

CONCEPT

APPLICATION

IDEAS

NOTES

cultural contextualisation

provide for feedback/ 2way

provide alternate explanations

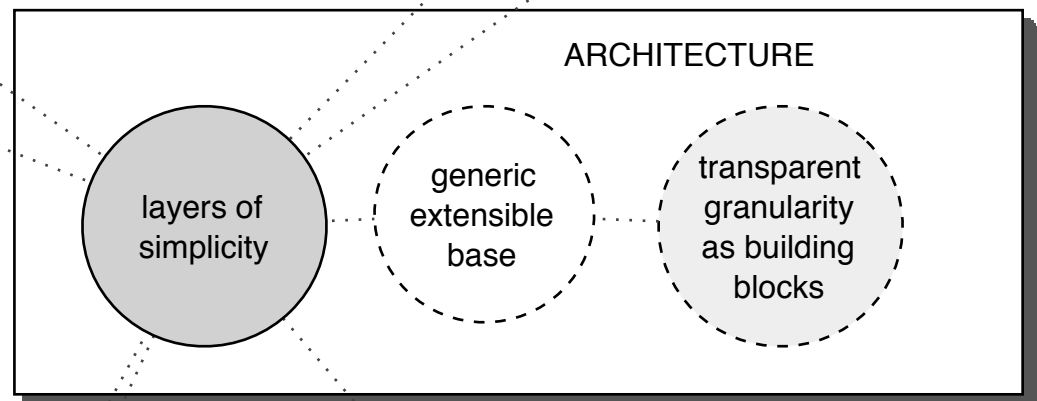
multicultural usability audits

dictionaries of important items

english2english translations

experiential learning objects

student-led research



poly/mela/micro are distinct: transmission vs. "Big Man" merit-based vs. collab

USABILITY: preferred types of navigation, navigation vs. content balance, app vs. web fluency

impact of collectivist culture

simulate group learning

provide for feedback/ 2way

collaborative web apps

story-building/ narratives

Finding a "have-to"

EXAMPLES?

language

generic extensible base

less reading/writing based

avatars/ characters/ peers

E-anonymity to ease social constraints/ shyness

How to separate peer group: culture, tech familiarity, knowledge level of subject...

student as worker

less time-based

voiced/ audio accompaniment

POTENTIAL GOALS/ OUTCOMES: Multimedia fluency, grades, critical thinking, global graduate vs. a "pacific" graduate