

Presentation of the paper “Human Interaction in Learning Ecosystems based on Open Source Solutions” in HCII 2018

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Abstract

This is the presentation of the paper entitled “Human Interaction in Learning Ecosystems based on Open Source Solutions” in the Learning and Collaboration Technologies session at the HCI International 2018 Conference, held in Las Vegas, USA, 15 - 20 July 2018.

Technological ecosystems are software solutions based on the integration of heterogeneous software components through information flows in order to provide a set of services that each component separately does not offer, as well as to improve the user experience. In particular, the learning ecosystems are technological ecosystems focused on learning and knowledge management in different contexts such as educational institutions or companies. The ecosystem metaphor comes from biology field and it has transferred to technology field to highlight the evolving component of software. Considering the definitions of natural ecosystems, a technological ecosystem is a set of people and software components that play the role of organisms; a series of elements that allow the ecosystem works (hardware, networks, etc.); and a set of information flows that establish the relationships between the software components, and between these and the people involved in the ecosystem. Human factor has a main role in the definition and development of this kind of solutions. In previous works, a metamodel has been defined and validated to support Model-Driven Development of learning ecosystems based on Open Source software, but the interaction in the learning ecosystem should be defined in order to complete the proposal to improve the development process of technological ecosystems. This paper presents the definition and modelling of the human interaction in learning ecosystems.

Keywords

Learning Ecosystems, Human Interaction, Metamodel, Information Systems, Software Engineering.

Link to the presentation

<https://goo.gl/xr67Xw>

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