Cultural Theory, Technology and Learning (a beginning)

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Intention today

» To distinguish four different kinds of group (cultural) dynamics
» To explore implications for learning environments (including virtual/social media)
A crash course in ‘Cultural Theory’
aka NeoDurkheimian Institutional Theory (NDIT)

Loyalty
Common Cause
Mutuality
(Dis)agreement…

‘Group’
‘Grid’

Constraints
Rules
Roles
Age
Rank
Stratification
...

...
4 ‘solidarities’ or cultures emerge as a result of small decisions or factors.
Observations

» Solidarities think the solution to issues is ‘more of the same’ (eg marketeers urging further deregulation, hierarchies suggest regular committee meetings)

» Cultural theory instead calls for ‘messy solutions’ where all solidarities are represented in any organisation
Some implications and mismatches

» ‘Student experience’ questions privilege one solidarity over others – but is inconsistent about which one, at any moment.

» E.g. isolate mode would privilege ‘do you have sufficient time away from class and activities to think things through?’ rather than count up face-to-face time or timeliness of feedback (hierarchy).

» ‘Skills’ emerge from dealing with particular environments not just particular problems.

» Some things are in opposition (eg competition and sense of belonging).

» Digital, teaching and social environment aligned?