Networks for Lifelong Competence Development

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TEN Competence

Building The European Network for Lifelong Competence Development

General objectives

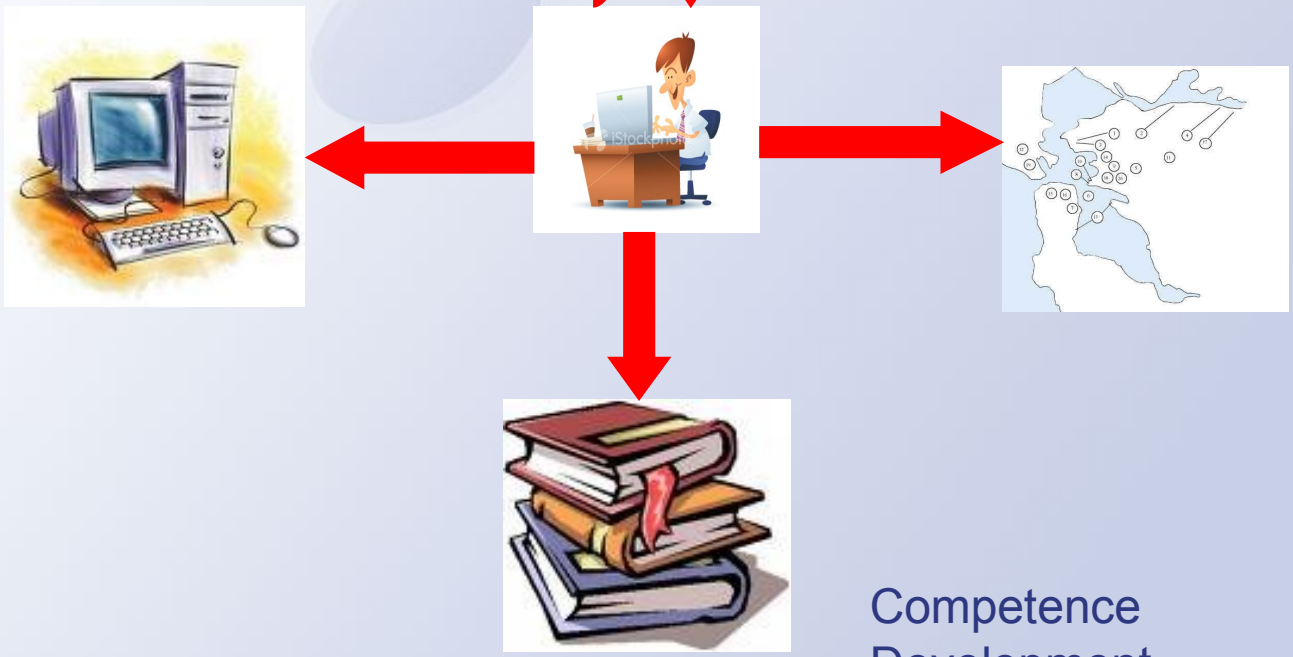
- Enrich the users' experience by providing data models which will allow more relevant matches between users to be made.
- Provide an integral overview of Competence Development Opportunities available to users.
- Develop, test and integrate
  - value-added components such as connection agents, simulation and game dynamics embedded in online competence development contexts.
  - network models and management policies that support the community's capacity for self-organization while preserving the autonomy of individual users.

