

APOSDLE

Advanced Process Oriented Self Directed Learning Environment

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ITC-IRST



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The Three Roles of the Knowledge Worker

Knowledge Worker

- "Essential operational and value creating tasks rely on knowledge as their critical work resource"
- "Products consist of knowledge"
- Creative activities, "wicked problems"
- "Works through a computer screen"

Three Roles

- Worker: applies knowledge to tasks in value creating activities
- Learner: looks for information, learns, seeks help, advances her knowledge
- Expert: offers help or advice through communication or changing content

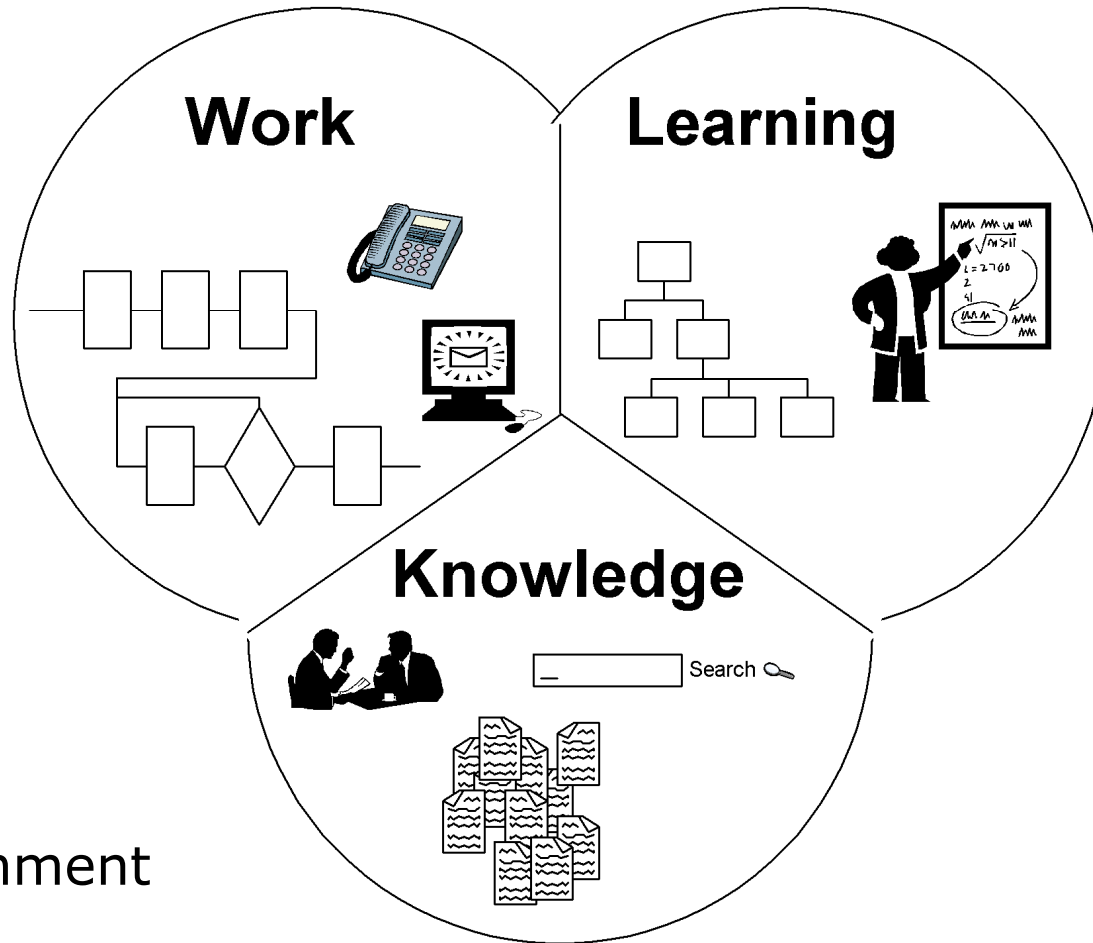
Typical Computational Environment of a Knowledge Worker

3 spaces and
3 roles of a
knowledge worker

- Worker
- Expert
- Learner

Discontinuities:

- Structure
- Techn. Environment



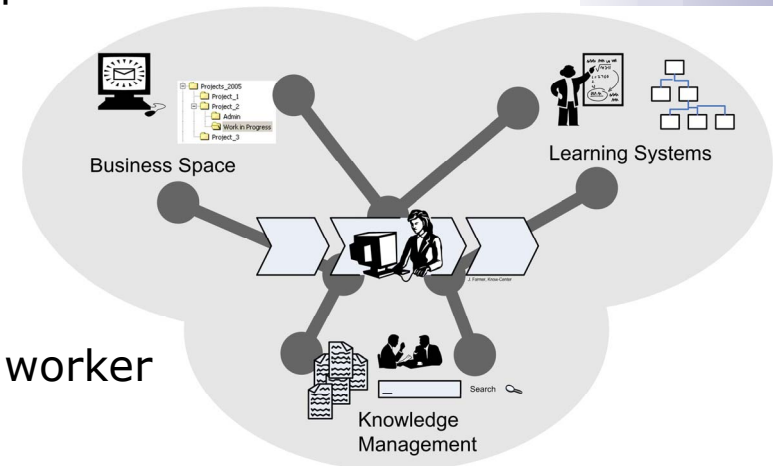
APOSDLE Goal and Key Distinctions

Enhance knowledge worker productivity by

- Supporting informal learning and collaboration activities
- In the context of knowledge worker's work processes
- At the professional workplace

