Situated Learning

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> What do you know about situated learning?

Situated Learning

› Proposed by Jean Lave and Etienne Wenger. It is a theory about knowledge acquisition. Learning is situated; learning is embedded within activity, context and culture.

› Lave discovered that housewives who could successfully do the mathematics needed for comparison shopping were unable to do the same mathematics when they were placed inside a classroom environment .

Situated Learning

› Learning is not simply the transmission of abstract and knowledge from one individual to another, but a social process.

› Learning should be situated in a specific context and embedded within a particular social and physical environment.

› Learning is unintentional and not deliberate.

Situated Learning

› Social interaction is a critical component. Learners become involved in a "community of practice".

› As the beginner or newcomer moves from the periphery of this community to its center, they become more active and engaged within the culture and hence assume the role of expert or old-timer.

Situated Learning

› Legitimate peripheral participation

- Legitimate: "unqualified" people as potential members of the "community of practice".
- Peripheral: edge – center.
- Participation: learning by doing

› Application

technology-based learning activities for schools that focus on problem-solving skills.
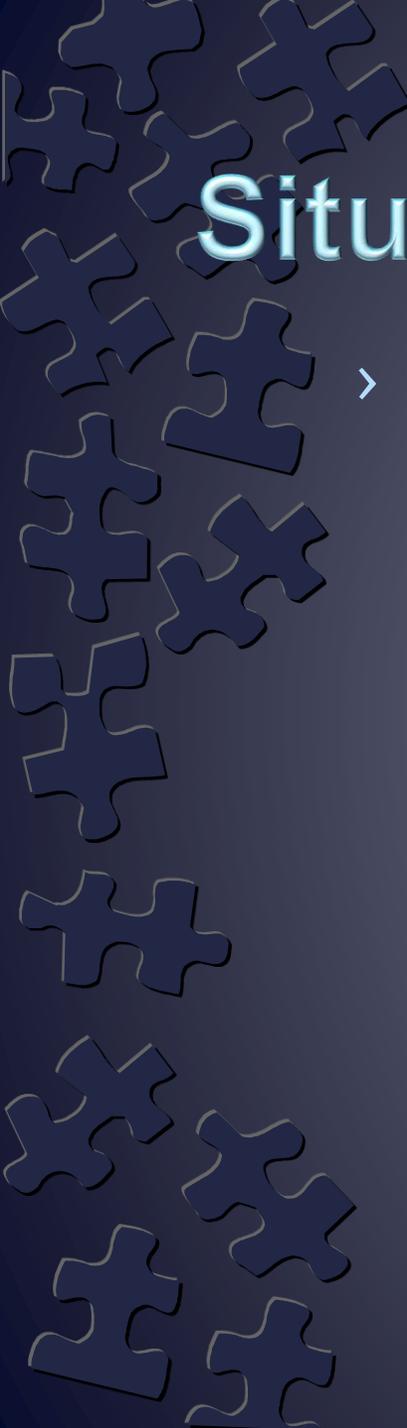
Situated Learning

› Situated activities:

  • Role play in the real world setting (military training).

  • Field trips including archaeological digs and participant-observer studies in an alien culture.

  • On the job training including apprenticeship and cooperative education.

Implications for design

Two principles

› Knowledge should be presented in an authentic context that reflects the way the knowledge will be used in real-life.

› encourage social interaction and collaboration. E.g. Students learn from experts, or student-expert.

Virtual Design

› Learners are placed in settings, which resembles to the real world. Learning take place automatically when learners are exploring the sites.

