



# Mapping the Features of a Virtual Learning ecosystem

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# Topics

- Actors in education
- Reference vocabulary and semantics
- What you pay is what you get - the market



# Actors in Education

- Pupils, Students, Learners, etc.
  - Educators, Teachers, Mentors, Instructors, Presenter, etc.
  - The technology: hardware, software, data comm ...
- 
- Managers of the learner – teacher relations
  - Supervisor (QA) of the manager
  - Business owners (the edu business, the employer, the tech edu business, etc.)



# Actors in Education



ESCO

European Skills/Competences, qualifications and Occupations



... & (a lot of) **others**

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# Reference vocabulary and semantics

ISO/IEC JTC 1/SC 36

Information technology for learning, education and training

**ISO/IEC 2382-36:2019**

**Information technology — Vocabulary  
— Part 36: Learning, education and  
training**

**ISO/IEC TR 23842-1:2020**

**Information technology for learning, education and  
training — Human factor guidelines for virtual reality  
content — Part 1: Considerations when using VR  
content**

53

**PUBLISHED ISO  
STANDARDS \***

under the direct responsibility  
of ISO/IEC JTC 1/SC 36

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# Reference vocabulary and semantics

## IEEE Learning Technology Standards Committee (LTSC) Systems Interoperability in Education and Training

[Augmented Reality Learning Experience Mode](#)

[Project -based Learning Opportunities](#)

[Standard for Child and Student Data Governance](#)



# What you pay is what you get - the market

CREATE

MANAGE

DISCOVER

CONNECT

EXPERIENCE

LEARN

CREDENTIAL

ADVANCE

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# What you pay is what you get - the market

## CREATE

- Knowledge & Research
- Publishing & Distribution
- Digital Courseware
- Curriculum & Lesson Plans







# What you pay is what you get - the market

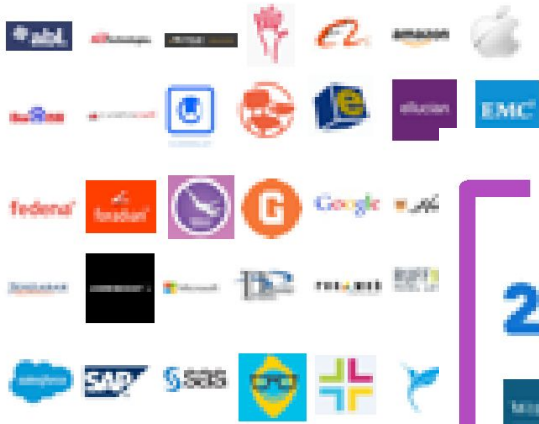
## MANAGE

- Institutional Management
- Online Program Management
- Student Management
- Teacher Management

