

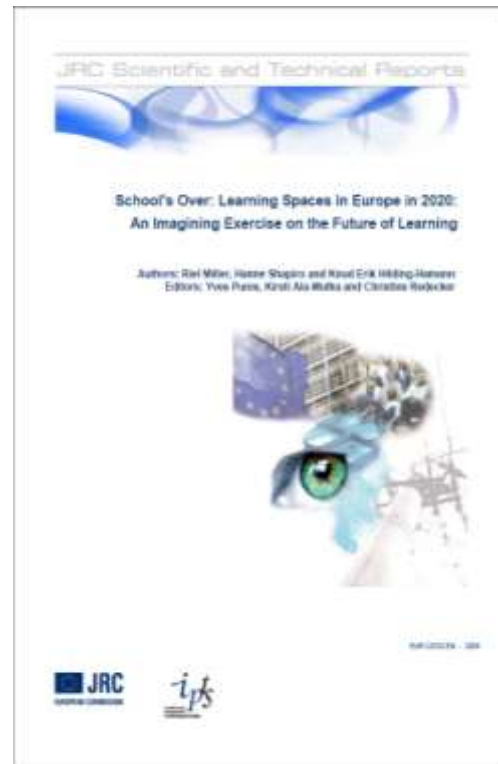
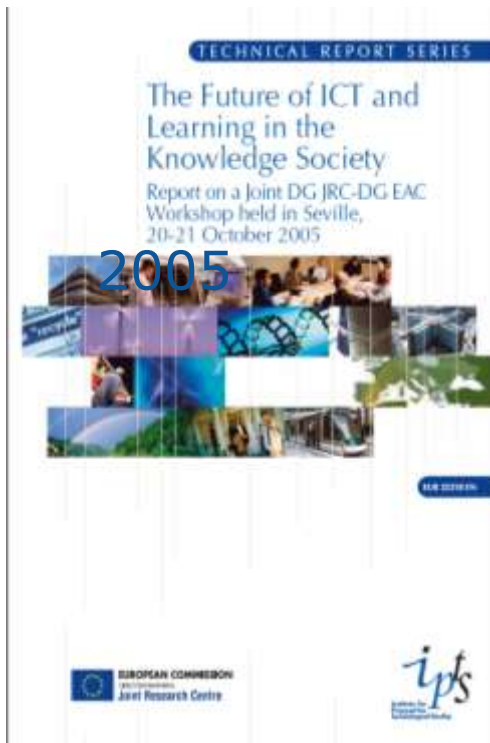


