

## **A multidisciplinary approach to designing Personal Learning Environments (PLEs)**

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Personal learning environments (PLEs) is a relatively new concept in technology-enhanced learning (TEL) and denotes an approach to developing learning management systems (LMSs) where learners are at the center of the learning environment. The PLE concept recognizes the fact that learning needs and interests of learners are in a constant state of flux. The mainstream of LMSs follow top-down, teacher-centric, knowledge transfer paradigms, and cannot equip learners with appropriate learning to learn skills. On the other hand, the PLE concept emphasizes empowering learners to get control over and regulate their learning processes should be the cornerstone of designing LMSs. From a technological perspective, the principles of Web 2.0, including social software, openness, folksonomy, user-generated content, and sophisticated interfaces underpin the PLEs concept.

Despite its promising theoretical approach to learning and learner's empowerment, the PLEs concept and discourse around it have provided no tangible and well-formulated guidelines to put the idea into practice.

In this presentation, I will introduce a design framework to build PLEs as well as its development process. The PLE design framework consists of a set of design principles which on the one hand are deeply rooted in theoretical notions and concepts of learning and education and on the other hand are supported by Web 2.0 tools and services.