Affordances in Digital Learning

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Research approach

- **3-year focus on one grade cohort**
- **Surveys** about new media experiences, use of learning resources across settings, and knowledge of key aspects of new media ideas.
- **Observations** that document the learning environments during school and after school time through field notes and interviews.
- **Case portraits** of 9 students and their learning histories across settings from interviews, tracking of participation, and collection/analysis of work.

Remix World Affordances

in the DYN context: Structural/Physical & Instructional/Cognitive
Parallel and important usability concepts for interaction and design

- Cognitive and learning affordances
- Physical affordance
- Perceptual Affordance

Affordances can support
- Production with digital media and tools
- Consumption
- Communication
Discussion

- What affordances have your research and/or project discovered that support critical/substantive media production activity among students, teachers, or other users in or out of formal learning contexts?
- Foster deep exploration of new media activities.
- Are “easily” leveraged by teachers and/or by students to support learning?

- How should we be documenting and investigating what develops through users interactions with affordances of digital tools and social learning networks?

- What challenges, if any, has your project faced with respect to the use (or lack of use) or affordances in formal and informal contexts (and by teachers and students)?