

# PANEL on COLLA/ICCGI

# **Collaborative Society via Learning and Developing Collaboration**

Noriko UOSAKI Osaka University, Japan n.uosai@gmail.com Monday, June 22, 15:45 - 17:30 IARIA2018 (COLLA 2018), June 22-26, 2018 - Venecia, Italy

### OUTLINE

- 1. Paradigm Shift on Education
- 2. SNS based collaborative language learning (pros and cons)
- 3. Learning style preference and collaborative learing

- School learning
- Learning by rote memory/ cramming
- Teacher-centered
- One-time evaluation by testing
- Authentic learning
   Learning by Experience/ Constructivism
   Student-centered
   Continual evaluation by performance

Morimoto, Y., (2008). E-Portfolios: Theory and Practice (in Japanese). Journal of JSiSE (教育システム情報学会誌) Vol.25 No.2 pp.245–263.

#### **Teacher-centered**



**Teacher-centered** 

#### student-centered







## ICT technologies facilitate this trend!

```
> What have computers (ICT technologies)
   made us possible?
How have computers (ICT technologies)
changed class?
```

What computers made us possible are:

Interaction between learners

- $\Rightarrow$ Collaborative Learning
- ⇒Knowledge sharing
- ⇒Student-centered learning

 $\Rightarrow$ Active learning



collaborative learning

computer-supported collaborative learning (CSCL)

collaborative inquiry learning

telecollaboration

active learning learning by doing

#### student-centered language learning

- Interaction is critical to learning a language ----- Vygotsky (1978)
- Collaborative learning relevant for language learning ------ Kukulska-Hulme & Shield (2008)
- Student-centred learning

Student-centred and small-scale course programmes resulted in more academic success than lecture-based course programme----- Severiens, Meeuwisse, & Born (2015)

Educational application of SNS effective for reflection activities ----- Kim & Kim (2013)

#### student-centered language learning

## Educational application of SNS

effective for reflection activities ----- Kim & Kim (2013)

Sociocultural SLA theory :

scaffolding interactions where language learners use the social assistance of more expert language users to incorporate new linguistic features into their developing language competence ----- Liu et al. (2013), p.3

SNS seems to be perfect for scaffolded language interactions - ---- Liu et al. (2013)

student-centered language learning

## Educational application of SNS

Facebook (Aladjem and Jou, 2016) Twitter (Lomicka and Lord, 2016) Instagram (Lomicka and Lord, 2016) Snapchat (Lomicka and Lord, 2016) Mixi (Ota, 2011)

#### facebook



#### facebook

#### Pros

- Any languages
- Internet slangs and trending words
- Discuss language problems
- Learn many contents quickly
- Share with friends/save pages/screenshot

#### ■Cons

- Distraction
- Spend a lot of time without noticing
- Incorrect information
- > Undesirable content



- Some usefulaccounts for language learners
- ➢ Visual media

   → easier to learn

   ➢ Bookmark function

   → easy to get back to the posts you want to review later
- Comment function
- Automatic translation



Simple Japanese vocabs. \*\*\* Sorry for the inconvenience - next post will be in March. kanji-link.com/

#### 翻訳を見る





#### Pros

- > Visual media
- Bookmark function
- Comment function
- Automatic translation
- More than 30 languages

#### 

- Distraction
- Incorrect information
- not enough information



Chat system originally developed as a communication tool with a high insured security for the companies, hospitals, police stations etc.

https://www.incircle.jp/





Trigger

There are always some students who do not want to use the existing SNS systems.



Unless all the students agree to use it, it is impossible to use it as a class communication tool.

InCircle can solve this problem!







