Communities of praxis
the SL and OLPC components of a mixed-reality primer

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What do SL and OLPC have in common?

SL: Virtual World

OLPC: mobile learning laptop

They are **2nd generation social media**

1st Generation Social Media

- facilitate **users' participation**
- **mediate human relationships**

- **peer to peer culture**

- **Cartesian mind-body relationship**:
  Virtualization of intellectual processes (Shinkle, 2007)

2nd generation social media

Human relationships is **mediated and actualized within spaces**.

OLPC: Physical space, collaborative activities of **co-present** peers

Second Life: Peers are geographically dispersed and create their own embodied virtual social hierarchies and realities.

Mixed Reality

OLPCities :

OLPC + Second Life in a common network

Self organizing **mixed-realities** learning communities.

mixed reality spaces = alternate mediated communication models.

Mediated Communication Supports Values

Ideology

Control ?

Control over Messages

Economy Models

Mediated Communication Processes

Cultural Artifacts

Societal Imaginaries
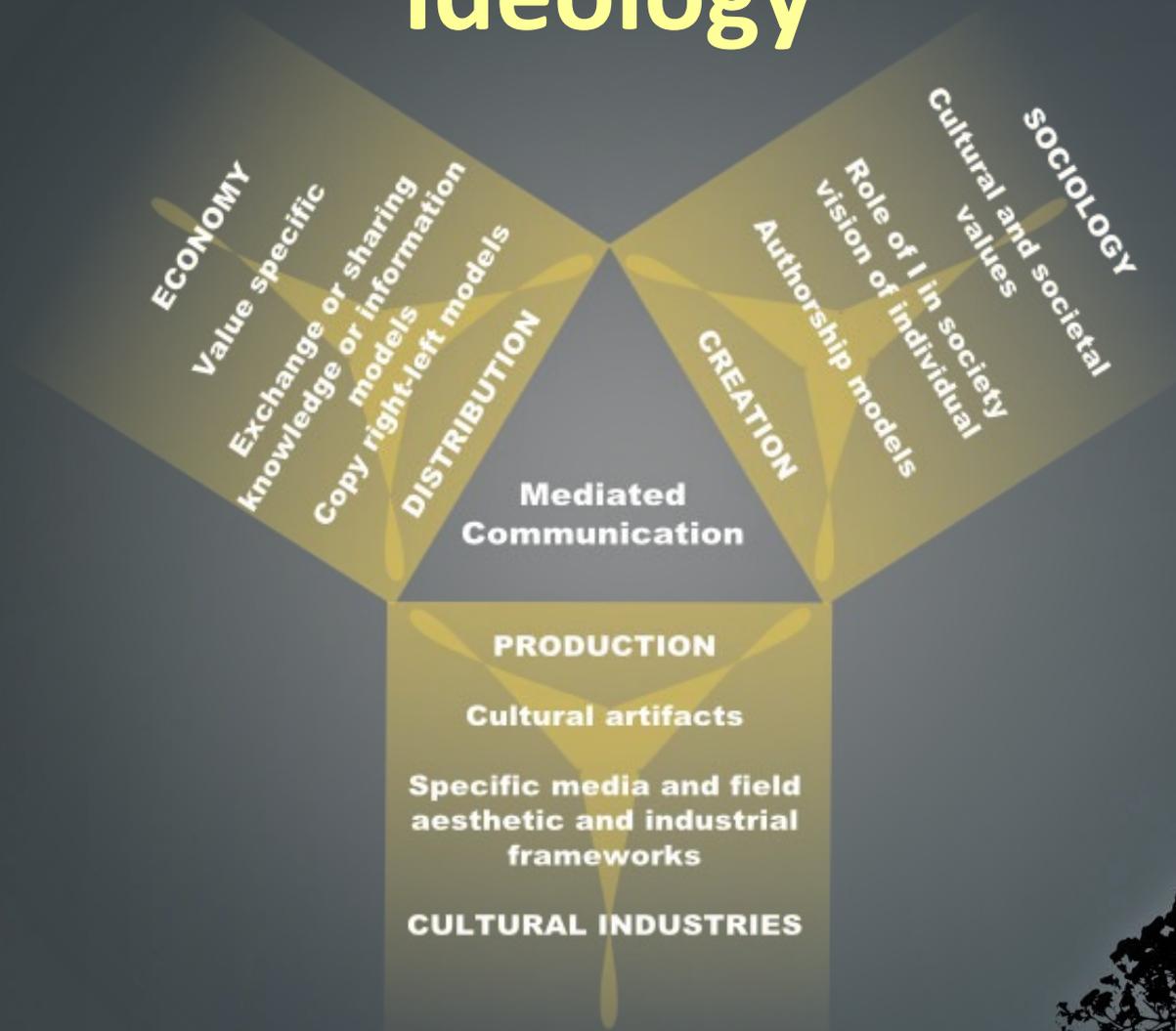
Mediated Communication
= **Tacite** representation of Ideology
(Weber, 1930, Castoriadis, 1987, Moeglin 2001)

Different communication processes give control of **value chain** to different actors.

The ones who have most control over **access** to messages or can **massified** their voice can influence the public's **societal imaginaries** : perception of societal evolution and dominant value system

But a new IC technology is not automatically a mass media

Imaginaries Shift

Social media = Peer to Peer ideology

Mixed realities = ?

Both the OLPC computer and Second Life seem to emulate the fundamental visions of cyberpunk literature.

As an interface to interactive learning activities and to human relationships, the OLPC computer is very similar to the illustrated primer, described by Neil Stephenson in his book The Diamond Age or, A Young Lady's Illustrated Primer. In parallel to the OLPC computer, Second Life is a direct implementation of another Stephenson invention, the Metaverse. Are innovators actualizing cyberpunk cyberspace or are they using these symbols as metaphors that carry other values?

