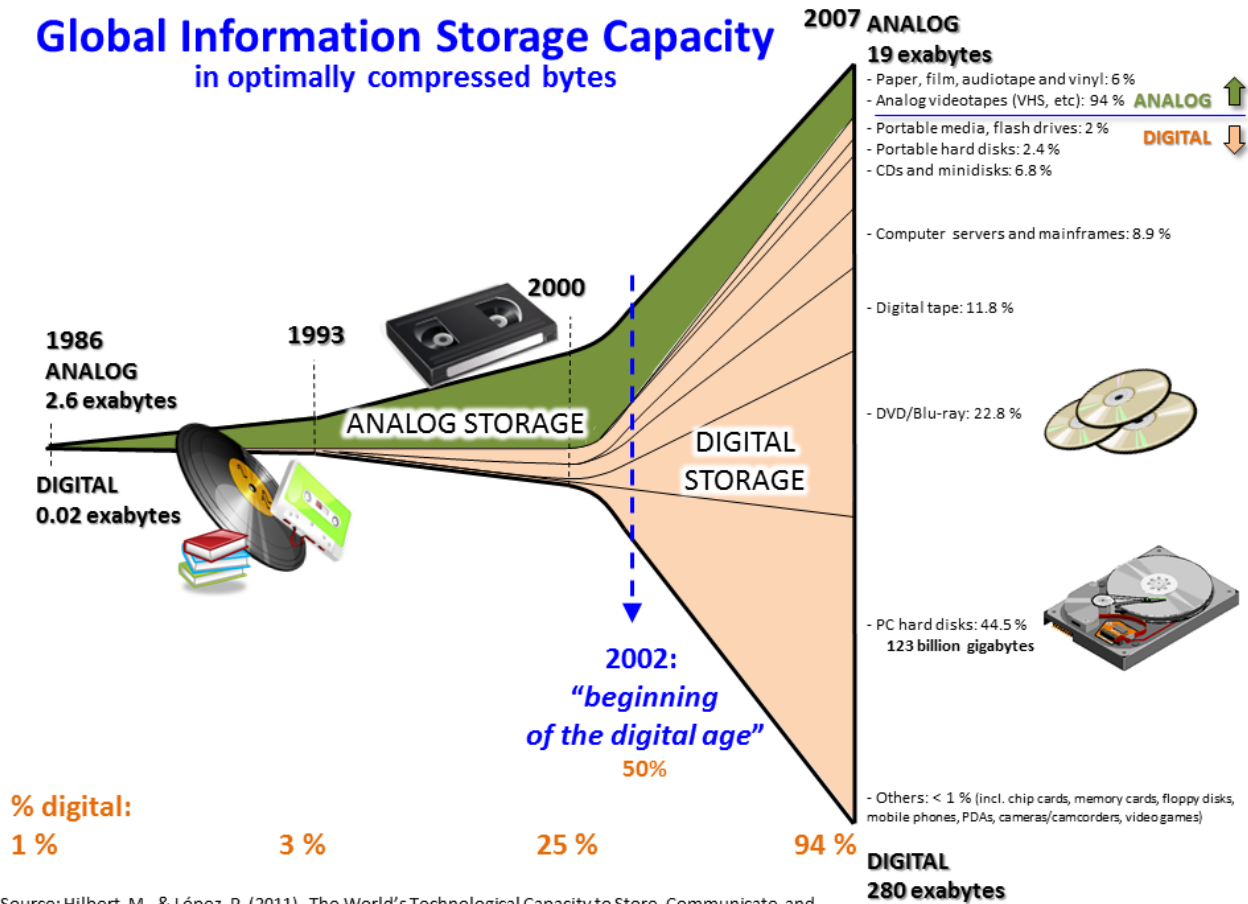


Information Society 2017 and beyond

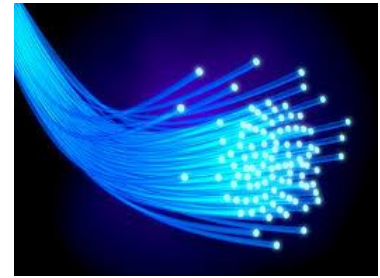
The Pillars of education

Assoc. Prof. Radoslav Yoshinov
Laboratory of Telematics - BAS



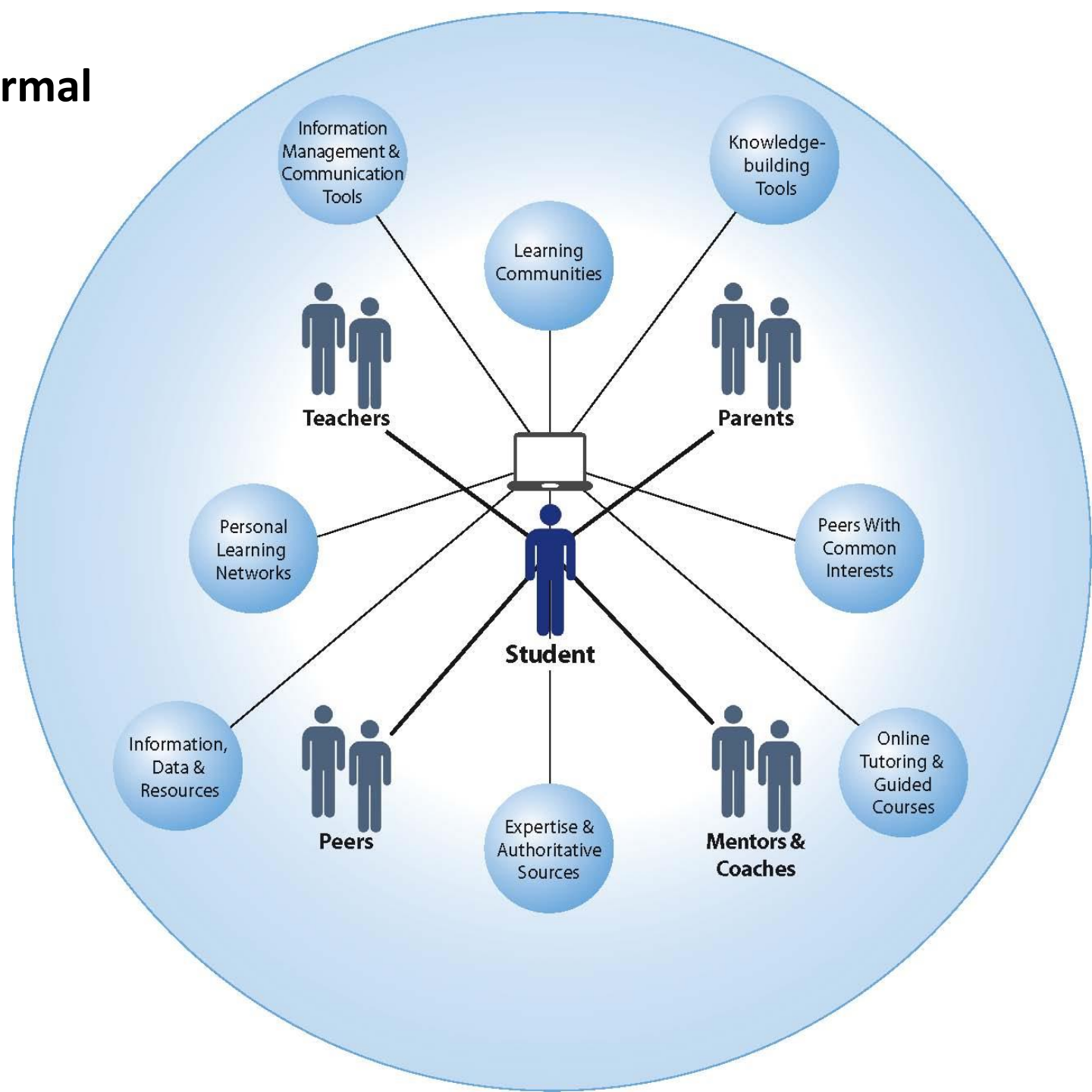
Source: Hilbert, M., & López, P. (2011). The World's Technological Capacity to Store, Communicate, and Compute Information. *Science*, 332(6025), 60–65. <http://www.martinhilbert.net/WorldInfoCapacity.html>