Objectives, explained

The user, himself

The system

The community

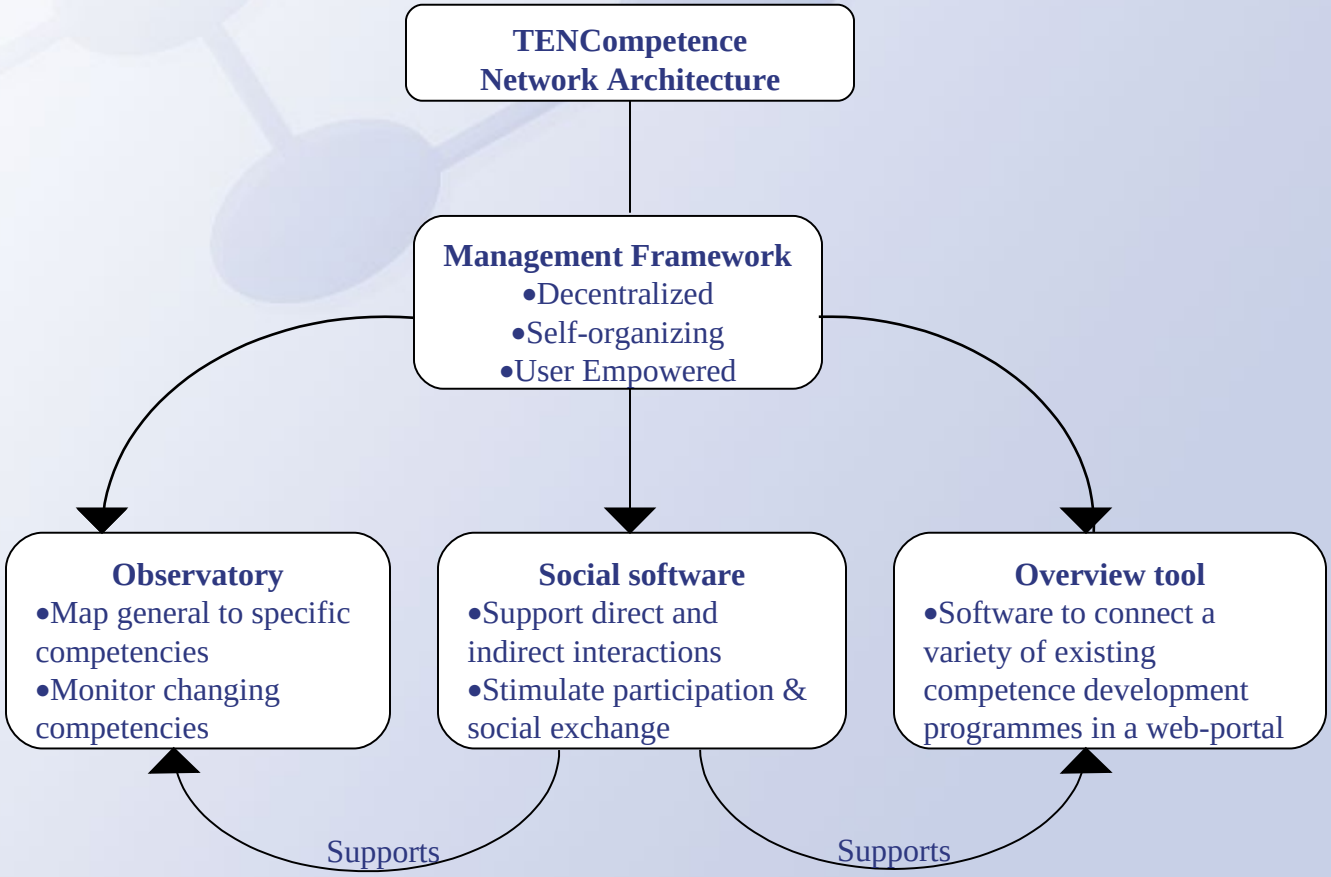


Competence Development Objectives

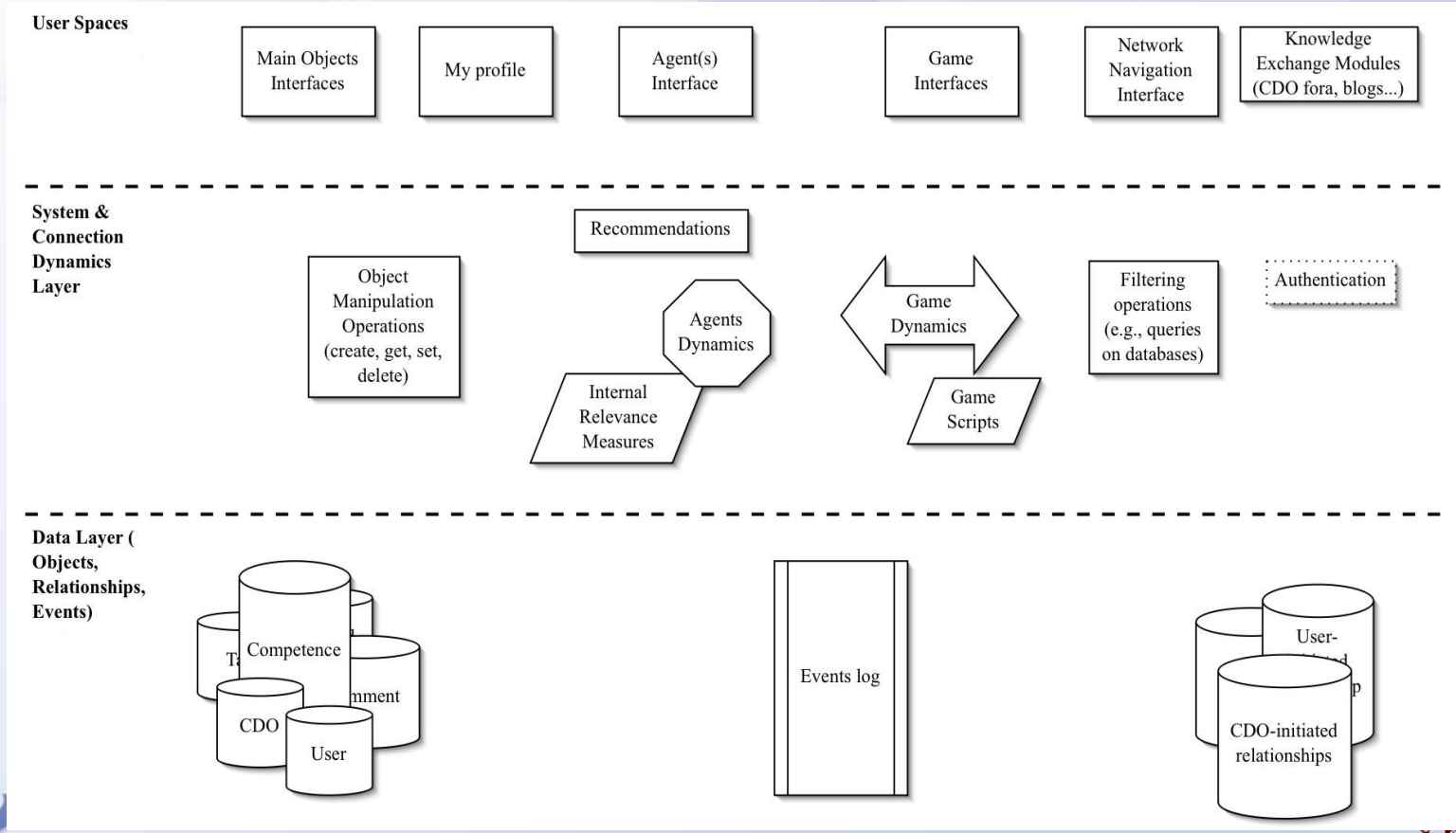
Software toolset to be developed

- Comprehensive toolset comprising the following tools
  - Competence Observatory Tool
  - Overview Tool
  - Network Management Tool

General Framework



Software Architecture



Overview Tool

Purpose: To provide an overview of all the possible formal and informal competence development programmes available to users to develop their competences.

