach of Technology." Notes from 6/96 NSF Symposium on Learning and Intelligent Systems available at: <u>http://www.cs.colorado.edu/~l3d/presentations/gf-wlf/</u>

Briefly discuss the following issues:

- 1. what did you find
 - 1.1. interesting about the article?
 - 1.2. not interesting about the article?
- 2. what do you consider the main message of the article?
- 3. click on one of the words in blue and see what happens?
 - 3.1. is this feature useful?
 - 3.2. in which other situations have you encountered this feature?
- 4. global learning theories and approaches
 - 4.1. do you know any of the people mentioned in the diagrams:
 - 4.1.1. Skinner
 - 4.1.2. Piaget
 - 4.1.3. Papert
 - 4.1.4. Illich
 - 4.1.5. Vygotsky
 - 4.1.6. Dewey
 - 4.1.7. <ignore Taylor>
 - 4.2. select one of the six
 - 4.2.1. in case you know something ◊ write a paragraph what she/he has contributed to a deeper understanding of learning?
 - 4.2.2. in case you do not know something, find out something about her/him \Diamond write a paragraph what she/he has contributed to a deeper understanding of learning?
- 5. identify one website (and mention the URL) which you consider interesting and relevant for "learning"! Write a one paragraph justification!