#### Pilot evaluation result

- More interaction among students via InCircle.
- Effective as a communication tool

#### Future work

How to encourage the studens who prefer "learning alone"

Supporting Collaborative Interaction among Learners Using Collaborative Learning System InCircle Noriko Uosaki, Osaka University, Osaka, Japan Takahiro Yonekawa, Brain Signal, Inc., Tokyo, Japan Chengjiu Yin, Kobe University, Kobe, Japan COLLA 1 Room B (10:30 ~ 12:15) Tue. 26<sup>th</sup>, June. 2018

#### **Thanks**







## **COLLA 2018**

## Learning and Developing Collaboration

Learning and Developing Collaboration

## Keys to Successful Collaboration

- The collaboration environment is two (or more) entities work to a common goal
- The key item for a successful collaboration is a clear definition of the environment
  - The objective
  - The work items
  - The exchange of work items
- The critical difficulty to a collaboration environment is the addition of a new entity

Learning and Developing Collaboration

## The Future Road

- It is clear that the future will be based upon more, rather than less, collaboration.
  - Medical success is, will be, based upon collaborative care
  - Autonomous objects (automobiles, vacuum cleaners, ...) require a collaborative space
- We have too many collaborative environments attempting to solve the same problem that cannot collaborate

# A Suggestion

- "I have a better idea"
  - Key element for constructive innovation
  - Key element for cacophony
- Migration plan
  - The most difficult task is the migration of an existing environment to a new environment
  - The most common approach is to develop a plan to move from (abandon) the old and move to (instantiate) the new
  - Perhaps the migration plan approach should be to build on the strength of the old; that is, design for future migration (future innovation)

Learning and Developing Collaboration



#### Panel on COLLA/ICCGI

#### Collaborative Society via Learning and Developing Collaboration

**Roles on Cooperation and Learning** 

#### Petre Dini, IARIA, USA

petre@iaria.org

Monday, June 25th June 24-28, 2018 - Venice, Italy



### **COOPERATION FACETS**

- 1. Human-machine Cooperation in Self-driving Cars/Buses in Smart Cities
- 2. Tutoring-like Human Cooperation

3. Group Cooperation-based Ranking Systems

### Self-driving Cars/Buses in Smart Cities/Campuses



https://www.hel.fi/uutiset/en/helsinki/helsinki-self-driving-bus-regular-service

Human-Machine Collaboration [Friendly, Deep-learning, ...] Human-Machine Interfaces [Rear-time, Multi-modal, ...] Human-Machine Cooperation for Vehicle Driving [Co-assistance] Human-Machine Interaction for [Semi-] Autonomous Driving Passengers-Cars Cognitive-Sharing Campus/[Streets] Buses Delegation & Mutual Control [Cognitive aspects]



### **Tutoring-like Human Cooperation**

#### History on Tutoring Systems - adapting questions to answers' accuracy

### **Clustering** Same-level of Knowledge Cooperating Similar-knowledge Clusters

#### **Damage of Impedance-mismatching**

- delays for quorum agreements
- biased output
- not validated/endorsed output



- History on Group Cooperation-based Ranking Systems
- Faked/distorted/untrue News/reviews/reports
- Building Clusters of Trusted Reviewers
- Acquiring Quorum of Trusted Reviewers
- Allow a Time-window for Ranking Validity
- Useless of Ranking Systems vs. Human (changing) Behavior
  - case study: Trivago
  - facts: bad news are spreading times fastest than good news good guys are times more silent than bad guys



### **Case Study: Deep Learning**

- IEEE Communications Magazine
- May 2018, vol. 56, no. 5, pp. 124-129

Theme: Human Activity Recognition via multi-Wi-Fi-APs

Important to: crowdsensing, social networks, recommendation systems

Via: Wi-Fi Channel state Information to discover

- Traditionally: signals + calculations + one AP
- With dense and complex environments: no intuitive model
- With Deep Learning model, from Multiple APs, via Special Datasets, Special Data Structure, Convolution Neuronal Networks, Feature Extraction, from Wi-Fi Channel State Information
- Large-scale body/citizens movement sensing



#### **Helps for Cooperating Environments/Cites**

#### Systems/models/theories

- GPS
- Deep Learning
- AI (revived Artificial Intelligence)
- Cognitive science and Cognitive modeling
- Neuroscience
- Human modeling
- e-Citizenship platforms/Social networks

#### **Achievements**

- Low price & huge memory
- Low price & huge computation power
- Micro-&Miniaturization
- Advanced distributed architectures/approaches (Clouds, MMWave, 5/6G, etc...)