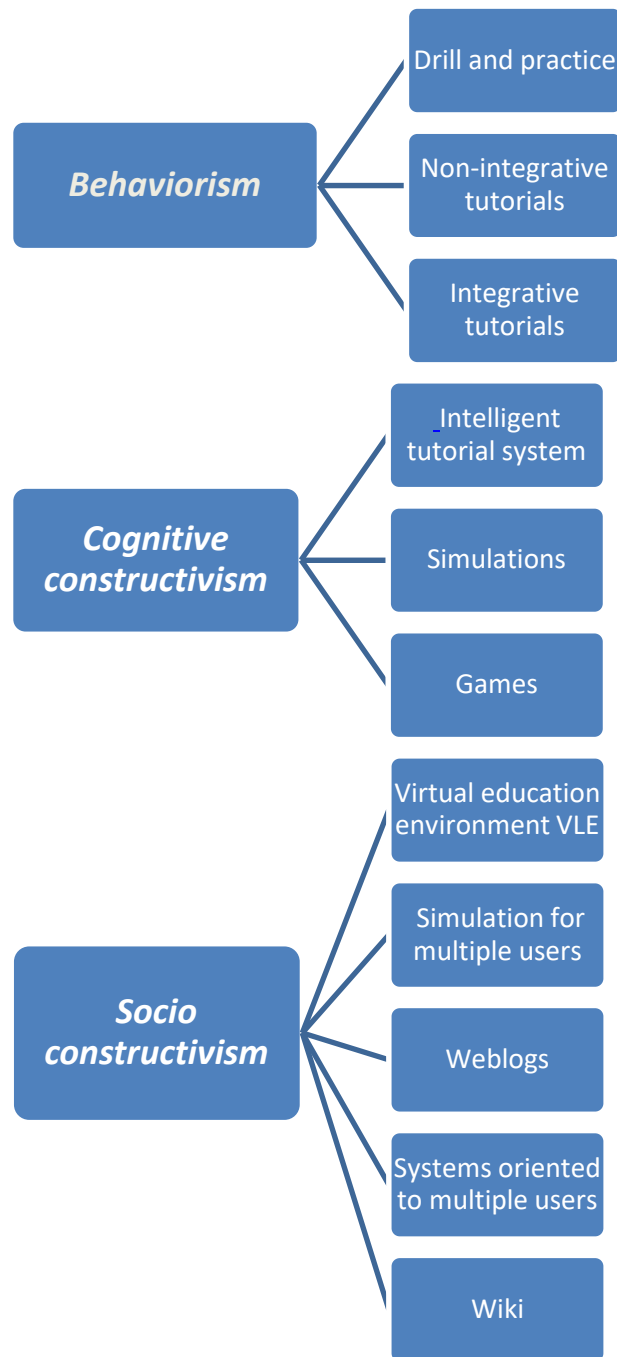
The Information Society of Europe



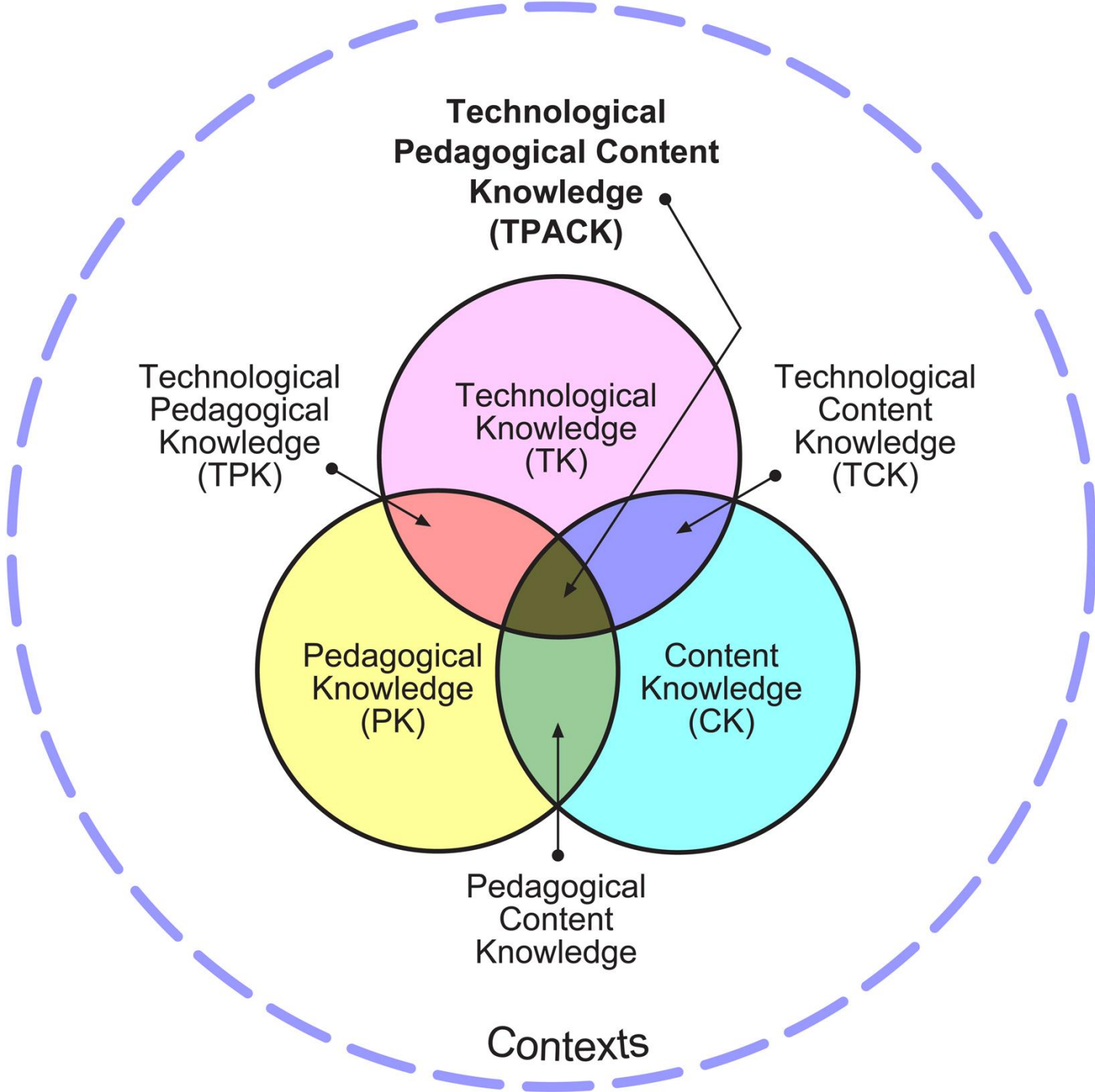
- An **INFORMATION SOCIETY** is a society where the creation, distribution, use, integration and manipulation of information is a significant economic, political, and cultural activity. Its main driver are digital information and communication technologies, which have resulted in an information explosion and are profoundly changing all aspects of social organization, including the economy, education, health, warfare, government and democracy.
- The people who have the means to partake in this form of society are sometimes called **DIGITAL CITIZENS**.