Subtasks:

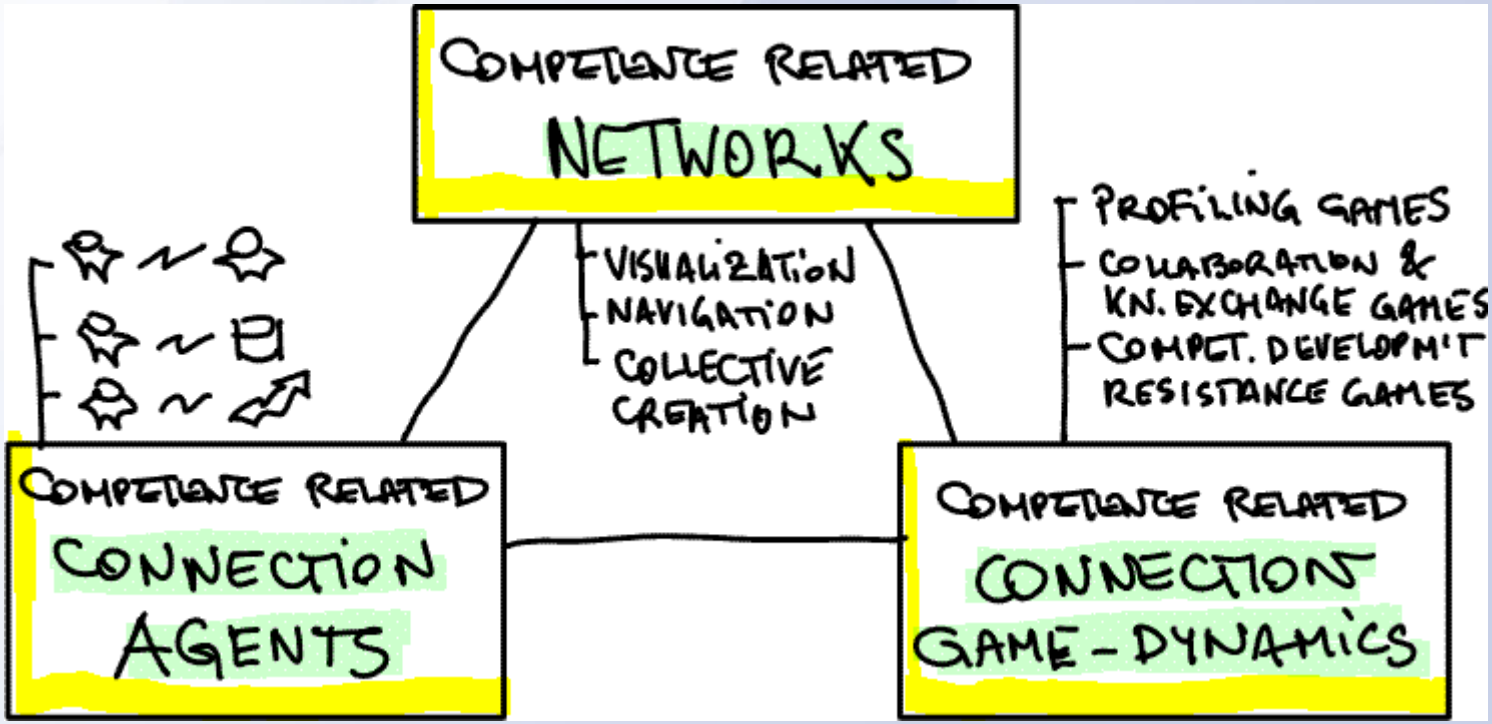
- Identify search facilities & matching mechanisms (collaborative filtering, data-mining of social network data) to locate relevant programmes
- Visualization of search results

Social agents

Purpose: Tools to stimulate pro-active sharing of knowledge and knowledge resources.

Subtasks:

- Simulations as a game-like approach to experiencing the value of social dynamics within the network.
- Social agents (working on user profiles/ portfolios & social network analysis) to provide value-added recommendations on group formation, user interactions, and identification of learning opportunities.
- Scaffolding user behavior, from passive to active knowledge exchange in the network.