Open School Education 2030 Starting off

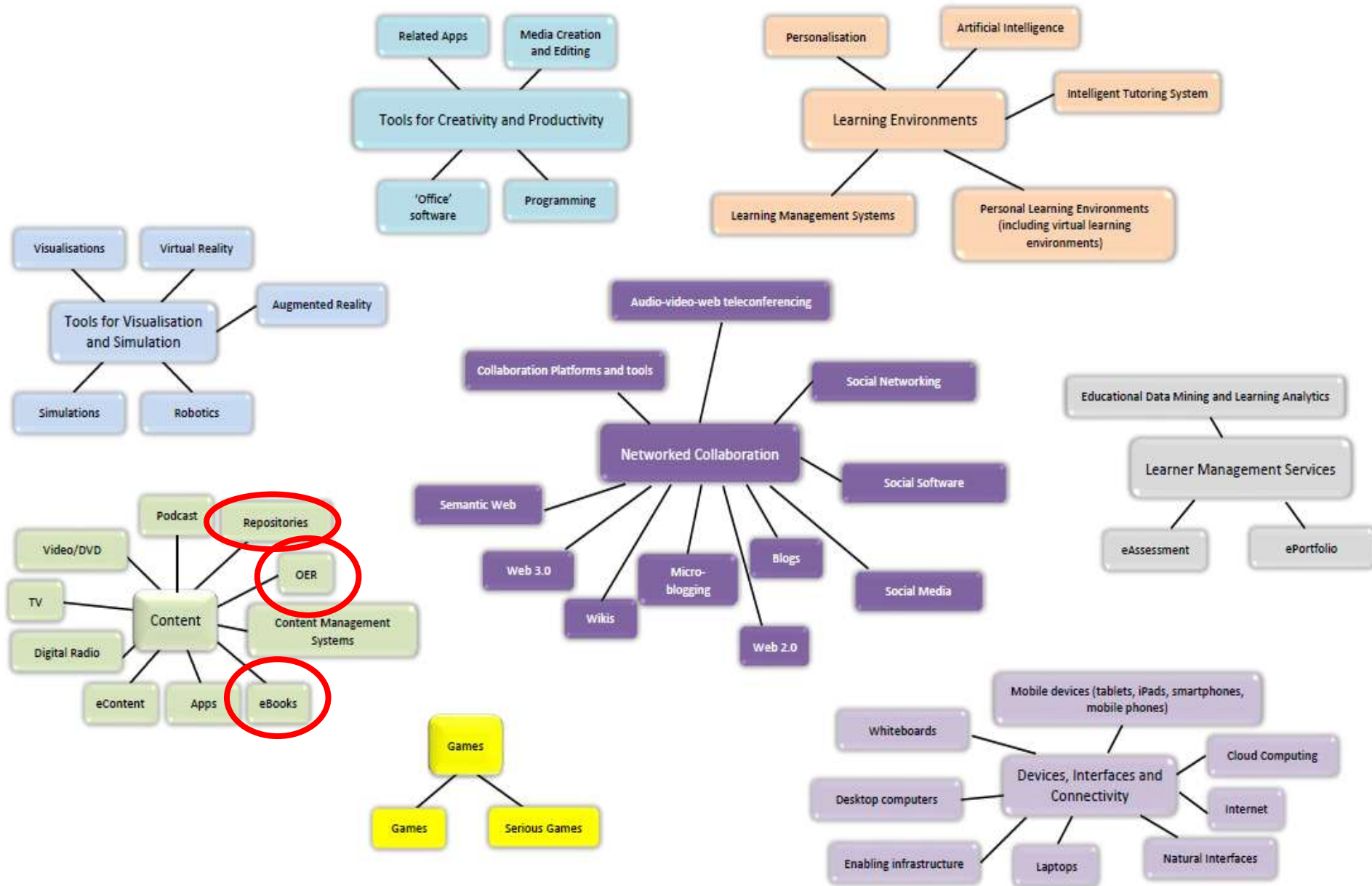
**Open Education 2030:
Exploiting the Potential of OER for School Education
- A Foresight Workshop -
Seville, 28-29 May 2013**

**Jonatan Castaño Muñoz
Christine Redecker**

Bridging the Gap between Present and Future: Ideas from IPTS research on ICT for Learning