Contemporary Formal education



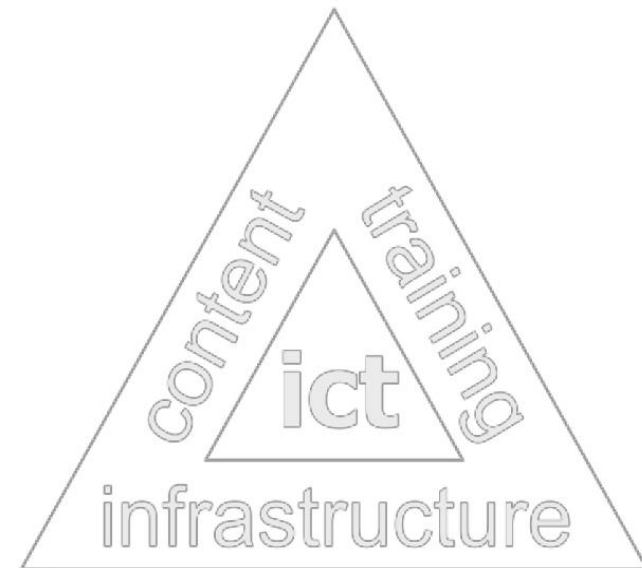


Pedagogies



Pillars of education

- **Educational requirements and standards**
 - General state requirements - training programs, educational content, pedagogies, inspection and evaluation of knowledge
 - Classroom education
 - Distance education
 - Blended education
 - Continuing education
 - Vocational education
 - Create professional communities in various areas of education
 - The use of innovative pedagogies
- **Network infrastructure**
 - Supporting internal network
 - Backbone connections to European and global networks
 - Information-resource environment
- **Storage systems**
- **Educational cloud**
 - University ICT infrastructure level campus
 - School ICT infrastructure
 - Administrative ICT infrastructures in education
 - Electronic educational resources
- **Systems of Knowledge Management**
 - Authors studios for the creation of electronic content test systems
- **Electronic educational content**
 - Educational portals



