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For a convenient way to learn about the museum, library and education sectors, go online.

Competence within open zones

Online environments open to everyone are an excellent forum for introducing new learning methods. A convenient way to learn about the museum, library and education sectors is to go online. Virtual worlds have many uses.

THE ‘DESIGNING OPEN LEARNING ENVIRONMENTS and Promoting Active Citizenship’ development programme provides users of training and cultural services with information on the applicability of open learning environments. Based on this information, new operating models are being developed for implementing training and producing services through open online environments.

Various projects seek different ways to train target groups to adapt to a new operating culture. The goal is to introduce new operating models within the organisations of groups targeted for training. In addition, the development programme ensures that citizens have the necessary information society skills. Through further education, it also helps to bridge digital gaps.

For instance, development projects for libraries are in progress for the purpose of exploiting open online environments and producing new service concepts. Research conducted in connection with these projects is providing new data on development work for public library services. The interactivity of public online services is a suitable target for such development.

Virtual reality simulations, from computer technology to library sector training

Through the sub-project Virtual Worlds, within an open learning environment students are able to construct and assemble an environment of their own. The computer simulation provides virtual rehearsals and experiences in preparation for real-life situations. Courses offered in connection with the Wikiversity project have also proven effective in making use of experts within existing educational institutions, and of free online services, in providing open education.

A Wiki-like community and database, LeMill, has been created for

teachers and people interested in teaching. LeMill members can use the service together, to create learning resources and descriptions of methods and tools. The Tietotaitotalkoot project supports the innovativeness of communities which “volunteer their know-how”, for example by instructing them on how to identify technological possibilities in their own environment.

The ‘Open museums – a developing learning environment for adults’ project develops museum workers’ competencies related to museum-based learning, among various adult groups. This project has the goal of opening up museums to new adult visitor groups (immigrants, seniors, the unemployed, laid-off employees and corporate staff) by developing service concepts to meet their needs.

One example of innovative measures is the Open Zone project, which involves planning and piloting vocational training in library work targeted at immigrants.

Designing Open Learning Environments and Promoting Active Citizenship

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