

Community

2.6 Communities

The screenshot displays the Scholar interface for a user named William Cope. The top navigation bar includes links for Notifications, Messages (4), Library, and a logged-in status for William Cope. The main navigation menu features icons for Community, Creator, Publisher, Analytics, and Bookstore. A search bar is located in the top right corner.

The left sidebar shows the user's profile information, including their name (William Cope), a pull-down menu with options like Activity Stream, Updates, About, Interests, Peers, Communities (highlighted), Submissions, Shares, and Settings. Below this, the user's title and affiliation are listed: Professor, Department of Education Policy, Organization & Leadership, University of Illinois, with a view count of 1,418. The sidebar also lists 'YOUR COMMUNITIES (119)' and 'YOUR PEERS (278)'.

The main content area is titled 'William Cope's Communities' and includes a 'Create a Community' button. A search box is provided for finding communities. Below the search box, several communities are listed, each with a unique icon and a brief description:

- The Learner** (Admin): Welcome to The Learner Knowledge Community!
- EPS 431 SP16** (Admin): This course takes an historical perspective in order to define the contemporary dimensions of what we term as "new learning".
- World Universities Forum**: Welcome to the World Universities Forum Knowledge Community
- Inclusive Museum** (Admin): Welcome to the Inclusive Museum Knowledge Community
- Food Studies** (Admin): Welcome to the Food Studies knowledge community!

The right sidebar, titled 'Your Activity', lists several updates created by the user, such as 'You changed the profile image' and 'You created the update Differentiated Learning - Comparative Dimensions of Learning'. A 'View All' link is provided at the bottom of this section. Below the activity list, the 'YOUR PUBLICATIONS (7)' section is visible, showing 'Learning by Design' and 'Waiting for the Barbarians'.

2.5.1: To view all of your communities, select the “Communities” link from the pull-down menu behind your name.

The screenshot displays the Scholar website interface. At the top, there are navigation links for Notifications, Messages, Library, and a user profile for William Cope. Below this is a main navigation bar with icons for Community, Creator, Publisher, Analytics, and Bookstore. The main content area is divided into three columns:

- Left Column:** User profile for William Cope, including a photo, title (Professor, Department of Education Policy, Organization & Leadership, University of Illinois), and a list of communities he is part of (e.g., EPS 431 SP16, Science in Society).
- Middle Column:** Search results for 'education' communities. Results include 'Health and Physical Education', 'Educational Studies Research', 'Education', and 'Childs Education Center', each with a 'Join Community' button.
- Right Column:** 'Your Activity' feed showing recent updates and publications, such as 'You changed the profile image' and 'Learning by Design'.

2.5.2: To join a new community, search and select [Join Community].

- **Public** communities are open, anyone can find them on the web, and anyone can create a Scholar account to join without having to seek admin permission. When you select [Join Community] you immediately become a member.
- **Open** communities are not visible on the web, but anyone with a Scholar account can see them and join without having to obtain admin permission. When you select [Join Community] you immediately become a member.
- **Closed** communities are only visible to people with Scholar accounts, however new members are not admitted without an admin accepting a membership request. When you select [Request to Join], you do NOT become a member until approved by an admin. Closed and Private are the only settings allowed for users under 18.
- **Private** communities are by invitation only and are invisible to those who have not been invited to join. Private communities cannot be found by searching on this page.

For all communities, you may also receive an invitation to join in the notifications area.

Notifications Messages 4 Library Logged in as William Cope Help Cart

Scholar Community Creator Publisher Analytics Bookstore Search Peers and Communities...

EPS 431 SP16

Activity Stream Filter Activity

Recent Activity

Community Admins (2)

William Cope
Tabassum Amina

Members (31) New Request

Rachel Riley
Christopher Ozarka
Jennyl Joseph
Dave Grant
Rachel Lundstrom
Paul Holzen

ALAINA HILL COMMENTED ON DIMENSION 1: ARCHITECTONIC MEANINGS ...

I work in an early childhood setting, where almost every classroom is structured in a transformative, play-centered, Froebel-style environment in which children discover concepts on their own in an exploratory manner. In my Pre-K classroom, we. ...More

5 other comments

KIMBERLY JOHNSTON COMMENTED ON SHOULD STUDENTS WATCH VIDEOS IN CLASS? ...

I love using video as a support for instruction, before, during, or after text-based instruction. I've been on-the-fly searching for videos showing coral reefs while students were discussing a passage in a novel and not really understanding. ...More

7 other comments

KIMBERLY JOHNSTON COMMENTED ON THE USE OF BEAN BAG CHAIRS, CARPETS, AND YOGA MATS IN THE CLASSROOM ...

I'm cool with loud and engaged, but can't abide loud and distracting. Plus, I've had to work with some students with ADHD, autism, etc, that legitimately cannot work if it gets past a certain volume. But nothing is better than the noise of a class. ...More

3 other comments

MELISSA FIERRO COMMENTED ON INTRODUCING THREE PEDAGOGICAL PARADIGMS ...

This week my students are completing a research project about volcanoes (those who have been with Dr. Cope for more than one class know what I'm talking about). 5 1/2 out of 6 classes are enjoying the project and seem to really be learning what is. ...More

4 other comments

JAMIE D'AMICO MISS COMMENTED ON STUDY: STUDENTS BENEFIT FROM PLAYING VIDEO GAMES ...

I agree with Anna that students might be playing video games for too many hours at a time. This is where I think it can have a negative impact on the student. The video games would be taking away time from their studies and reading. However, my. ...More

2 other comments

Recent Activity

Alaina Hill commented on an update Dimension 1: Architectonic Meanings.

Kimberly Johnston commented on an update Should students watch videos in class?

Kimberly Johnston commented on an update The Use of Bean Bag Chairs, Carpets, and Yoga Mats in the Classroom.

Melissa Fierro commented on an update Introducing Three Pedagogical Paradigms.

Jamie D'Amico Miss commented on an update Study: Students benefit from playing video games.

Paul Holzen joined the community.

D'mario Turner joined the community.

SHARES (5)

LDL Program

EPS 431 learning module

EPS 431 SP16 Syllabus

Learn@Illinois

This course takes an historical perspective in order to define the contemporary dimensions of what we term as "new learning".

Views : 161

2.5.2: A community might be a class of students, a group with a shared interest, or a publisher relating to authors and readers of a journal or a book series.

- If the community is "Restricted," members will only be able to comment on updates made by admins (see Tutorial 2.2.2).
- If the community is "Unrestricted," members will also be able to make updates (see Tutorial 2.2.4).