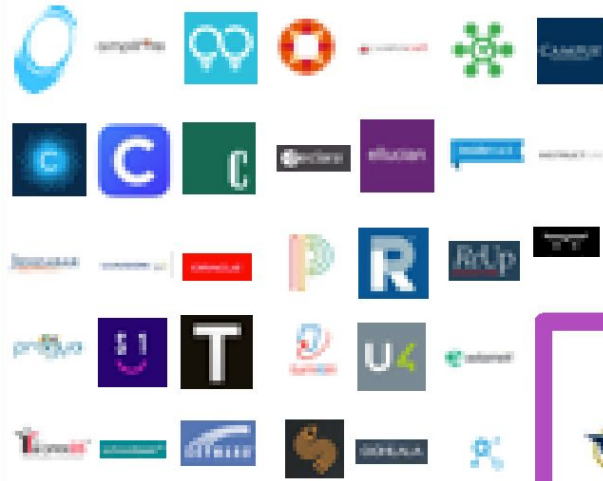


# What you pay is what you get - the market

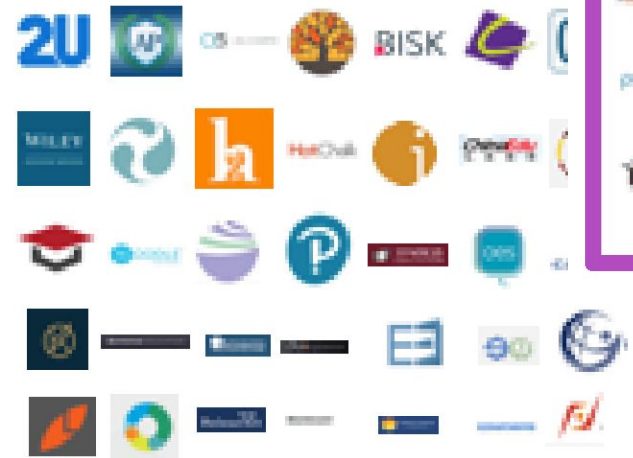
## INSTITUTIONAL MANAGEMENT



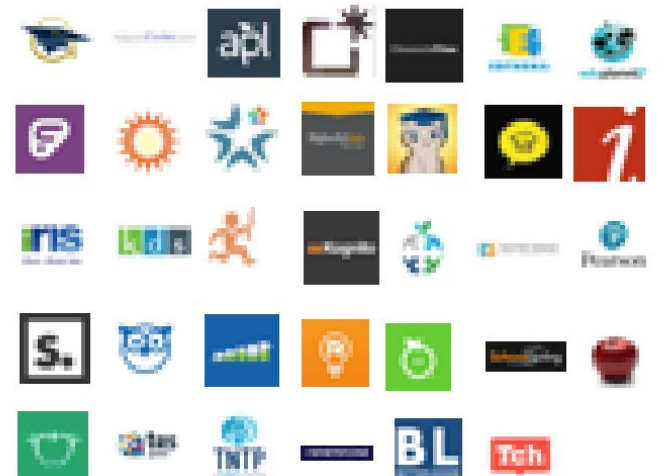
## STUDENT MANAGEMENT



## ONLINE PROGRAM MANAGEMENT



## TEACHER MANAGEMENT



# What you pay is what you get - the market

## DISCOVER

- Enrolment & Admissions
- Study Abroad & Pathways
- Student Loans & Finance



# What you pay is what you get - the market

## ENROLMENT AND ADMISSIONS



## STUDY ABROAD



## STUDENT FINANCING



# What you pay is what you get - the market

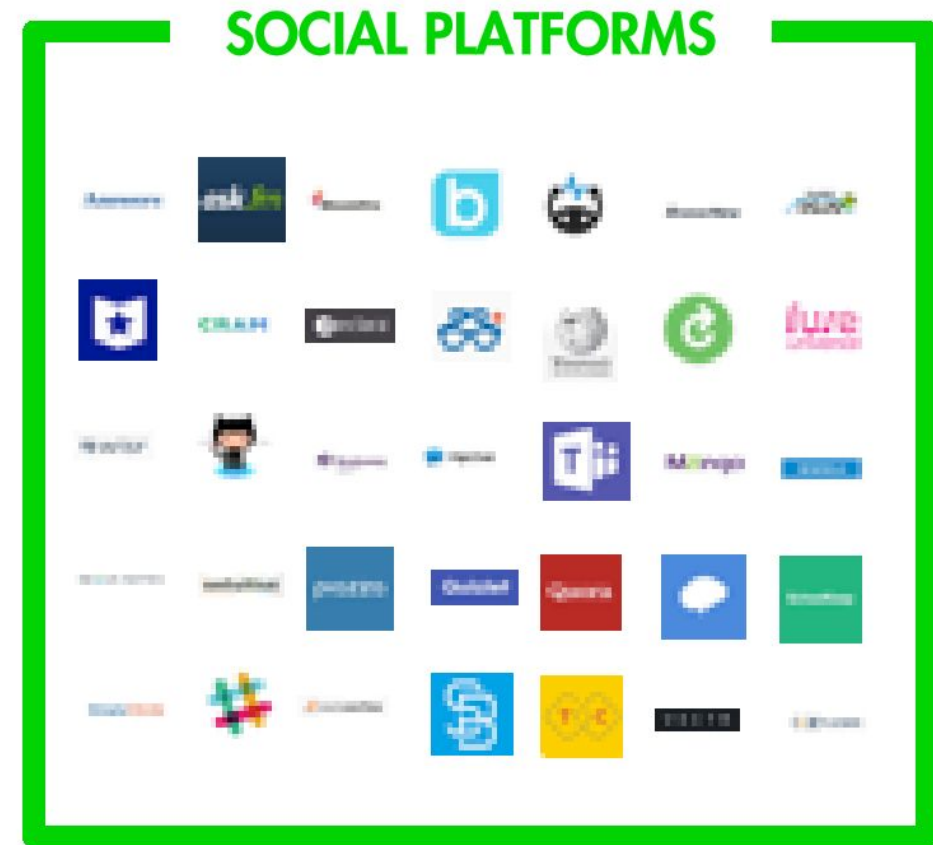
A green rectangular box with the word "CONNECT" written in white, bold, uppercase letters.

CONNECT

- Learning Management
- Social Platforms



# What you pay is what you get - the market



# What you pay is what you get - the market

## EXPERIENCE

- Math, Science & Literacy
- K12 STEM
- Classroom Technology
- AR/VR







# What you pay is what you get - the market

LEARN

- Open Online
- Proprietary
- Bootcamps
- Language





What you pay is what you get - the market

**CREDENTIAL**

- Tutoring & Test Prep
- Testing & Assessment
- Badging & Credentialing
- Language





# What you pay is what you get - the market

**ADVANCE**

- Career Planning
- Hiring & Internships
- Badging & Credentialing
- Language





# Conclusions (1/3)

- The virtual learning ecosystem is multi-faceted and can be approached from various perspectives
- Vocabulary and standardization exists, but it is always behind latest tech ... and ahead of any mass-adoption





# Conclusions (2/3)

- Any (mass)-**adoption** of technology is not necessarily done according to “rules” or “standardization” but rather **by personal choices in its usage**



# Conclusions (3/3)

- Learning is a type of time-spending (& from IT&C perspective *a data generation process*) ... so there are a lot of (economic) interests competing for that “time-slot” (& data)

