

Open Education 2030

JRC-IPTS Call for Vision Papers

Lifelong Learning

Pervasive Education

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A near future that offers open technical and pedagogical infrastructure, will bring unprecedented opportunities to deliver 'pervasive education', allowing us to access learning orientated content experiences wherever we are and whenever we want.

An exploration of the future where open pervasive, technical and pedagogical infrastructure, allows us to access learning orientated content experiences wherever we are and whenever we want.

In the near future it's possible to predict scenarios where ubiquitous open technical frameworks along with powerful mobile devices and a constellation of rich media content experiences combine, to offer the prospect of a pervasive education. The vision for this future is one where sensors and mobile devices are able to reliably deliver content experiences and learning content that is sensitive to the situation of the learner. This sensitivity could include an awareness of location, perhaps delivering a longer learning object to an individual who is in the home, than one who might be out of the house and traveling.

The learning object might know something of my specific learning needs or my particular habits of learning. It might for instance dynamically configure content to me based on what it understands of the learning objects that I have already encountered, perhaps even taking into account data that describes the time that I took to engage with a learning object or a score from informal testing or gaming scores.

A pervasive education future allows the easy and ambient access of learning content which can be both authored and prescribed by education hierarchies, but can equally be learner-generated prioritised within a selection of available media, by the approval and rating of the learners themselves. This social recommendation allows a further refinement of the content offers, to accommodate the particular learning outcomes of individuals, for instance including the need to re-skill in order to get a better job to to learn a particular technical vocabulary in a foreign language.

Pervasive education offers an opportunity to use digital media to augment a learner's experience of the real world and vice versa. Learners will be enabled to use everyday devices to explore the world around them, in the process unlocking informal learning content and a world of stepping stones within varied lifelong learning journeys.

About: James Richards is Director of *Chromatope*, a UK based digital media consultancy. Chromatope recently created a prototype iOS application for a client which via a mobile device, turned ordinary product barcodes into smart tags which could be used by an informal learner to launch rich media content. The project was designed to demonstrate how the objects within the world around us can be used as gateways to 'knowledge and learning' content and lifelong learning experiences. Before his current role, James was a development executive for the BBC, and set up and ran the BBC's 'Learning Development Unit', and the 'Multi-platform Development Unit'.