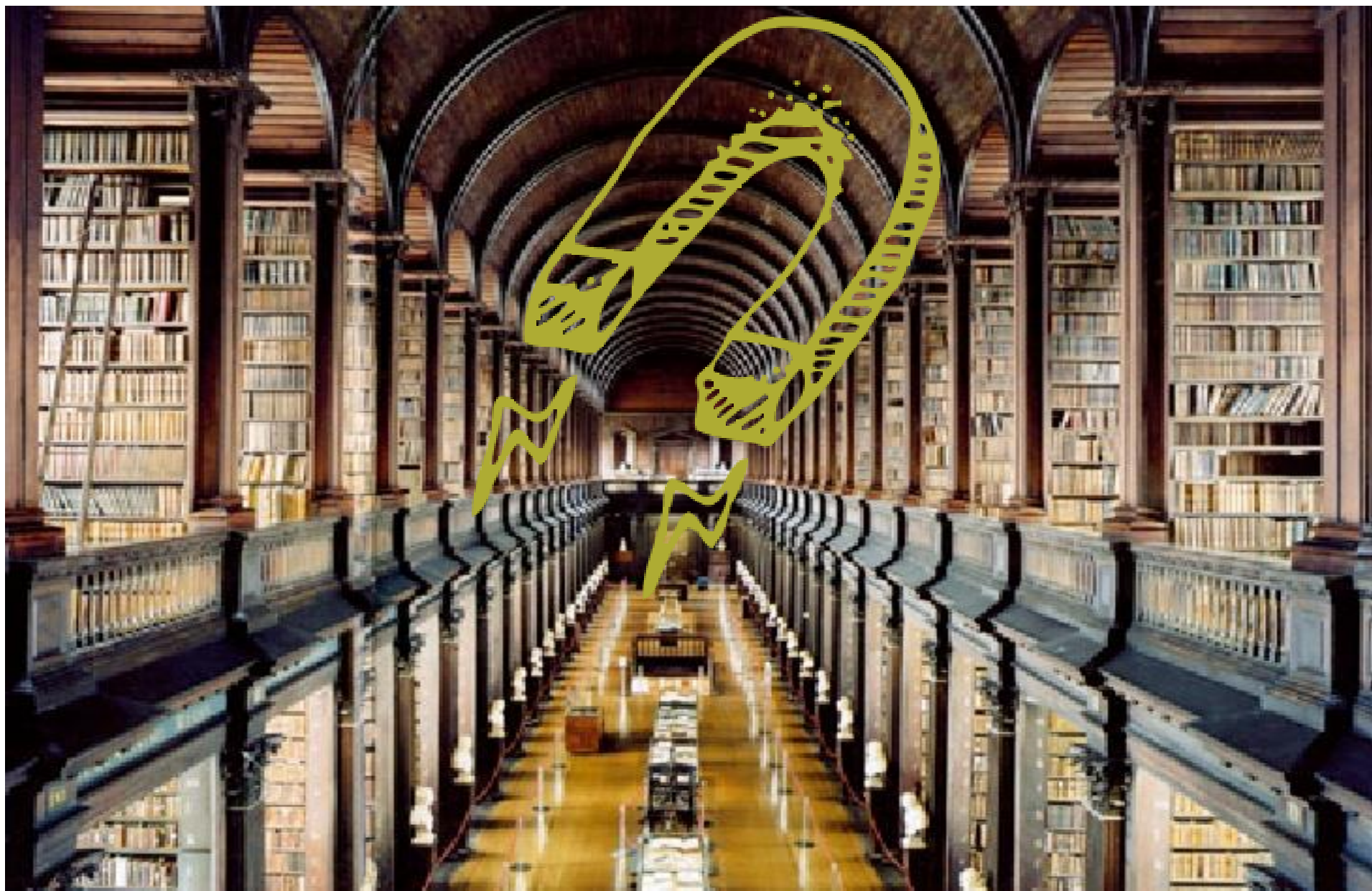
Information – resource infrastructure



Storage



Electronic content



 GoToMeeting®