For Stephenson tech= way to carry ideological processes – reference to these symbols imply that innovators are interested in influencing society via technology

Social Constructionist framework

OLPC+ SL= desire for a re-industrialization of cultural production such as education based on social constructionist ideology.

By industrialization process, G. Tremblay (1998) understands a systematic rationalisation of production practices aimed at enhancing the efficiency of a system, via its technologization, new work tasks division, and the substitution of work to capital.

- pedagogical logic = pedagogical reforms correspond to ;

- Informal learning supports different type of economic and social communities

  - commercial activities

  - altruistic usage,

  - hybrid forms which combine the values of the first two;

Traditional Cycle of Innovation

Medium Status
Creative Framework and New Aesthetics develop

Markets experiments

Media Status
Economy and Industrial Frameworks Matures

Technology Standard

Historical Process
Value as cultural artifact creates need for Conservation

Mass Media Status
Markets mature

Cultural Artifact
Artifacts produced have cultural capital value
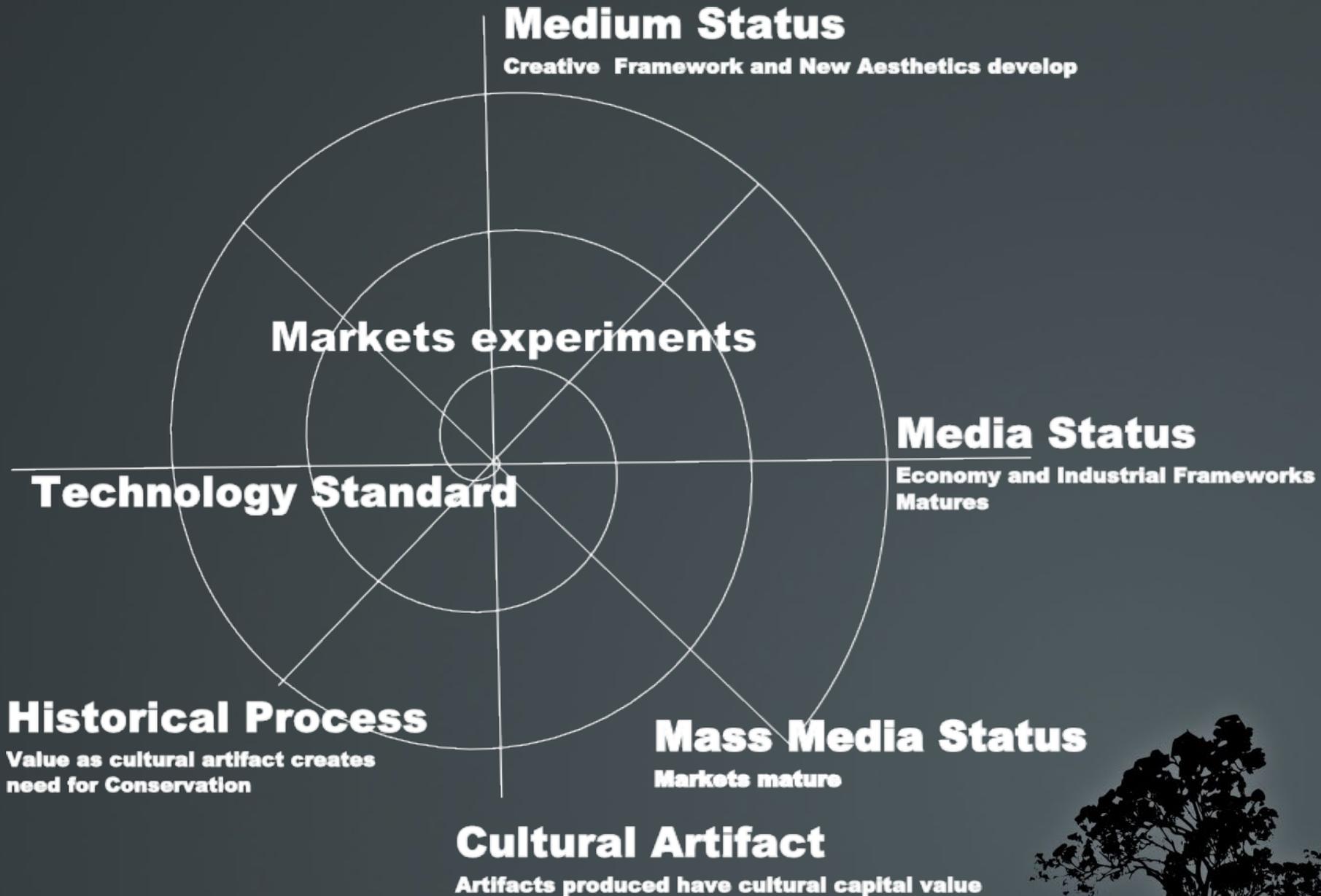
Pedagogy

From Social media to social worlds

towards a social-constructionist educational framework

1.2. Learning within Communities of Practice

Constructionism : learning by doing (Papert)

Social constructionism = Learning results from the interaction of communities.

2nd generation social media

= Sociological Constructs

= self-organizing informal learning

A blurring between personal and social boundaries is taking place. This softening of the lines between private and public spheres manifests itself in social and economy models that coexist within network space.

2.1. Social networks as marketing tools

2.2. Social network as Informal Learning Communities

Professional collectives

Independent Collectives

Connective Intelligence

2.3. Hybrid logic: digital space as both a market and public sphere