

Developed at Aalborg University Library

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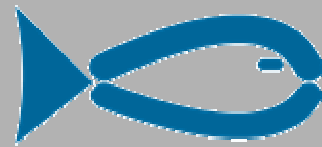
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Facilitator

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Assistant professor VR Media Lab



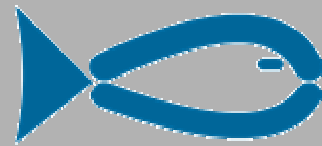


Purpose

- an improvement of students' information competence
- a high degree of accessibility through the Internet
- flexible use

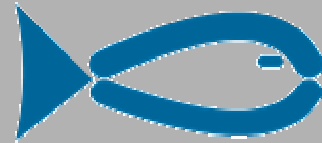
Framework - the educational model at Aalborg University

- project-organised problem-based learning
- students working in groups
- students define topics and problems



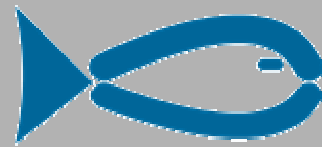
- SWIM is a “social simulator”
- SWIM is a game
- You are one of the actors
- Your choices are decisive
- You learn through reflection

Structure in the programme



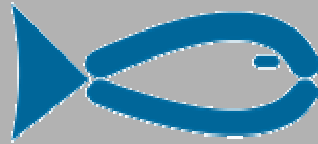
SWIM	Act 1	Act 2	Act 3	Act 4	Act 5	Exam
Project work process	Getting started	group meeting	Meeting with supervisor	At the library	Finishing the project	Exam Feedback
Structure	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5	
Information Search process	Task initiation Topic selection	Pre-focus exploration	Focus formulation	Information collection	Search closure	
Feelings (Kuhlthau)	Un-certainty and optimism	Confusion, frustration and doubt	Clarity	Sense of direction	Relief	Satisfaction or dis-satisfaction
Modules	Module 1	Module 2	Module 3	Module 4	Module 5	





Character in SWIM	Characters ideal of Information literacy
Anna	Grasser (Gnu)
Mette	Hunter (Lion)
Thor	Browser (Giraffe)

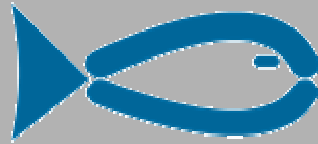




Character in SWIM	Characters ideal of Information literacy	Situation	Problem	Working method
Anna	Grasser (Gnu)	Routine	Known	Known
Mette	Hunter (Lion)	Problem Solution	Known	Not known
Thor	Browser (Giraffe)	Problem Orientated	Not known	Not Known



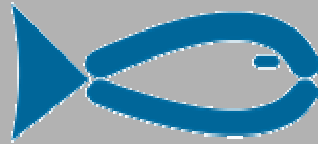
SWIM – Streaming Webbased Information Modules



Character in SWIM	Characters ideal of Information literacy	Situation	Problem	Working method	Focus
Anna	Grasser (Gnu)	Routine	Known	Known	Technique
Mette	Hunter (Lion)	Problem Solution	Known	Not known	Process
Thor	Browser (Giraffe)	Problem Orientated	Not known	Not Known	Product



SWIM – Streaming Webbased Information Modules



Character in SWIM	Characters ideal of Information literacy	Situation	Problem	Working method	Focus	Ideal Role / job
Anna	Grasser (Gnu)	Routine	Known	Known	Technique	Craftsman
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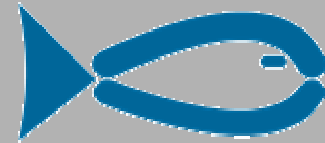




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Skill (Qvortrup)
Qualifications
Competences
Creativity

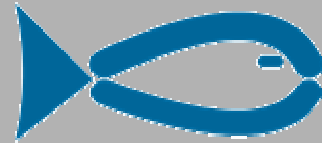




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Skill (Qvortrup)	Level of learning (Bateson)
Qualifications	To learn (1 st order learning)
Competences	To learn to learn (2 nd order learning)
Creativity	To re-learn (3 rd order learning)

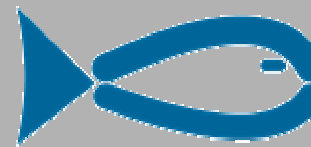




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Mette	Hunter (Lion)	Problem Solution	Known	Not known	Process	Consultant
Thor	Browser (Giraffe)	Problem Orientated	Not known	Not Known	Product	Facilitator

Skill (Qvortrup)	Level of learning (Bateson)	Level of solution
Qualifications	To learn (1 st order learning)	To make solutions (1 st order solution)
Competences	To learn to learn (2 nd order learning)	To use solutions methods (2 nd order solution)
Creativity	To re-learn (3 rd order learning)	To create new solutions methods (3 rd order solution)





SWIM Score Card

Act	1	2	3	4	5
Anna	0	-	0	+	-
Mette	+	0	+	0	0
Thor	0	+	0	-	+

Situation

Situation (Mathiassen)	Problem	Working method
Routine	Known	Known
Problem Solution	Known	Not known
Problem Orientated	Not known	Not Known

At the end a “state machine” computes a

- Grade between 6 and 11 (grading scale from 00 to 13)
- Video feedback from censor and supervisor
- Recommendation of text based training modules to study



Purpose & Framework - What is it?

Narrative structure

SWIM	Act 1	Act 2	Act 3	Act 4	Act 5	Exam
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SWIM Score Card

Act	1	2	3	4	5
Anna	0	-	0	+	-
Mette	+	0	+	0	0
Thor	0	+	0	-	+

Learning systematic

Character in SWIM	Characters ideal of Information literacy	Situation	Problem	Working method	Focus	Ideal Role / job	Skill (Qvortrup)	Level of learning (Bateson)	Level of solution
Anna	Grasser (Gnu)	Routine	Known	Known	Technique	Craftsman	Qualifications	To learn (1 st order learning)	To make solutions (1 st order solution)
Mette	Hunter (Lion)	Problem Solution	Known	Not known	Process	Consultant	Competences	To learn to learn (2 nd order learning)	To use solutions methods (2 nd order solution)
Thor	Browser (Giraffe)	Problem Orientated	Not known	Not Known	Product	Facilitator	Creativity	To re-learn (3 rd order learning)	To create new solutions methods (3 rd order solution)