MediaWiki

yammer™



 Blogger™

 WORDPRESS

 slideshare

LMS



You Tube™

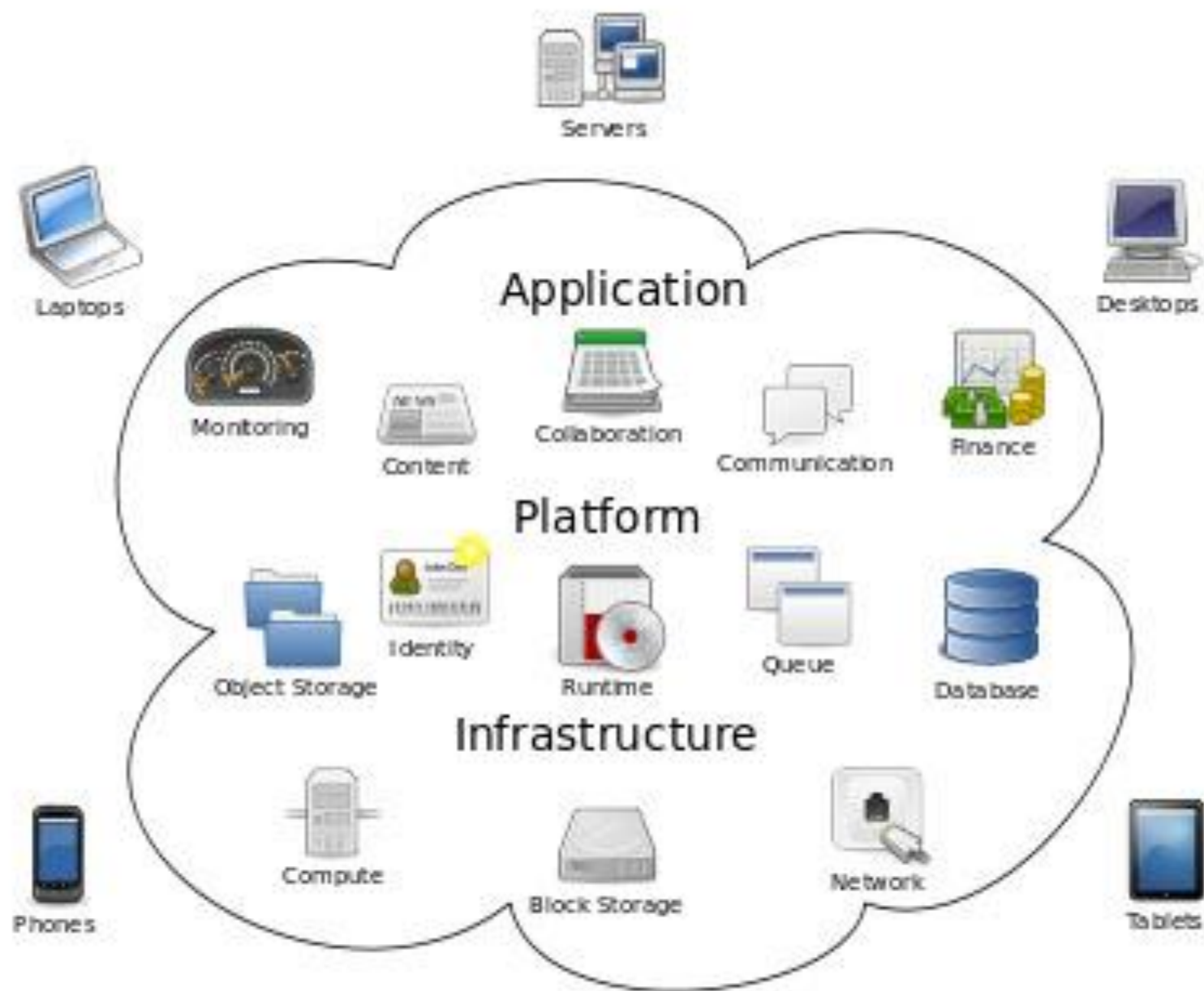
twitter 

 Adobe® Connect™



