

E-Learning in the age of Social Networks: The EduHack Platform



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The context

The usage of traditional Learning Management Systems (LMS) has been proven positive for educators and such systems have been in use for more than a decade in many Universities.

Research motivation

The design of LMS is based around closed structures and unidirectional content delivery. LMS failed to provide students with a cohesive environment where they can follow known dynamics of online communities.

The objective

We envision a platform where learners and educators share a common workplace with the known design patterns and dynamics that characterize modern web communities.

Our research idea: an open platform for social learning

The design of the platform resembles the known patterns of modern online social networks (OSNs). There is no friction for users in adopting this interface as an augmented LMS.

Pedagogies are **content-centered**. Tools are given to users in order to foster positive community-building practices and a goal oriented learning.

We shift e-learning from **content to consume** to **content to consume to produce**. The environment is learner centric and the knowledge flow is **multidirectional**.



Online Social Networks poses a great hazard to the open web and presents many challenges to educators that want to embrace the Web 2.0: privacy, pollution of online identities, lack of traditional LMS tools, addiction and the phenomena of “walled gardens”. We challenge these difficulties with a **FOSS** model that is respectful of his users and accomodating to **power users**.

Research problem

The biggest challenge is cultural: In traditional LMS educators exhibit the same behaviour that they have in the physical classrooms. Thanks to the EduHack platform students become knowledge builders and teachers critical co-learners.

