



2.0

LEARNINGTHROUGHPLAY

GAMEPLAY

Program Outline

THE PROGRAM

Learning 2.0 is an online, self paced learning program designed to help you discover some web 2.0 technologies freely available on the internet.

The program was developed by Helene Blowers from the Public Library of Charlotte and Mecklenburg County. She has licensed the program under Creative Commons and it is now used by libraries around the world.

Each topic consists of:

- A podcast outline
- Discovery resources and instructions
- A choice of activities to complete.

Information about Learning 2.0 is set out on your library service's blog featuring the 23 topics or 'things' for you to complete.

Equipment needed

- Computer with Internet access
- Sound card to listen to podcasts
- Headphones if you plan to complete the program in a public area.

And most importantly....

A sense of adventure to learn and PLAY!

WHO CAN PARTICIPATE?

- Anyone who works in Victorian public libraries.

WHO IS NOT ELIGIBLE?

The program is not open to staff who have already completed the Learning 2.0 program through a previous implementation.

However if you began, but didn't complete, the program through a previous implementation you are eligible to nominate for places in this new offer.

Staff from public libraries in other states, school, academic and special libraries are also not eligible to participate in this implementation of the Learning 2.0 program.





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HOW LONG DO I HAVE TO COMPLETE THE PROGRAM?

- Registration opens Wednesday 29 August 2007
- Program officially begins on Monday 10 September 2007 and finishes 12 weeks later on Monday 3 December 2007
- There are 9 weeks of activities and 3 additional weeks allowing for late starters and staff with annual leave during the program.

DO I GET ANYTHING FOR DOING THE PROGRAM?

Everyone participating in the program during the above dates is in the running to WIN fantastic weekly prizes including:

Digital Cameras, iPods, Memory Sticks and more...

A weekly prize will also be awarded to the participant with the most innovative idea or suggestion for that week's activities.*

The name of the week's winner will appear on the Public Libraries blog <http://publibraries.blogspot.com/> and on the Viclink list.

Everyone who completes the program will be in the running for a MAJOR prize.

All who complete the program will receive a Certificate of Achievement.

If you want to do the program outside these dates you can, but you will not be eligible to win prizes.

HOW MUCH TIME DOES IT TAKE EACH WEEK?

- Because it is an online program, you can control the amount of time you spend on each activity.
- Aim for 15 minutes a day playing with the new technology, though you may find yourself doing quite a bit more!

*The Judge's decision is final and no correspondence shall be entered into.

