

A unique conference that brings together the pioneers in educational research and practice in a first ever Indian event of its kind

# EDGE<sup>X</sup>

The Disruptive Educational Research Conference

New Delhi, March 12-14, 2012



EDGEX proposes to discuss and contextualize cutting edge educational research, technology and practice with global thought leaders

Worldwide, there is immense concern on how we will meet the educational needs of a rapidly growing young population. The challenge is compounded by many other trends – growth of infrastructure, gender disparities, growing inequality, changing student needs, rapid technological change and the challenges of economic globalization. Current educational systems are based on an imposition of structure and the belief that scale challenges can be met efficiently by imposing more order and structure, rather than a realization that a shift to more self-organized and adaptive systems may be more desirable.

EDGEX attempts to bring together the leading education researchers worldwide on one platform in a unique event of its kind. This is a disruptive event, that shall not only bring to the Indian audience details of what is happening at the cutting edge of education research around the world, but also allow participants to actively engage with key issues confronting us today in Education. The mandate of the conference is to provoke thought and action, while establishing the platform for international collaboration and support in resolving our challenges.

This conference is part of the **EDGE Forum** (Emerging Directions in Global Education) which is a group of leading educational institutions from public and private sector committed to promoting highest standards of education, value systems and governance in the field of higher education.

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## SPEAKERS



**Jay Cross**  
CEO & Chief Unlearning Officer  
Internet Time Alliance



**George Siemens**  
Founder and President of Complexive  
Systems Inc & Social Media Strategist, TEKRI,  
University of Athabasca, Canada



**Stephen Downes**  
Senior Researcher, National Research  
Council, Canada



**Clark Quinn**  
Executive Director, Quinnovation and Senior  
Director of Interaction & Mobile, Internet  
Time Alliance



**Dave Cormier**  
Manager, Web communications and  
innovations, University of Prince Edward  
Island & Principal, Edactive Technologies



**Alec Couros**  
Associate Professor of Educational  
Technology and Media at the Faculty of  
Education, University of Regina, Canada



**Grainne Conole**  
Professor of Learning Innovation, University  
of Leicester, UK & Director, Beyond Distance  
Research Alliance



**Alicia Sanchez**  
Games Czar, Defense Acquisition University,  
USA



**Martin Weller**  
Professor of Educational Technology, Open  
University, UK



**Les Foltos**  
Director of Educational Innovation, Peer-Ed



**Jon Dron**  
Associate Professor, School of Computing  
and Information Systems, Athabasca  
University, Canada

## Key Themes

EDGEX covers cutting edge thought leadership and research in education, technology and rich media

EDGEX covers two very important themes for education – Learning X.O (the emergence of network based, collaborative, social, informal and community led approaches to learning that are becoming very crucial today) and Simulations & Serious Games (being able to use these advanced learning tools at strategic scale).

Learning X.O is the broad term covering the continuous evolution in Education and Education Technology. Learning 2.0 is the current state of the art with the focus on open, distributed learning. Exciting initiatives like the Massive Open Online Courses, that were founded by two of the speakers, George Siemens and Stephen Downes, and the Learnscope informal learning architecture, initiated by Jay Cross have made their way into mainstream educational thought and practice. A new theory of Learning called Connectivism that George Siemens and Stephen Downes founded, is now giving us rich insights into how educational systems could be in the near future. Coupled with the advent of Web 3.0, Learning 3.0 promises to add the dimensions of ubiquity and the semantic relationships within networks and content.

The second theme centered around Simulations and Serious Games, on the other hand, focuses broadly on new media and techniques such as those involved in social collaborative learning, ubiquitous learning, simulations, serious games and virtual world technologies now present an important addition to eLearning. New technology is enabling rapid and cost effective creation of rich content and allowing its deployment across multiple delivery channels. These new media are more attuned to the needs of the current generation for whom platforms like Facebook and devices like Tablets have become essential. The conference will discuss if disruptive developments in new media and associated techniques present a strategic direction for resolving current challenges.

## Topics Covered

Some of the topics that shall be covered in depth are:

- Connectivism and Connective Knowledge
- Informal Learning, Learnscapes, Communities of Practice
- Digital Scholarship and Content Curation
- Open Education, Open Educational Resources
- Personal Learning Environments, Massive Open Online Courses (MOOCs)
- Learning Analytics and the Semantic Web
- Distributed Learning “Design” in an X.O world
- Mobility and Ubiquitous learning
- Simulations, Serious Games and Virtual Worlds
- Peer coaching
- New Age Assessments
- Breaking Barriers in School Education

