

Success as a key open learning

"The construction of learning programmes in the expectation that learners can succeed."

































































When John Seely Brown arrived at Xerox he discovered Xerox was spending many millions of dollars a year training tech reps on how to repair their office equipment such as copiers and printers. Xerox wondered if he could use any of these sophisticated artificial intelligence tools to enhance the ability of their tech reps to learn similar troubleshooting skills more cost effectively. This could be a substantial opportunity for Xerox since it has 21,000 tech reps around the world. What he did was to first hire some anthropologists. Anthropologist's report: First of all, what happens is whenever a tech rep gets stuck he

Anthropologist's report: First of all, what happens is whenever a tech rep gets stuck he calls in another tech rep and then, standing around the problematic machine, they start to weave a story, a story that starts to explain some of the particular symptoms of the machine. And then some fragment of the initial story reminds them of something else which suggests a few more measurements to make, which in turn produces some more data that reminds them of another fragment of a story, and so on. Troubleshooting for these guys is really just weaving together a narrative, a narrative that eventually explains all the symptoms and test data of this machine. And when they have made sense of all the data, the narrative is finished and the machine is diagnosed.

Conclusion: Troubleshooting is really story construction, not abstract logical reasoning.



























Framework:	Authentic	Learning Tasks	
Real-world rele	vance	Reflective	
III defined	i In	ntegrated assessment	
Complex activ	vities	Polished products	
Collaborati	ve (Competing solutions	
Not implemented	ully implemented Not impleme	ented Fully implemented	

























Networks























