**Connectivism**

* Described as a “learning theory for the digital age”.
* “ … connectivism is the thesis that knowledge is distributed across a network of connections, and therefore that learning consists of the ability to construct and traverse those networks.” (Downes, 2007)

**Nodes and connections**

* The analogy is a computer network.
* Nodes are any information, feelings, etc. (the perceptron).
* Connections are the links between these nodes.
* Not all connections are of equal strength.

**Important Points**

* Learning is the process of connecting nodes or information sources.
* Learning may reside in non-human appliances.
* Perceiving connections between fields, ideas and concepts is a core skill (an aspect of metacognition).
* Decision-making is itself a learning process. Choosing what to learn and the meaning of incoming information is seen through the lens of a shifting reality. While there is a right answer now, it may be wrong tomorrow due to alterations in the information climate affecting the decision.

**An Example**

* We teach programming in year 1, not Java.
* The students last year decided use JTables which are not part of the curriculum.
* They created and supported their own knowledge base on this topic.
* What will the students this year discover?