

Handout: Simulation, Stimulation and Silence: Learning Online and Off

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Online Spaces

Pedagogical *Places*

Online Simulation	Offline Activity
<ul style="list-style-type: none"> • All features not connected to measurable learning outcomes can be removed. • “Distractions” classified as <i>inessential</i> to a predetermined procedure or outcome can be eliminated • Knowledge of an abstract and procedural nature can be developed, and also tested using the same software. • Approaches and engagements are focused on interface elements. 	<ul style="list-style-type: none"> • “Incidental” types of knowledge (tacit, embodied and affective) remain in place, but are generally not registered. • “Distractions” <i>necessarily</i> a part of a procedure or a learning setting are retained in full. These tend to be experienced as authentic. • Experience and knowledge can be wide ranging, avoiding some improvisation is difficult. • Multiple approaches and engagements with different tasks is encouraged.
<p>Spaces versus Places</p>	
<ul style="list-style-type: none"> • Spaces are interchangeable for instructional ends • Spaces are broadly optimizable • Spaces tend to accommodate one function • Spaces are designed for <i>active</i> (positive) communication or interaction; the absence of this action tends to be viewed as a malfunction or a mis-use. 	<ul style="list-style-type: none"> • Places are non-interchangeable, particularized, immobile • Places are minimally optimizable • Places <i>always</i> allow multiple (non-) functions (e.g. hall chat, elevator pitch) • Allow for both active communication and interaction, & other modes as well. (e.g. J. Dewey’s “negative capability;” B. Waldenfels’ “responsivity”)

Further reading:

Dewey, J. (1980). *Art as Experience*. New York: Perigee Books. Pp. 33-34.

Friesen, N. (2011). *The Place of the Classroom and the Space of the Screen: Relational Pedagogy and Internet Technology*. New York: Peter Lang.

Rosenberger, R. (Ed., 2011). *Techne: Research in Philosophy and Technology. Special Issue on Simulation and Dissection* 15(3). <http://www.pdcnet.org/collection-anonymous/browse?fp=techne>

Waldenfels, B. (2013). *The Phenomenology of the Alien: Basic Concepts*. Indiana: Northwestern UP.