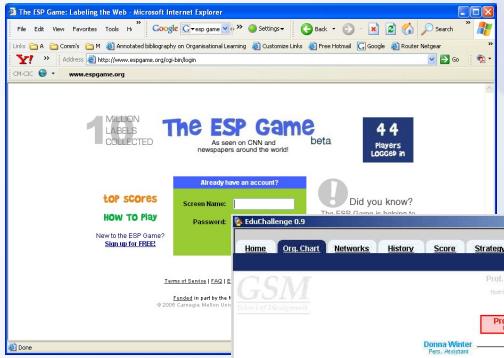

COMPETENCE RELATED
NETWORKS
VISUALIZATION
NAVIGATION
COLLECTIVE CREATION
PROFILING GAMES
COLLABORATION & KN. EXCHANGE GAMES
COMPET. DEVELOPM'T RESISTANCE GAMES
COMPETENCE RELATED
CONNECTION AGENTS
COMPETENCE RELATED
CONNECTION GAME-DYNAMICS

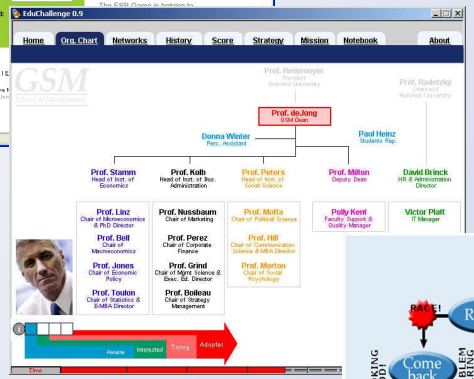
Games as an initiation into knowledge network

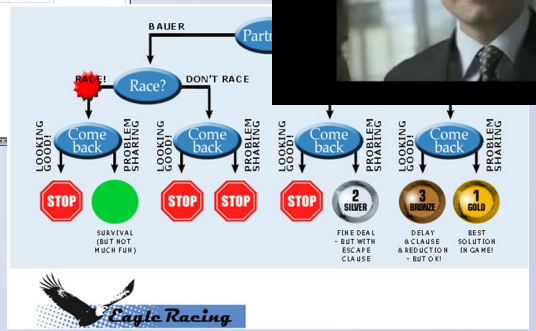
- Actively facilitate group work and collaboration
- Provide an experience through which users come to understand the value of the network
- Provide a safe environment in which to lower inhibitions and encourage active participation (disarming the issues of face, of saying the wrong things)
- Scaffold the skills necessary to navigate across the formal and informal social networks (how does one identify the right people?)

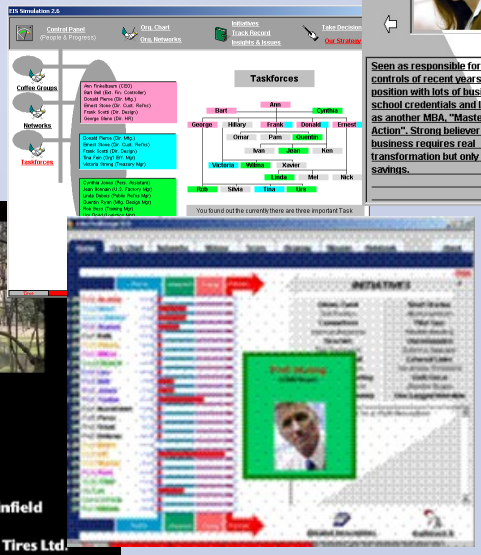
Games

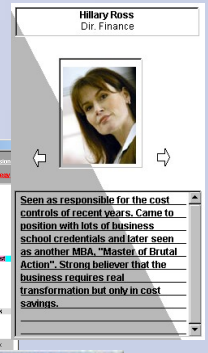
- **Profile-related** Connection Games
- **Collaboration and Knowledge** Connection Games
- **Organizational** Connection Games











