

POLITECNICO DI MILANO



Centro METID
Metodi E Tecnologie Innovative per la Didattica



Sloop2desc
Sharing learning objects in an open perspective
to develop European skills and competences

Un approccio collaborativo: le comunità di pratica

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Milano, 26/09/2011



Education and Culture DG

Lifelong Learning Programme

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Part I

THE COMMUNITY OF PRACTICE IN GENERAL

Definiton of CoP - [Lave & Wenger 1991](#)

- CoP is a term that describes a group of people who share an interest, a craft, and/or a profession.
- The group can evolve naturally because of the members' common interest in a particular domain or area, or it can be created specifically .
- The goal is to gain knowledge related to their field.



- Collaborative environments inter pares → peer review;
- Driven by the **voluntary participation of their members**;
- Focused on **learning** and on skill **building**;
- Concentrated on:
 - knowledge **sharing**
 - **experiences** development
 - **problem** solving



Dominio Repertorio comune di risorse
Condivisione Relazioni
Dinamismo/Evoluzione **Pratica**
Passioni e interessi comuni Senso di appartenenza
Comunità Futura autogestione
Identità di gruppo
Impegno
reciproco Sfide quotidiane
Collaborazione
Interazione
Problem solving



Part II

THE SLOOP2DESC COP MODEL

- The Sloop2Desc model follows the situation where the CoP is build ad hoc/from scratch on the basis of the project main topics
 - Eg.:
 - EUCIP
 - Web 2.0
 - Online teaching/tutoring
- it's different from the spontaneous CoP



- The CoP was officially launched in November 2010.
- Anyway the CoP was unlikely to rise by its own, so we had to plan a trigger and animating operation intended to attend it throughout at least the first months of its life.
- So the partners, the enterprises representatives and also the former trainees (the tutors of the cascade courses) aroused the discussion by posting spurs, questions and calls for sharing ideas, information and experiences.



STAGE 2 : OWARD SELF-GOVERNMENT

- The *Sloop2desc* project is going to end and at the present time, the CoP stands still.
- The final aim is self-government:
 - the CoP should become self-sufficient, able to keep on growing and evolving without the support and meddling of the partners who have been guarding it until now.



Part III

THE SLOOP2DESC EXPERIENCE

Sloop2desc CoP Forum

[Discussioni recenti](#) [Categorie](#)

Benvenuto, Ospite
Per favore [Accedi](#) o [Registrati](#). [Password dimenticata?](#)

Sloop2desc Forum
 (2 Online) [hue](#), (1) Ospite

Sloop2Desc Cop Forum

Forum privato dedicato alla Comunità di pratica

Forum	Argomenti	Risposte	Ultimo messaggio
Competenze informatiche, Scuole, Imprese	9	77	Re:Serious Games e Business Games da giuliof 08/23/2011 19:25
e-learning e scuole	12	105	Re:LIM nella didattica da ravotto 08/24/2011 09:30
Produzione di risorse didattiche e competenze In questo forum verranno discusse le problematiche connesse alla realizzazione di risorse didattiche collegate a sistemi per le certificazioni delle competenze a partire dall'esperienza maturata nell'ambito del progetto Sloop2desc	38	81	Re:Li Multi-Project Management E-learning da Lo Vecchio Vittoria 06/02/2011 09:57
FreeLOms - repository di risorse didattiche Freeloms (freeloms2.pa.itd.cnr.it/xmlui) è un repository di risorse didattiche digitali realizzato nell'ambito del progetto Sloop2desc (e del suo predecessore Sloop). In questo forum potete inserire i vostri commenti e suggerimenti per migliorare le funzionalità del repository, ed evidenziare malfunzionamenti	14	132	Re: Manuale FreeLOms da bianchi antonella 04/30/2011 23:14



Statistics (website)

[Forum](#) [Eventi](#) [Contatti](#)

Salve hue, Fai parte del gruppo:
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[Esci](#)

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[Tenegen](#)
[eLene-TLC](#)
[mEducator](#)