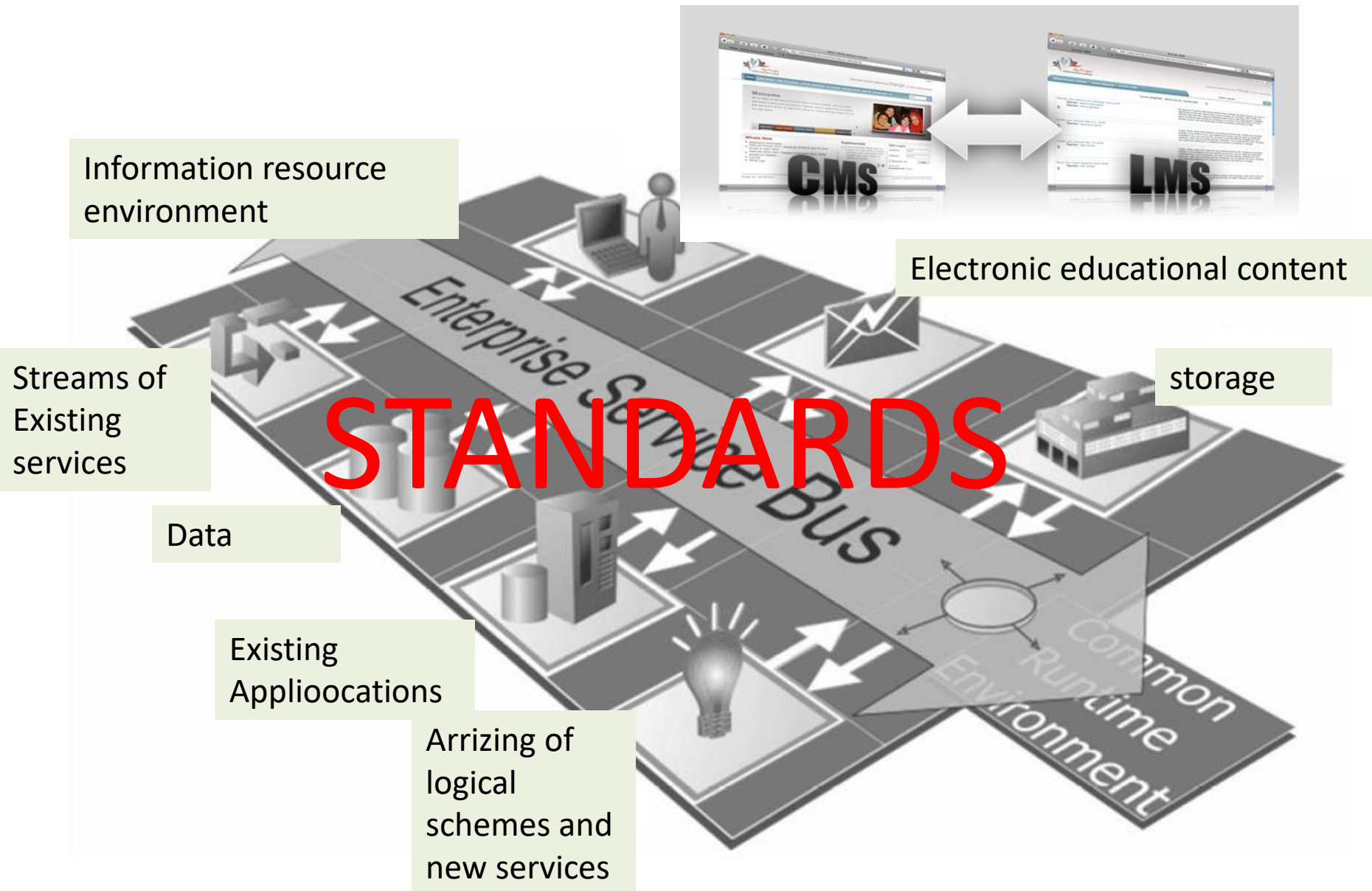
 Cisco
webex



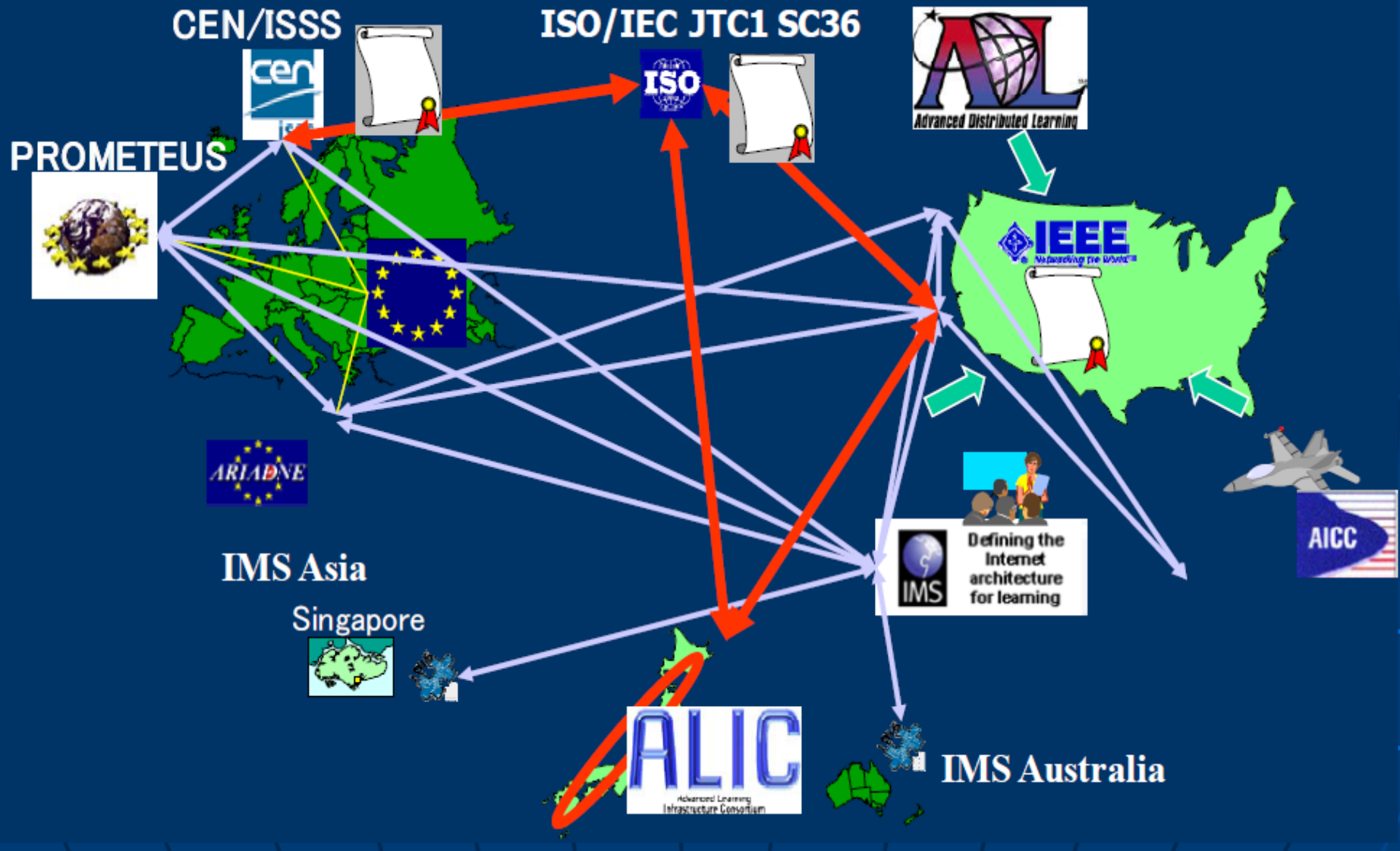


Cloud Computing

Pillars of e-Education