› Allows social interaction.
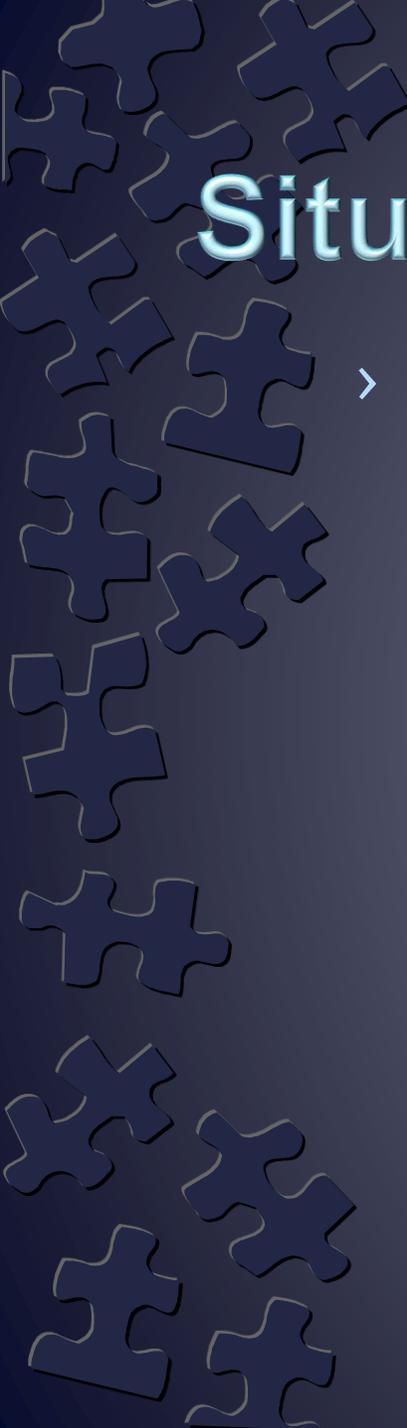
Situated Learning

› Sum up

- Situated learning explains everyday knowledge acquisition.

- Learning is unintentional and situated within authentic activity, context, and culture.

- Assumption: If you put a learner in a real world situation (authentic context) and interact with other people then learning occurs.
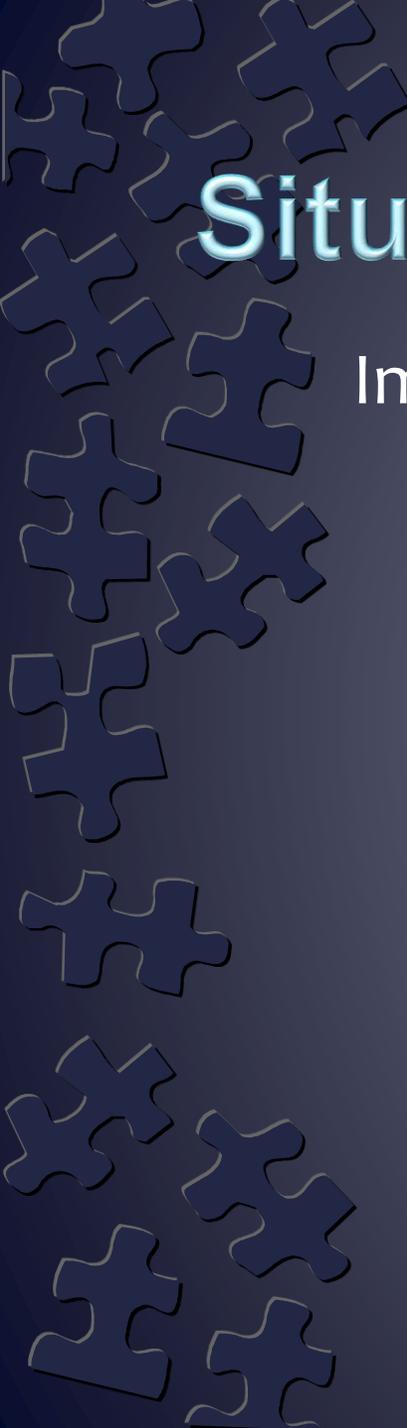
Situated Learning

Implications for design

- Knowledge needs to be presented in an authentic context, i.e., settings and applications that would normally involve that knowledge.

- Learning requires social interaction and collaboration.

References

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