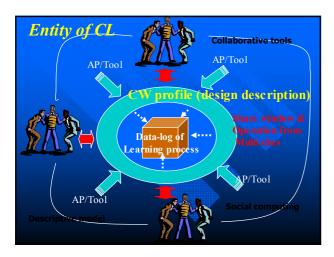


#### **Knowledge Society and Next Society**

- By network technology, we need the total management system for knowledge producers, providers and consumers
- From structured knowledge to illstructured knowledge
- Methodology change......classroom lecturing to modern apprenticeship
- Change of Employment Systems

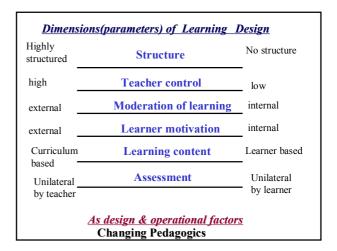


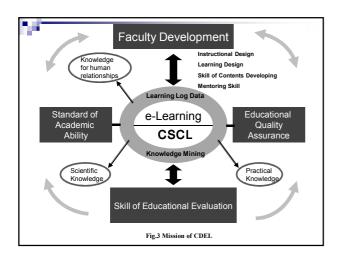
# The principles of e-Pedagogy from Social computing

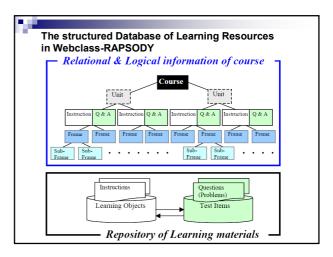
- Demand Driven
- •Self-Identity through social activity
- One Top Access to Real World and Data
- •Constructional Conjunction for Semantics and Concept by Interactive activity

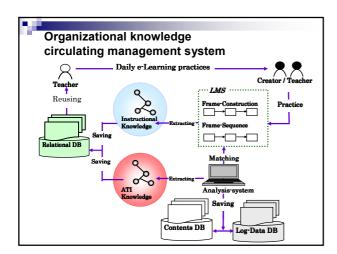
### Why we need e-pedagogy?

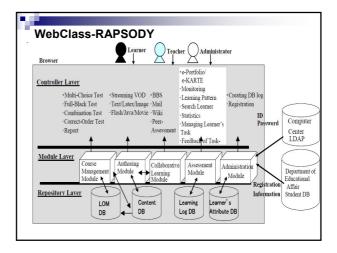
- Changing teachers/instructors' roles?
- Changing teaching/learning styles?
- Changing teaching/learning resources?
- Changing methodologies of teaching/learning?
- Changing peoples' thinking ways, mentality?
- Changing social/industry/business infrastructure?

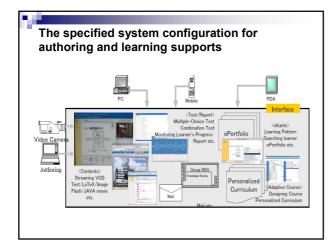


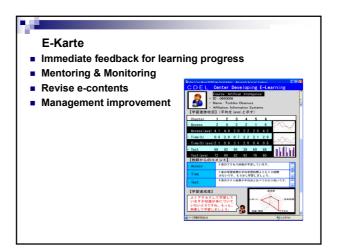


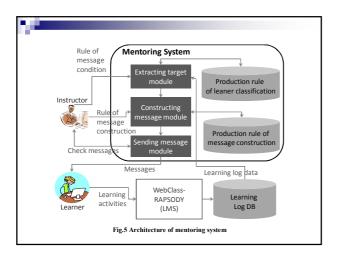


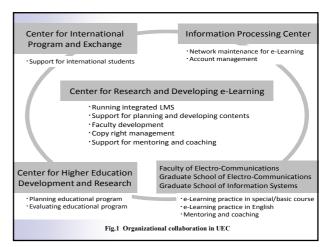






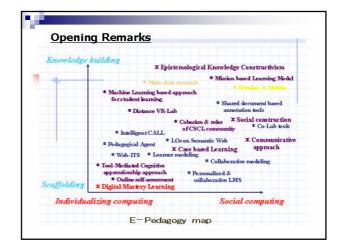






# Open Learning Environment and Executing Strategies for Human Development

- Curriculum and Subjects( basic/up-to-date)
- Quality of Courses
- Competency Assurance -> national certification and qualification-> authorization
- Cost Burden
- Sustainable Supports (pedagogical and physical)
- Linkage with real workshops



### Conclusions

- Sustainable organizational managing scheme for human development
- Sustainable growing services for people
- Technological & Pedagogical environments for Collaboration and autonomous individual learning
- Commitments, contributions and selfresponsibility including money bearing
- Concept for e-Learning 2.0