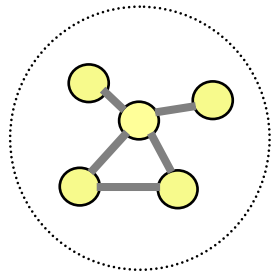
Key distinctions

- Integrated support for learner, expert, and worker
- Within work environments
- Reusing content not originally intended for learning
- Utilizing contextual communication for teaching
- Based on existing technical systems within an organization



APOSDLE Application Partner Needs

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Network of SMEs

Need:

bringing together very specialized consultants fast

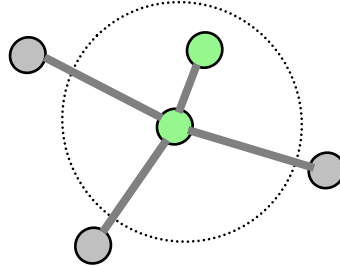
Business Process:

e-consulting & e-coaching processes

Goal:

mutual learning within the Slovenia & Austria network

CCI & CNM



Public Organization

Need:

provide guidance in different fields to member companies

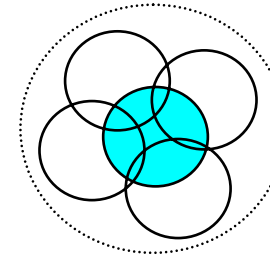
Business Process:

customer support process

Goal:

knowledge transfer from experts to customer support personnel

EADS



Large Corporation

Need:

transfer of research results to business units

Business Process:

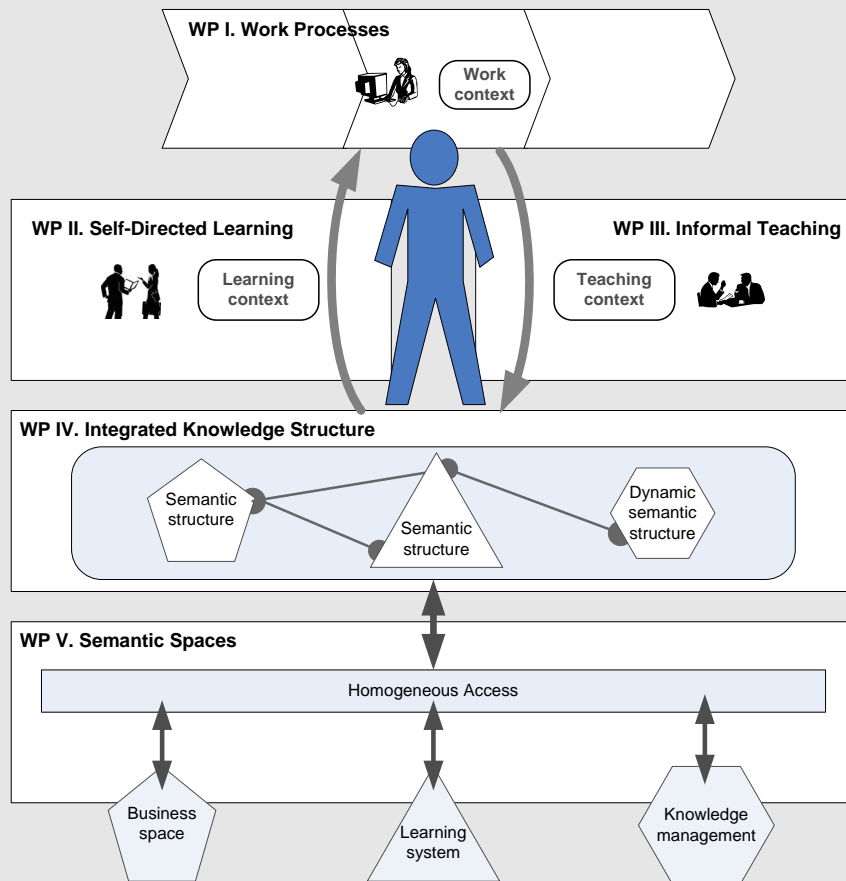
generic research process

Goal:

mutual learning within DCR/IT and whole CRC

APOSDLE Technical WPs & Overview

WP VI. Requirements & Evaluation



Start: March 1st, 2006

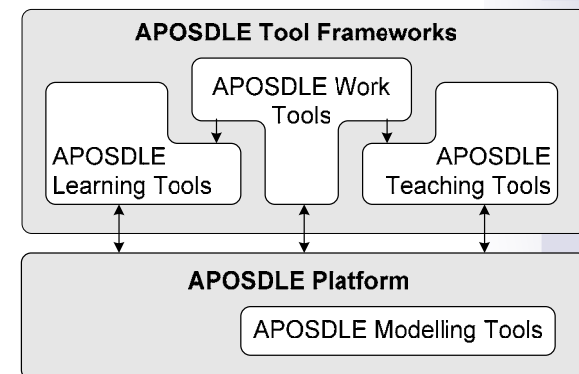
Duration: 48 months

Budget: € 13 Mio.

Funding: € 7,6 Mio.

APOSDLE Expected Results

- Novel computer-supported learning **paradigms** towards the integration of learning and working
- Innovative **methodologies** for modelling & conceptualizing learning processes
 - ◆ Self-directed learning methods for learning situations at work
 - ◆ Informal communication methods for enrichment of knowledge artefacts
 - ◆ Context discovery methods for user profile maintenance
 - ◆ Learning transfer evaluation methods
- **Reference architecture**
- **Tool frameworks** & integrated software tools
- Innovative **algorithms** (semantic mapping, knowledge extraction)
- **Training & support** for EU industry for how to design the professional workplace of the future



Some Related Projects

PROLIX

- ◆ targeted at companies
- ◆ management driven (top-down) approach
- ◆ matching competency requirements of roles to individuals and planning their competency development

TENCompetence

- ◆ targeted at networked individuals
- ◆ life long competency development
- ◆ focus on occupational certification

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