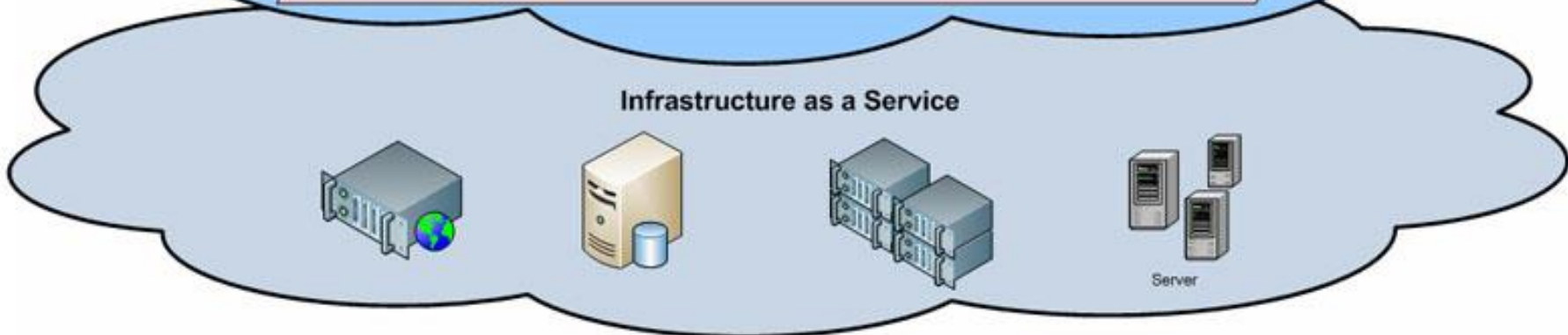
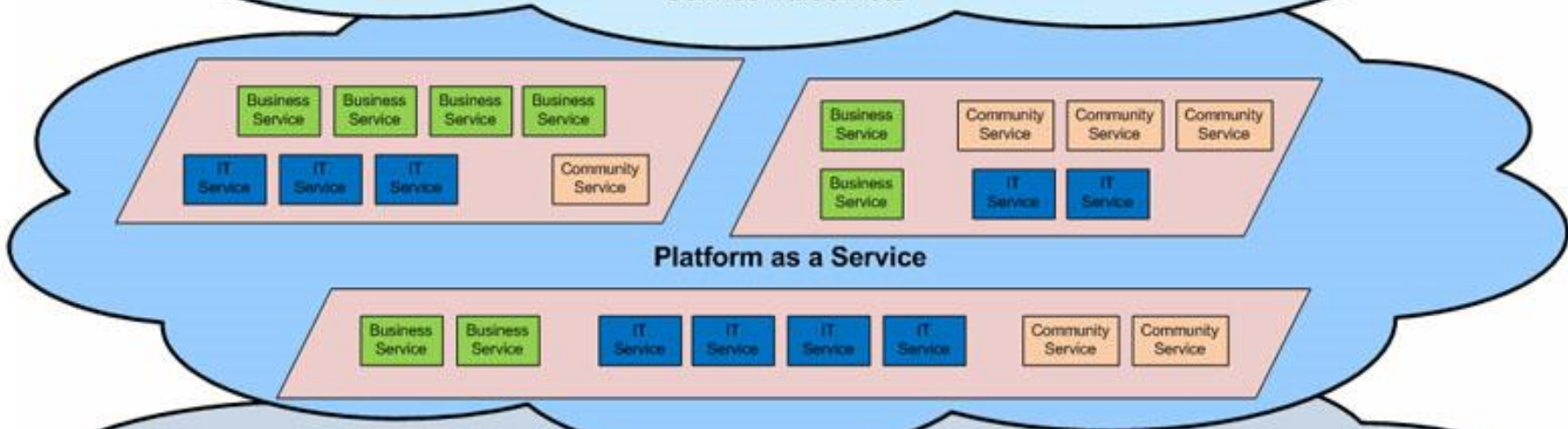
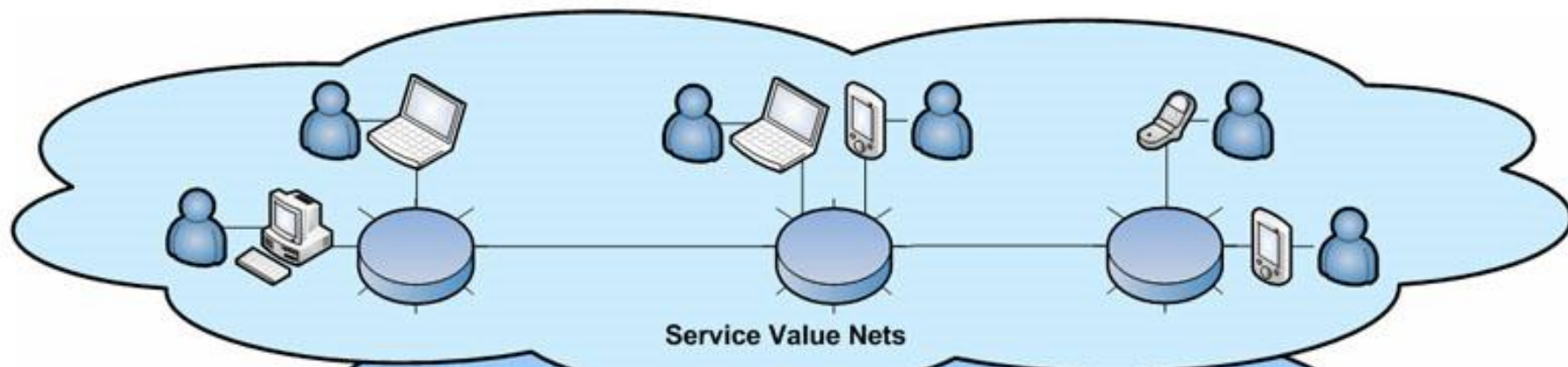