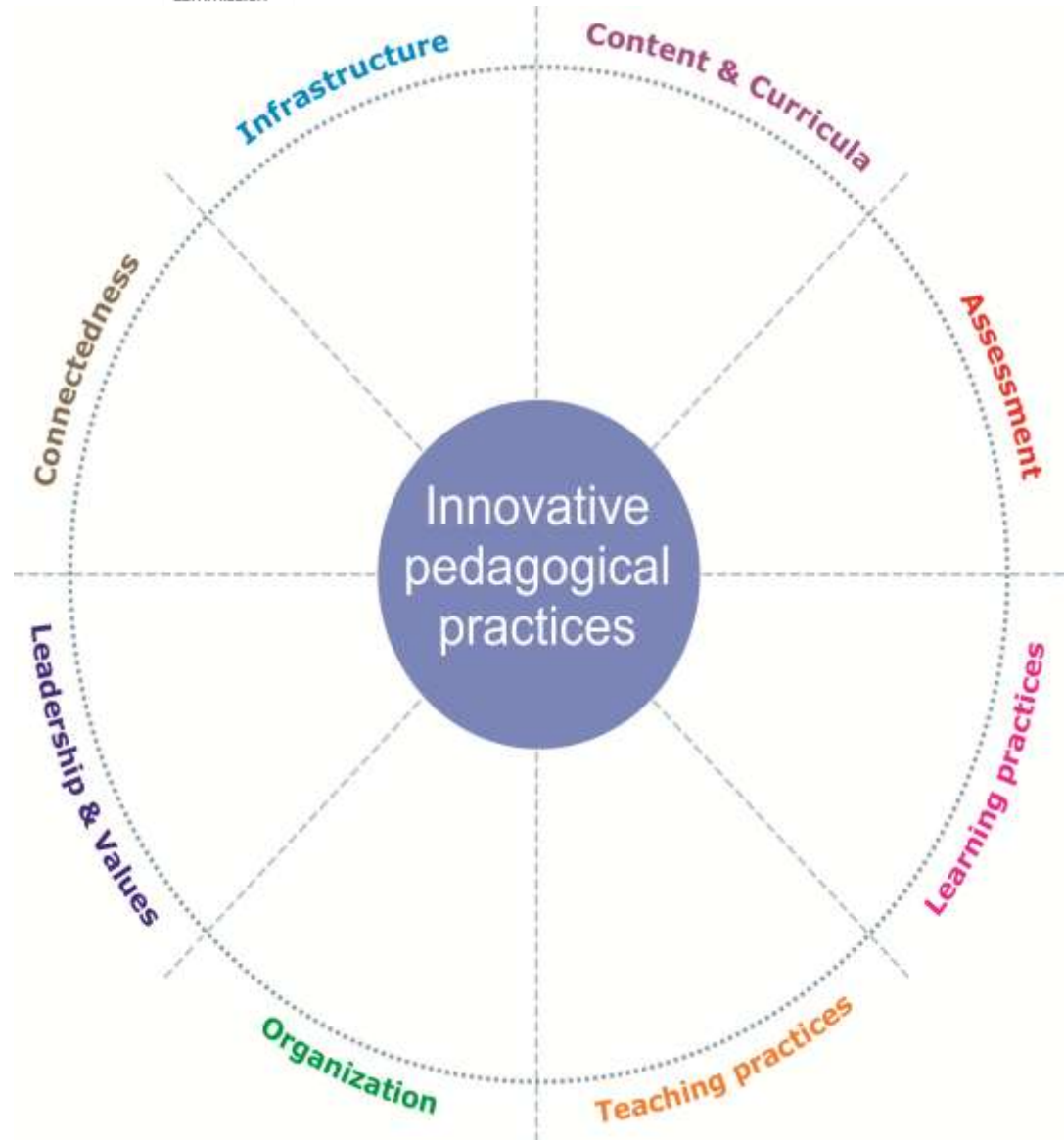


Mapping Technologies for Learning (MATEL) (2012-2014)



