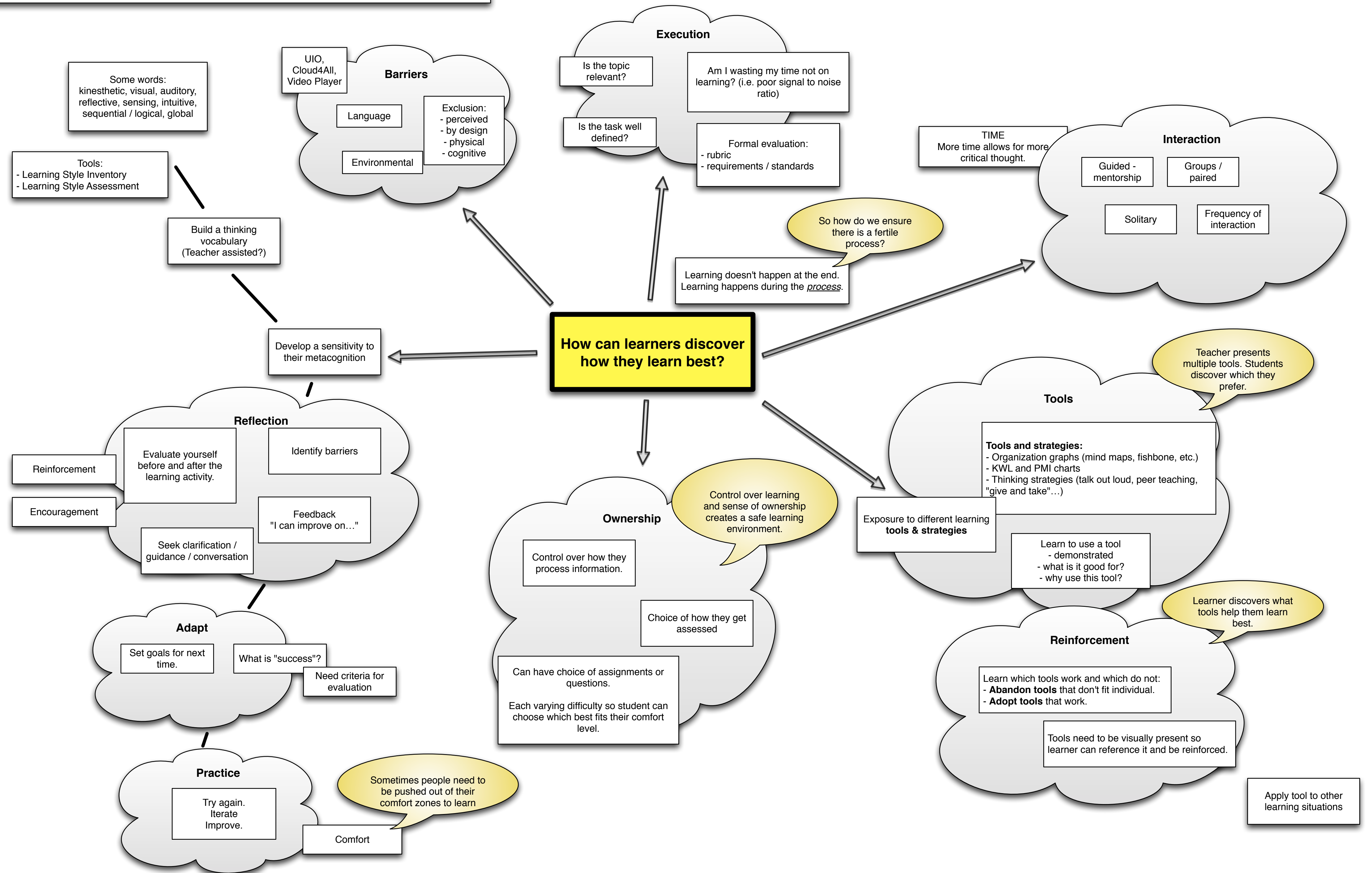


Understanding and Exploring How Learners Learn and Metacognition

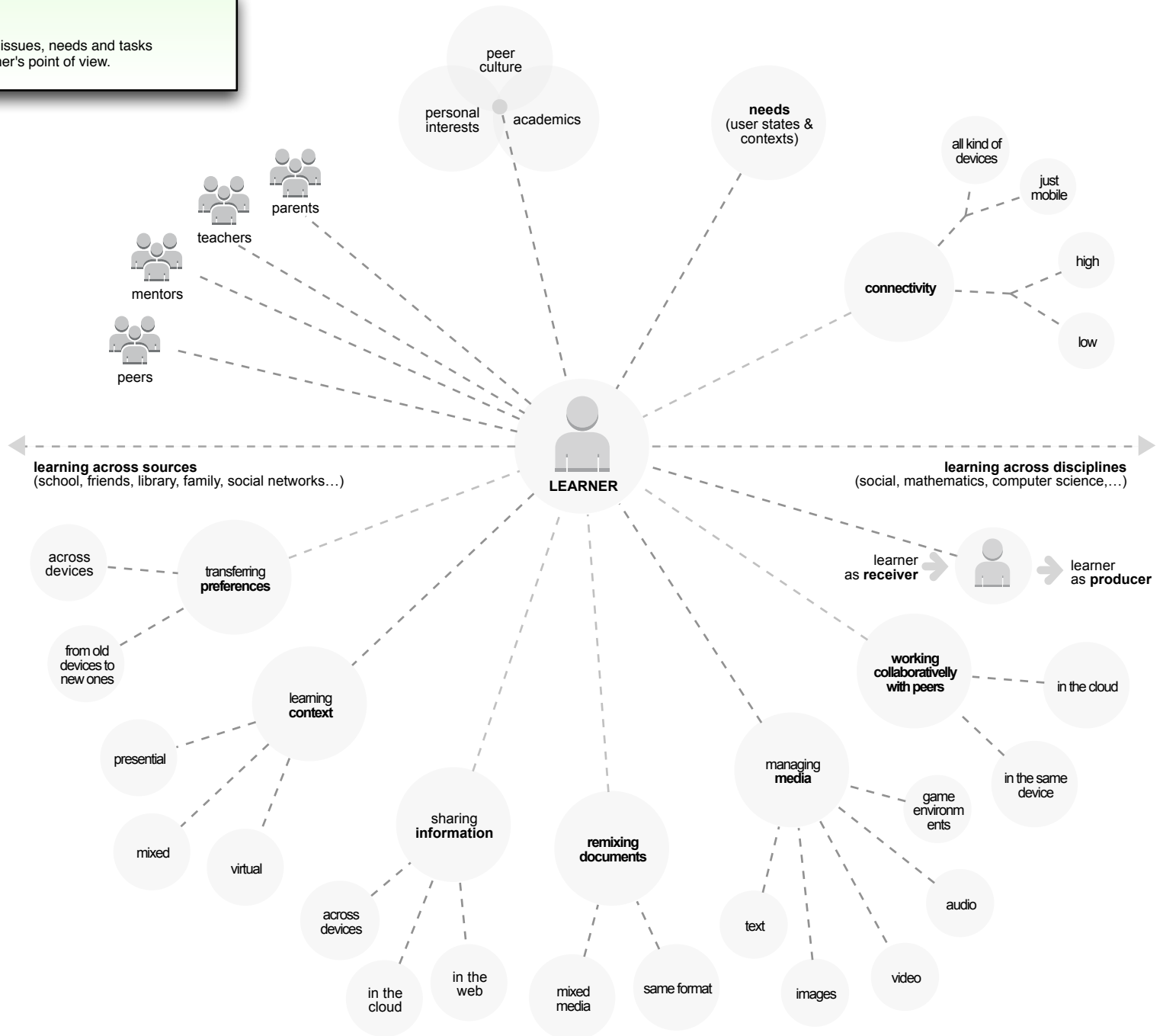
The following diagram explores the metacognition space and may inspire possibilities in how *Preferences for Global Access* can help a learner to learn.

The thinking represented in this diagram can be interpreted as a system in which a user can develop their own preferences for learning based on experience, self-reflection, peer interaction and guidance from the teacher.



Learner's ecosystem

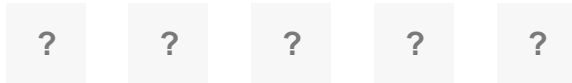
The following diagram explores the contextual issues, needs and tasks involved in the learning process, from the learner's point of view.



Conceptualizing a Customized Learning System

The following diagram explores at a high level what a possible customized learning system may look like. A learner specifies their preferences and the system adapts to their preferences.

1 The student enters through a quiz to identify his learning style (optional)



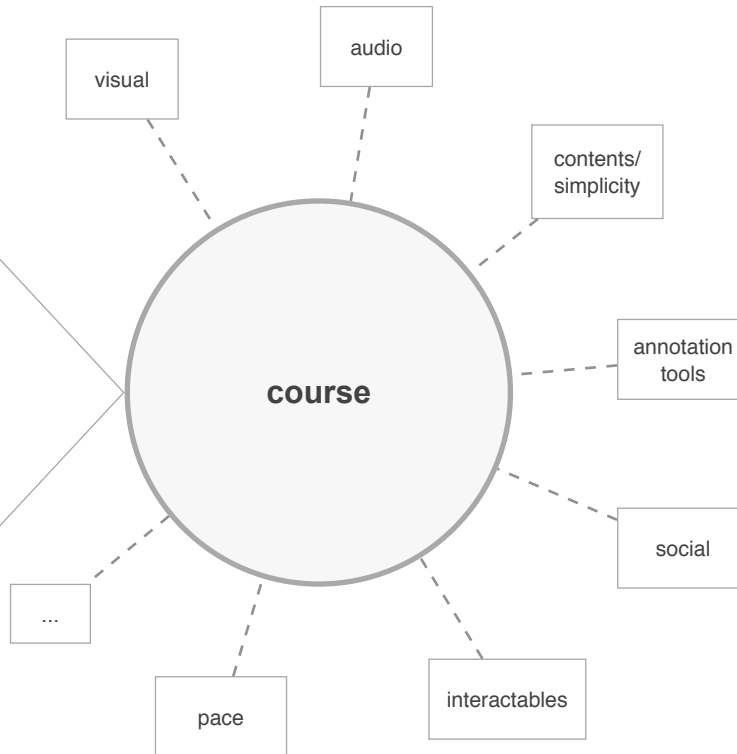
intended for users that prefer guidance (e.g. senior users)

* Does the user really know his preferences?

* How can this be adapted to variations between courses?

2 The student enters directly to the course. Satellite options allow him to customize learning experience

intended for users that don't like guidance or have diverse preferences (e.g. teenagers)



satellites contain:

- preferences (visual aspect, transcription,...)
- tools (annotation, social,...)

preferences can be set by:

- options (slider, check buttons, etc)
- testing tools (like Koester performance test)

3 Smart platform

The platform is smart two ways:

- Learns from student's preferences and manners, to improve customization of new courses.
- When the student selects a preference to modify it, the platform displays all related preferences.

From a very basic set, the user can explore all preferences by:

- a) using preferences related to the one that is being modified (incrementable customizing)
- b) searching

Tools and Preferences

The following diagram explores Tools and Preferences that PGA may contain.
- **Tools** are resources that the learner may need to support his learning style.
- **Preferences** let the learner customize the learning context and contents.