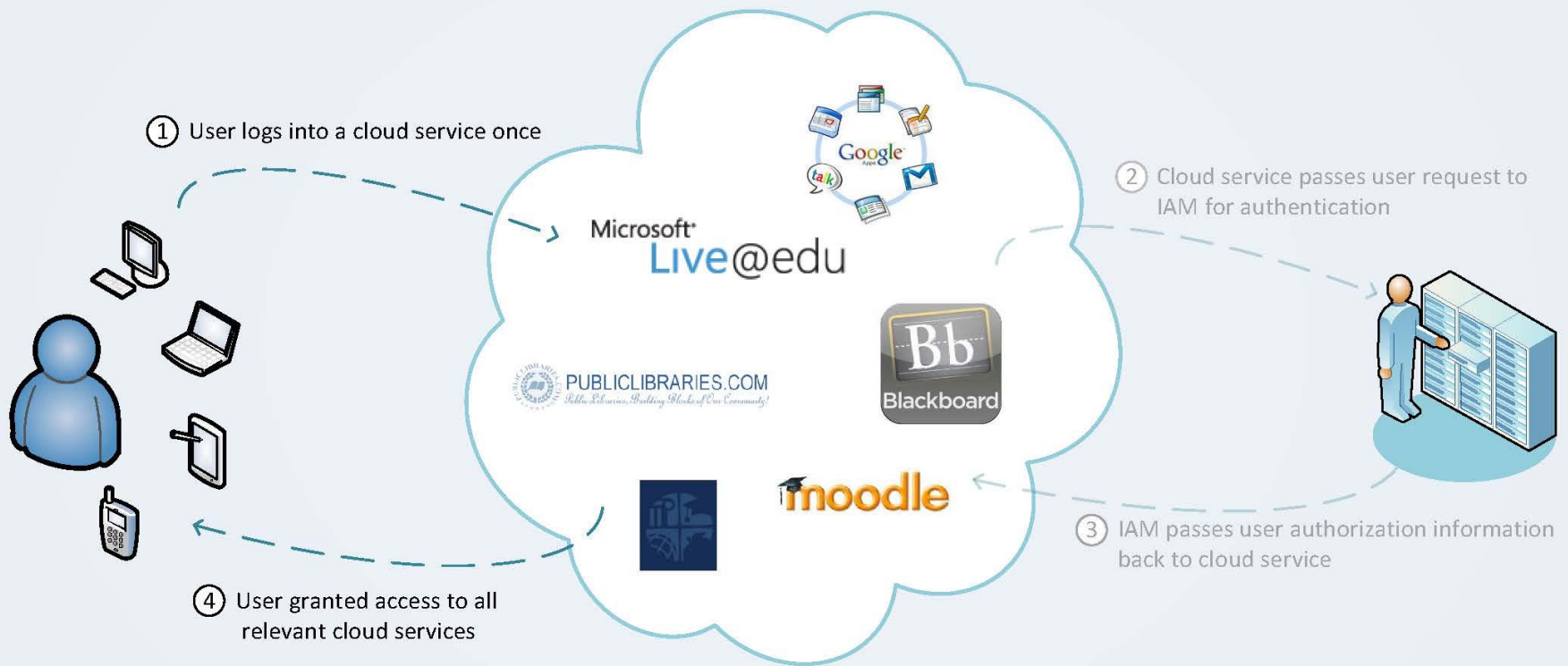
STANDARTISING ORGANIZATIONS



Aspects of Standardisation

Aspects	Standards
Search, discover, retrieval of appropriate educational content	Dublin Core, IEEE LOM, IMS DRI (Digital Repositories Interoperability), VDEX (Vocabulary Definition Exchange), RLI (Resource List Interoperability), ODRL (Open Digital Rights Language), METS (Metadata Encoding and Transmission Standard)
Planning of educational scenarios and sharing of educational and pedagogic design	IMS Learning Design
Education through delivery of education content adapted to the requirements of the learners	IMS Learning Design, Simple Sequencing, ADL SCORM
Sharing of education content and data for assessment among different systems	IMS Content Packaging, ADL SCORM, METS, IMS Sharable State Persistence IMS Question and Test Interoperability
Recording and sharing of information between the learners	IMS Learner Information Packages (LIP), IMS Reusable Definition of Competencies or Educational Objectives, Enterprise, ePortfolios
Accessibility	IMS Accessibility for LIP, Accessibility Profile, W3C WAI
Personalization	Application Profiles – непълна поддръжка





Thanks for your attention !



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