

High Tech Learning Spaces

Whether participating in an online book club or collaborating on the development of state history wiki, learners need space to work. They also need a seamless transition from physical spaces where they can conduct experiments, manipulate objects and explore nature to virtual spaces where they can share information, discuss ideas, and create digital projects. The learner is communicating, collaborating, socializing, participating, or interacting.

Libraries, educational institutions, museums, and community organizations all play a role in facilitating high tech learning by providing access to virtual and place-based learning spaces.

Some features of learning spaces are now available across all technologies such as the opportunity to share text, graphics, audio, animation, and video information. All of these technologies are stored digitally either locally or through network servers. The level of access to each learning space depends on the security needs of the user. Most can be set for private, restricted, or open access.

Learning Space	Purpose	Author	Audience	Timing	Organization
emails	communication	single	one or many	asynchronous	individual messages
forums	communication, interaction	many	many	asynchronous	hierarchical threads
blogs	communication, reaction	single w/comments	self or many	asynchronous	chronological postings
virtual conferencing	communication, interaction	one or more	one or many	synchronous	linear messages
collaborative webs / wikis	collaboration, constructive	one or more	one or more	asynchronous	hyperlinked objects
social networks	communication, social	many	many	asynchronous	profiles
course management systems	constructive	many	many	both	many
desktop spaces	information, constructive	single	self or many	asynchronous	files
interactives	interaction	single	self	asynchronous	files, programs