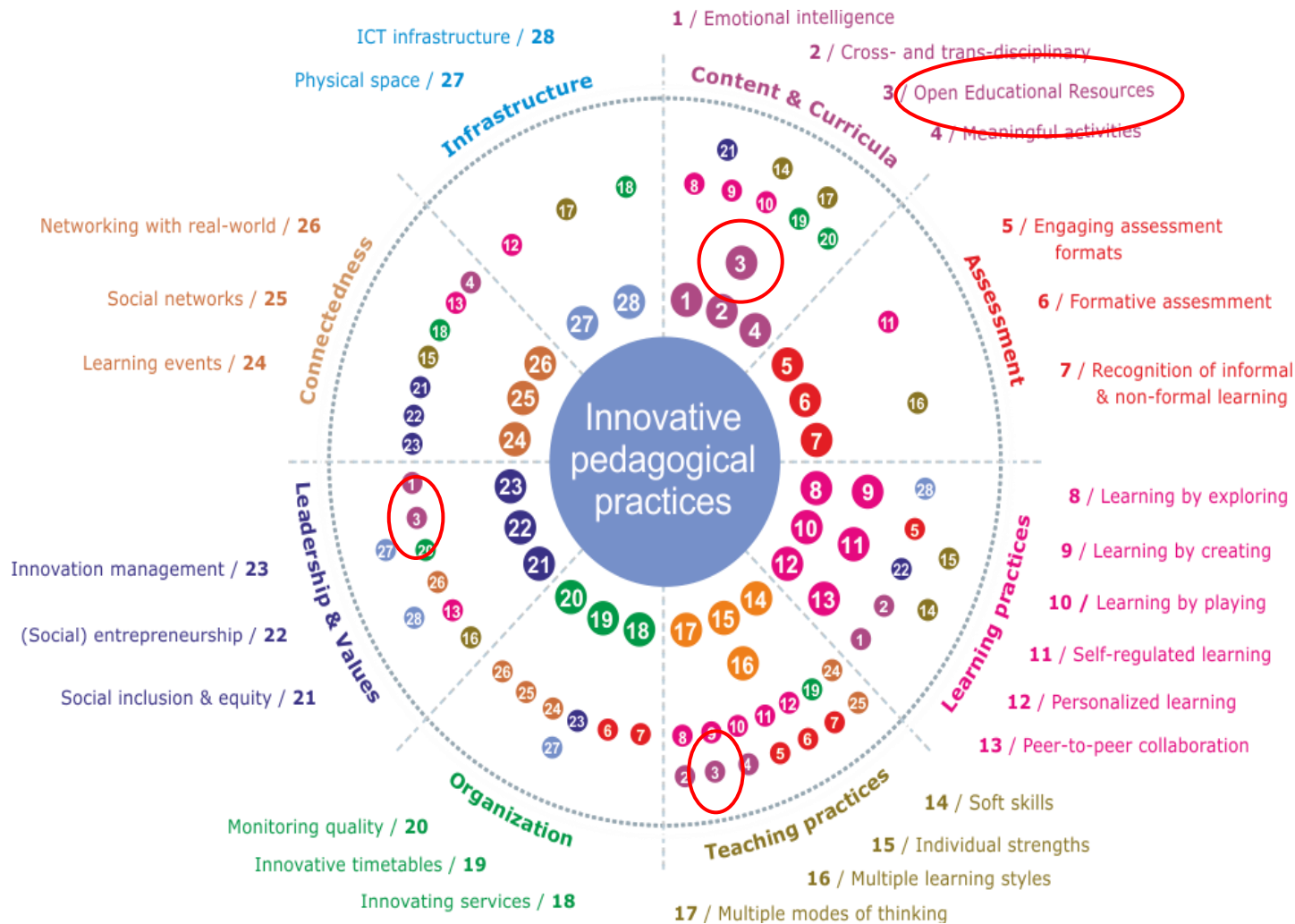
Mainstreaming and up-scaling "Creative Classrooms"

Need for a more systemic approach...



Scaling-up ICT-enabled innovation for learning

European Commission



Thinking About Open Education....



[O]pen education is not limited to just open educational resources. It also draws upon open technologies that facilitate collaborative, flexible learning and the open sharing of teaching practices that empower educators to benefit from the best ideas of their colleagues. It may also grow to include new approaches to assessment, accreditation and collaborative learning. Understanding and embracing innovations like these is critical to the long term vision of this movement."