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EDE, 24 October 2007, Sofia

Demo – Overview Tool

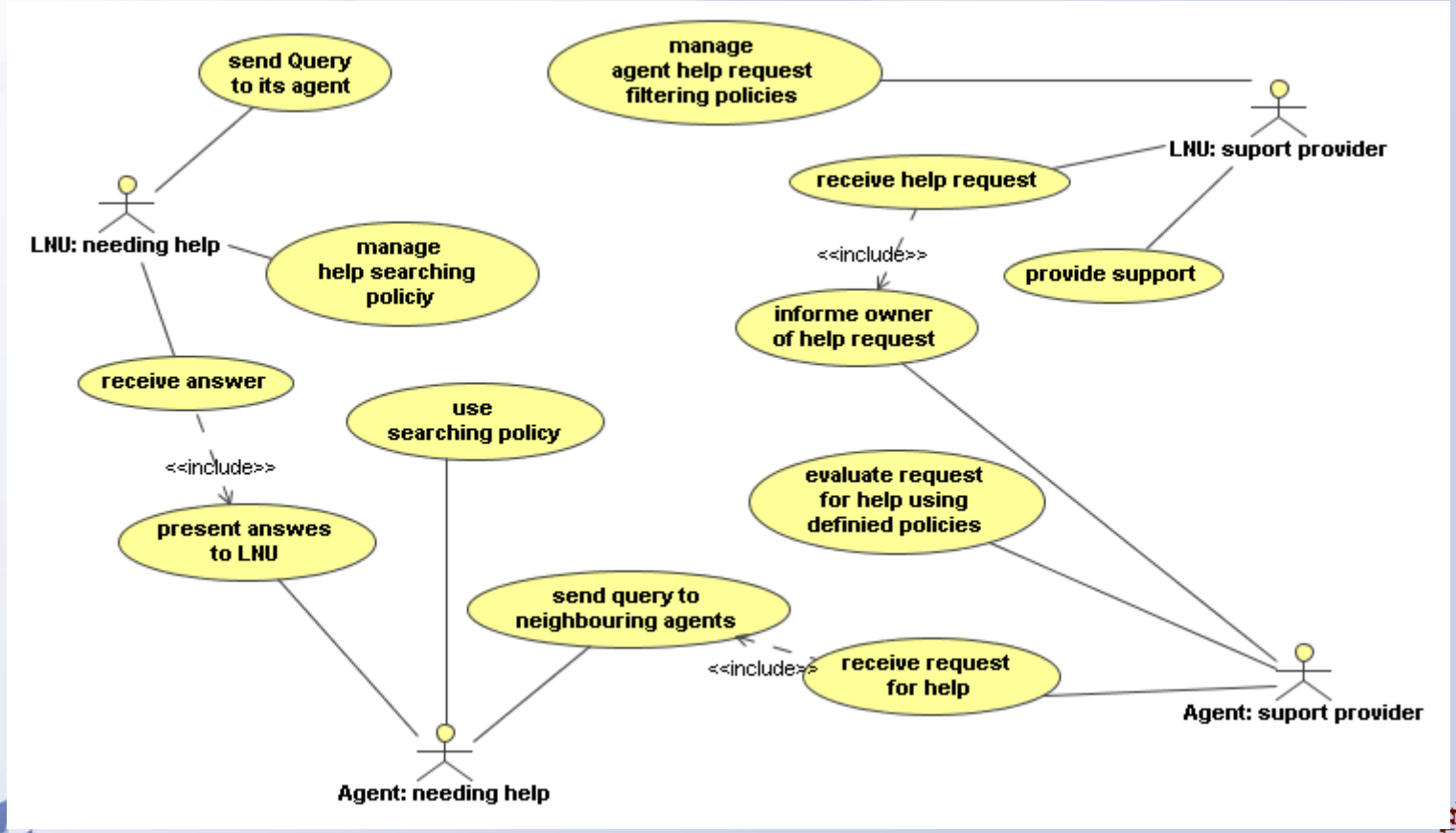
Network Management tool

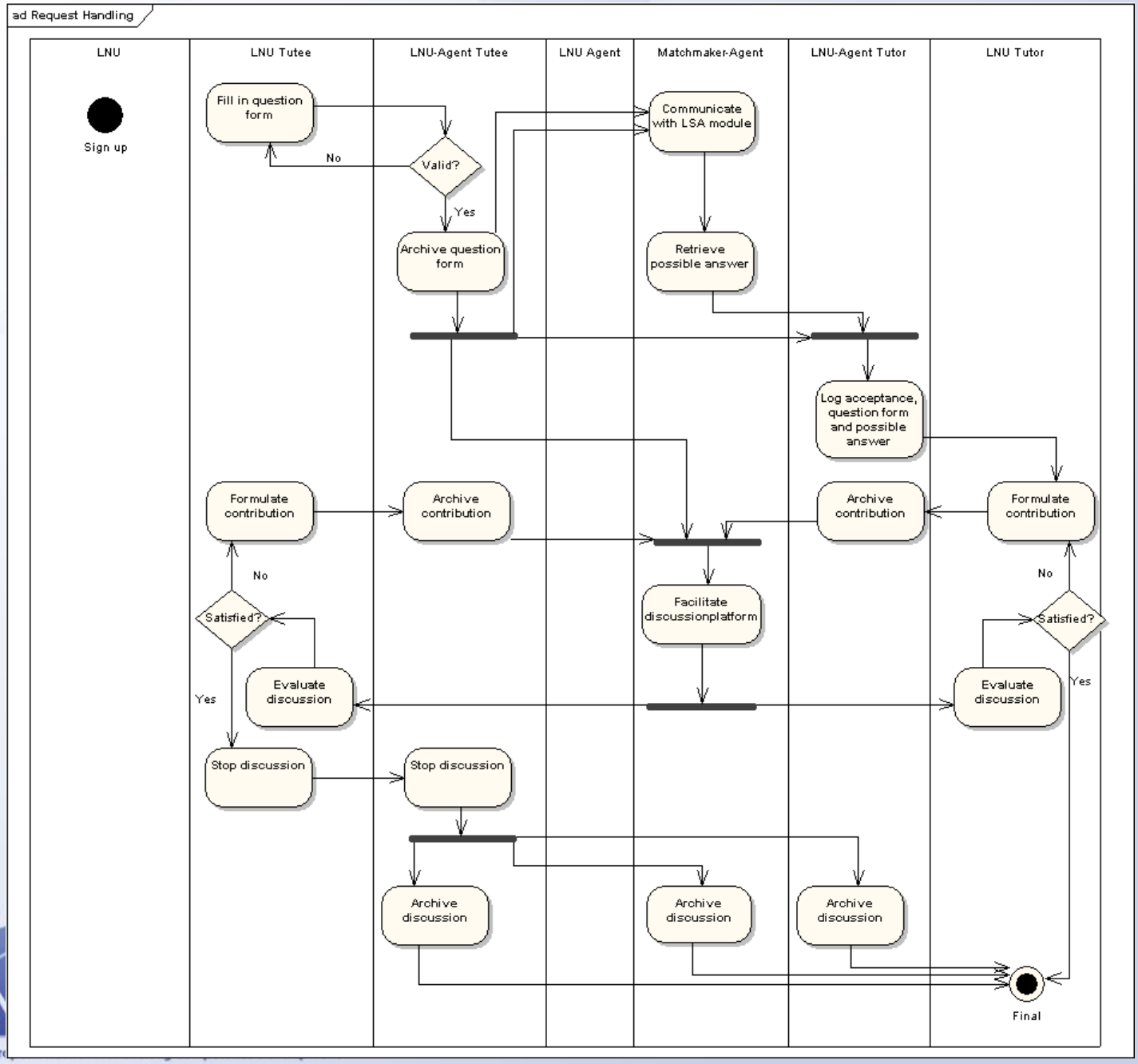
Purpose: To foster self-organizing communities with the maximum of autonomy and control of users.

Subtasks:

- Services that foster self-organizing communities
- Reward mechanisms, terms of use, quality standards & procedures.

