



Learning 2.0 Quality Considerations

(Extract of the QMPP Handbook v099)

Assessing your concurrent practices

The first recommendable step is to assess your concurrent practices. The mapping of the existing situation provides you with an appropriate understanding of your practices, but it can also provide you ideas to improve your work in the quality area.

Action point

Use the following list to assess your concurrent practices. It has been formulated in order to give indication how peer production practice can become high quality peer production. Please go through the list and assess your own practice. You are encouraged to write into the right column if and how you have implemented the specific principle in your own practice.

Principles for design

Principles	How is this principle implemented in your own practice?
1. The peer production environment should be designed in a non restrictive way and should stimulate participants' creativity by giving suggestions rather than restrictive laws.	
2. Democratic design includes shared ownership of processes; focus on peer interaction, quality is then defined as the groups quality consensus.	
3. Pedagogical Design of learning environments should focus on openness and not limit the peer group up front, it should be participatory and strive for peer-agreement on objectives, methodologies (at the beginning).	
4. The design process should focus on consistency of each members level of input and positive interdependences between peers as well as complementarity of the role of peers	

5. It is important that a code of practice for democratic design is existing which underpins the changed objectives of quality evaluation in peer-learning	
6. The educational design should be relevant to the professional context; the contents should be fresh and updated, should focus on a supportive context and relate to a real identified need.	
7. It needs a clear Purpose and ideological support in term of culture for working together, culture of continuous learning, culture of acceptance of errors, continuous improvement	

Principles for the process/ educational process

Principles	How is this principle implemented in your own practice?
1. The educational process needs to focus on both quality and motivation (internal / external)	
2. It should allow low external determination and high internal reflection	
3. Reflection is of key importance for learning 2.0 processes.	
4. Learning process should be open, however Users should be accountable and registered in order to be able to validate the contributors	
5. The learning process should promote learners as active producers rather than passive consumer, should follow the path from reception to participation and focus on interaction	

Principles for technology



Principles	How is this principle implemented in your own practice?
1. Functional quality is important: coherence of used tools, Technical support, User friendliness, testing and validating, Accessibility, Tutorials are available, traceability of production	
2. High contribution possibilities should be sidelined by highly accessible media	

Principles for organisation

Principles	How is this principle implemented in your own practice?
Peer Learning has to be economic, concepts reusable and an appropriate documentation should be available at all the stages	

Principles for outcomes

Principles	How is this principle implemented in your own practice?
1. Peer learning should be oriented to results.	
2. The learning should be based on established validation processes through the evaluation by peers, review committees for content and a peer review needs to be in place.	