<http://www.capetowndeclaration.org/read-the-declaration>

Learning Spaces

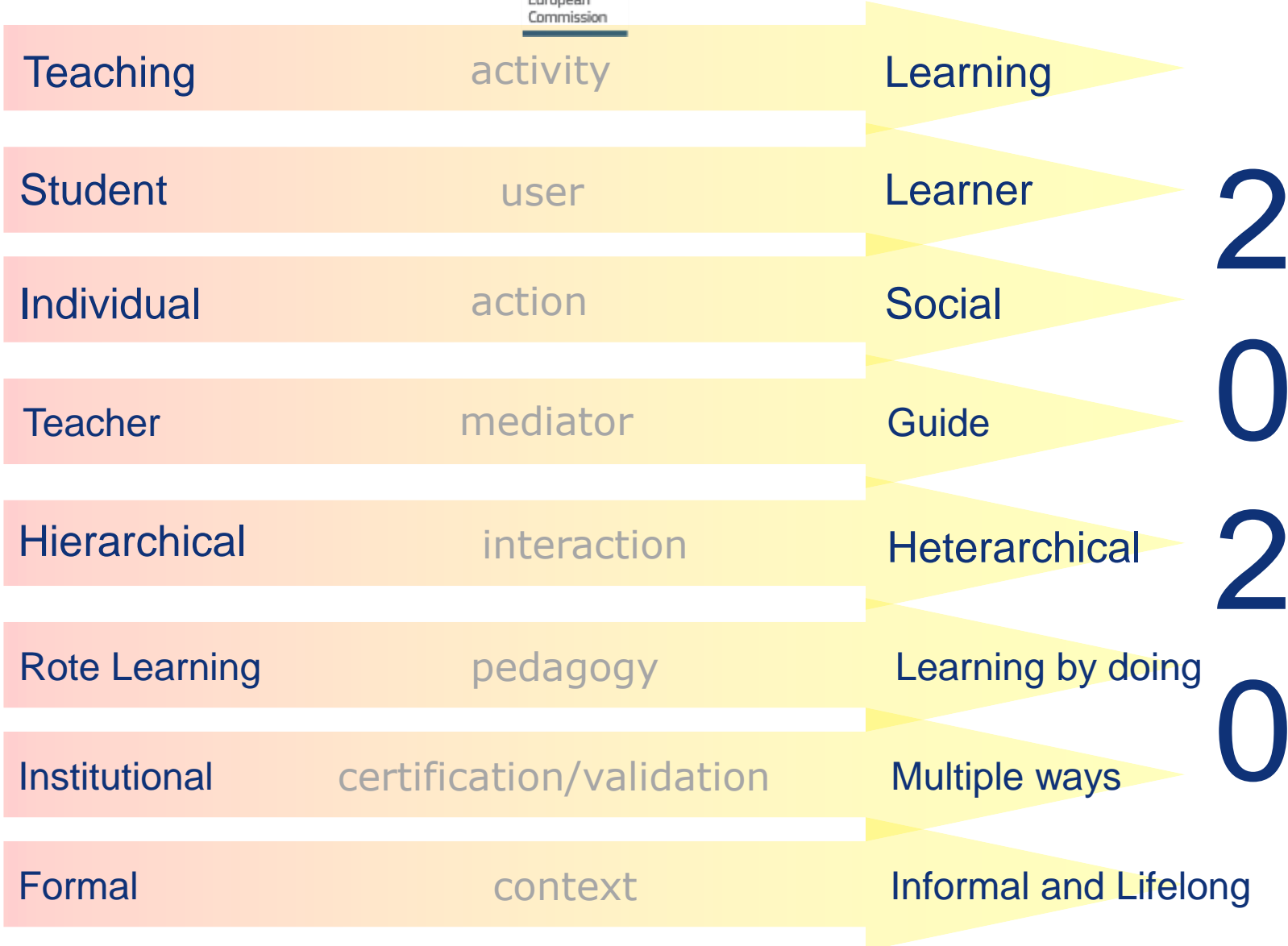


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Future of Learning (2011)



Demography

Globalisation

Immigration

Technology

Labour Market

Drivers

Labour market trends & demands

New skills

Initiative, resilience
Responsibility
Risk-taking, creativity

Team-, networking
Empathy, compassion
Co-constructing

Managing, organising
Meta-cognitive skills
Failing forward

Personal skills

Social skills

Learning skills

Education & Training

Personalisation

Collaboration

Informalisation

Learner-centred

Social learning

Lifewide learning

New ways of learning

Tailormade & targeted
Active & constructive
Motivating & engaging

Peer-learning
Sharing & collaborating
In communities

Anywhere, anytime
Blending virtual & real

Combining sources/providers

ICT Trends

Augmented Reality

Data mining

Learning analytics

Electronic tutors

3D virtual worlds

Social networks

Games

Mobiles

e-books

OER

ePortfolios

LMS

Demography

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ICT Trends

Augmented Reality, Data mining, Learning analytics, Electronic tutors, 3D virtual worlds, Social networks, Games, Mobiles, e-books, OER, ePortfolios, LMS