Network Management Use-case

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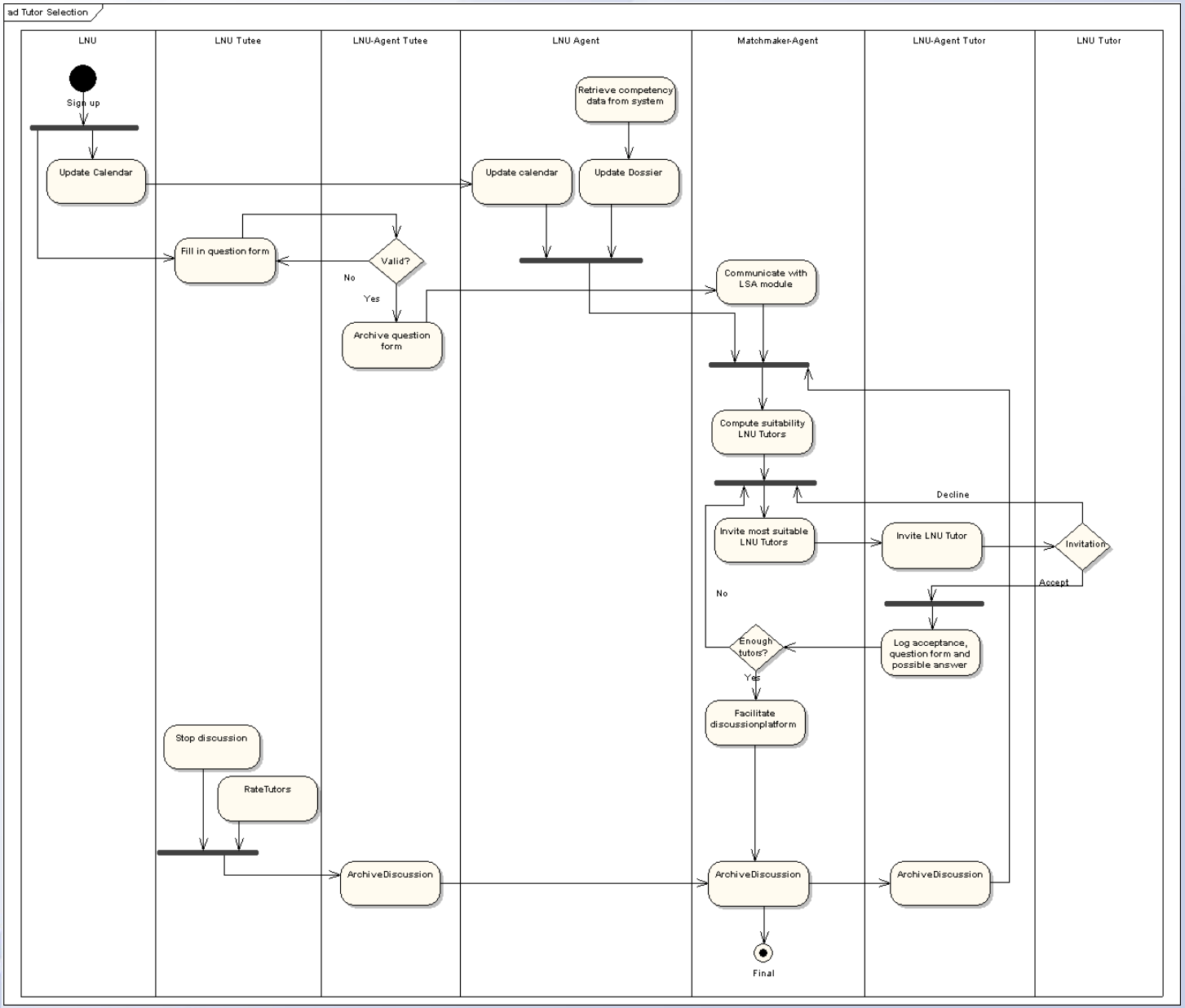
LNU
LNU Tutee
LNU-Agent Tutee
LNU Agent
Matchmaker-Agent
LNU-Agent Tutor
LNU Tutor
Sign up
Fill in question form
No
Valid?
Yes
Archive question form
Communicate with LSA module
Retrieve possible answer
Log acceptance, question form and possible answer
Formulate contribution
Archive contribution
Archive contribution
Formulate contribution
No
Satisfied?
Yes
Evaluate discussion
Facilitate discussionplatform
No
Satisfied?
Yes
Evaluate discussion
Stop discussion
Stop discussion
Archive discussion
Archive discussion
Archive discussion
Final



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The end

- Q & A