## Schedule

Themes	Time	Programme
<b>Connectivism and Connective Knowledge</b> <b>Informal Learning</b> <b>Rhizomatic Learning</b> <b>Learning Analytics</b>  <b>Workshop: Exploring Educational Futures</b>  <b>Workshop: Design Frameworks for Games and Simulations</b>	9:00 AM - 9:15 AM	Inauguration and Welcome
	9:15 AM - 10:00 AM	The Chair's Address - George Siemens, University of Athabasca, Canada
	10:05 AM - 11:00 AM	Stephen Downes, National Research Council, Canada
	11:00 AM - 11:15 AM	Tea
	11:15 AM - 12:00 PM	Jay Cross, Internet Time Alliance
	12:05 PM - 1 PM	Dave Cormier, University of Prince Edward Island, Canada
	1:00 PM - 1.30 PM	Lunch
	1:30 PM - 3:00 PM	Roundtable 1
	3:00 PM - 3:15 PM	Tea
	3:15 PM - 5:45 PM	Workshop 1 - Exploring the future of educational systems
	3:15 PM - 5:45 PM	Workshop 2 Simulations and Serious Games - Design Frameworks

Themes	Time	Programme
<b>Simulations</b> <b>Serious Games</b> <b>Virtual Worlds</b> <b>Alternate Reality Games</b> <b>MMORPGs</b>  <b>Workshop: Learning X.Os in Practice</b> <b>MOOCs, Learnsapes, CoPs</b>	9:30 AM - 1:00 PM	EDGE Inauguration and Plenaries
	1:00 PM - 1.30 PM	Lunch
	1:30 PM - 2:15 PM	Clark Quinn
	2:15 PM - 3:00 PM	Alicia Sanchez
	3:00 PM - 3:15 PM	Tea
	3:15 PM - 3:30 PM	Siddhartha Banerjee, Indusgeeks
	3:30 PM - 3:45 PM	Jatinder Singh
	3:45 PM - 4:30 PM	Sponsored Slot
	4:30 PM - 5:30 PM	RoundTable 2
	2:00 PM - 5:45 PM	Workshop 3 Learning X.Os in Practice (including tea session)

Themes	Time	Programme
<b>Ed-Technology Research</b> <b>Open Design</b> <b>Digital Scholarship</b> <b>Peer Coaching</b> <b>Borderless Schools</b> <b>Content Curation</b> <b>Semantic Tools</b> <b>New Age Assessments</b> <b>Mobility Solutions</b> <b>Select Demos</b>  <b>Workshop: Simulations and Serious Games in Practice</b>	9:00 AM - 9:15 AM	Welcome
	9:15 AM - 10:00 AM	Alec Couros, University of Regina, Canada
	10:05 AM - 11:00 AM	Jon Dron, University of Athabasca, Canada
	11:00 AM - 11:15 AM	Tea
	11:15 AM - 12:00 PM	Grainne Conole, University of Leicester
	12:00 PM - 1 PM	Martin Weller, Open University, UK
	1:00 PM - 1.30 PM	Lunch
	1:30 PM - 2:15 PM	Les Foltos, Peer Ed
	2:15 PM - 2:30 PM	Rajeev Menon, MeritTrac
	2:30 PM - 2:45 PM	Satish Sukumar, Manipal Universal Learning
	2:45 PM - 3:00 PM	Amruth BR, MeritTrac
	3:00 PM - 3:15 PM	Tea
	3:15 PM - 3:30 PM	Shanath Kumar, Sikkim Manipal University
	3:30 PM - 3:45 PM	Manish Upadhyay, LIQVID
	3:45 PM - 4:30 PM	Sponsored Slot
	4:30 PM - 5:30 PM	Roundtable 3
	5.30 PM - 6:00 PM	Conference Summary and Vote of Thanks
2:00 PM - 4:30 PM	Workshop 4 (Simulations and Serious Games) (including tea session)	

## Registrations

The EDGEX Conference would love to have you attend!

The Conference is being designed to be interactive in nature, with several opportunities to engage with the speakers. If you are connected with education, whether as an administrator, an educationist, an eLearning professional or any other role, this conference will benefit from your active participation.

In fact, there is an online Google group (EDGEX2012) for the conference too with participants and speakers deliberating the scope and outcomes of the conference collaboratively.

If you are an entrepreneur, you can also use the platform to bounce off your product or product ideas with the audience (logistics may demand that we filter your applications to select the most innovative set, but we will find a way of publicising your innovation during the event).

To register, please send us an email at [edgex2012@edgex.in](mailto:edgex2012@edgex.in) and we will get right back to you. Conference details are available on our website <http://www.edgex.in>. You may also reach Viplav Baxi at +91-98110-48940 in case you have any questions.

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## The Disruptive Educational Research Conference

### Venue and Contact Details

India Habitat Centre, Lodhi Road, New Delhi

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