Utenti online

Convegno Conclusivo

26 settembre 2011

Auditorium Politecnico di **Milano**, via Pascoli 53



Il 26 settembre 2011 si terrà a Milano il convegno conclusivo del progetto europeo "Sloop2desc - Sharing Learning Objects in an Open Perspective to Develop European Skills and Competences"

[Leggi tutto...](#)

Corsi On-line
Corsi online attivati nel progetto Sloop2Desc (per docenti italiani):
[Accesso alle Classi Virtuali](#)
[Corso online e portale per docenti sloveni](#)

Partners

Development of education development

178250

	Today	495
	Yesterday	740
	This week	2283
	Last week	3384
	This month	10572
	Last month	15750
	All days	178250

We have: 3 guests, 1 members, 6 bots online
Your IP: 131.175.10.150
Firefox 3.6.22, Windows
Today: Set 21, 2011
Visitors Counter

178250

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We have: 3 guests, 1 members, 6 bots online
Your IP: 131.175.10.150
Firefox 3.6.22, Windows
Today: Set 21, 2011
Visitors Counter

Seminario Conclusivo Regionale

29 settembre 2011

Seguici su



- CoP:
 - Total topics: 73
 - Total posts: 395
- Cascade Tutors Private Forum (Moodle):
 - Total Topics: 161
 - Total Posts: 1259

→ *a very active community (but a bit dispersed)*



What did they talk about?

- FreeLOms (132 posts) - [FreeLOms - repository di risorse didattiche](#)
- e-learning in Italian Schools (93) - [e-learning e scuole](#)
- Producing educational resources related to competencies certification systems (80) - [Produzione di risorse didattiche e competenze](#)
- Computer competencies, school and enterprises (76) - [Competenze informatiche, Scuole, Imprese](#)



Some example of discussed topics

- *Personal experiences: what happened when you first faced the job market? Did you realize a gap between school and enterprise?*
- *The use of business games to evaluate one's own competencies*
- *Web 2.0 tools: are they useful to the job market? What tools? And how?*



- *Gap between school education and job market: weak link, the school shares/provides neither the logic nor the aims the job market asks for.*
- *The school and university system is strongly theory-oriented and fails in providing professional, managing and practical competences usable at work. Anyway the theory is fundamental: integration needed (not substitution). Tools and ways to plug the gap.*



Case studies and proposal examples

- *Simulimpresa* (Angela Cicarelli): the project is based on the «learning by doing» method, the most effective one to transfer, apply, put into action what has been learnt.
Real life situations, business tasks and contacts are simulated.
- Valentina Dal Grande reported what happened in the technical college where she teaches: the job market needs were collected and translated into educational paths. The 80% of the students got employed by the enterprises wich joined the project.
- *Certificating the competencies can help to plug the gap (think of EUCIP in Informatics).*
- *Simulating the job market at school (better, bringing it into the school) implies sinergy and collaboration with local enterprises.*



Part IV

OTHER DISCUSSION SPACES / BIBLIOGRAPHY

Facebook Italian Community (group)

The screenshot shows the Facebook interface for the 'Sloop2desc - Italian Community' group. The page is in Italian and features a sidebar on the left with navigation options like 'Notizie', 'Messaggi', 'Eventi', and 'Amici'. The main content area displays a post by Pierfranco Ravotto about 'Bricks', a post by Patrizia Paoletti with a quote by Socrates, and a post by August Fabiano Buzzi about 'A Vision of Students Today'. The right sidebar shows 'Membri (99)', 'Persone che potresti conoscere', 'Sponsorizzate', and 'Riesci a superare Lv 1?'. The top navigation bar includes 'Home', 'Profilo', 'Trova i tuoi amici', and 'Account'.

Members: **102**
Posts: **64**



- **Wenger, E.**, *Communities of practice: a brief introduction*,
 - www.ewenger.com/theory/index.htm
 - 2006
- **Sancassani, S. et al.**, *E-collaboration, il senso della rete*
 - webbook.metid.polimi.it/
 - 2011



The end

Thanks.



Matteo Uggeri (with the help of Augusto Buzzi)

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