International Journal of Computer-Supported Collaborative Learning https://doi.org/10.1007/s11412-020-09335-1

AUTHOR'S PROOF

The richness of CSCL environments

Ulrike Cress¹

© The Author(s) 2020





1

10

21

22

It has been a year of transition and challenge for the journal and we are excited to bring you the11fourth edition of 2020. This fourth issue of the International Journal of Computer-supported12Collaboration presents four full papers and a review of the upcoming International Handbook13of Computer-supported Collaborative Learning.14

The four papers illustrate the richness of CSCL environments: Learning can be supported 15 by collaboration between individuals, by collaboration within groups, or by collaboration with 16 artificial agents. Moderators of cooperation can be language, talk, gestures, or other forms of 17 embodied actions, as well as material tools or artifacts. Prompts and scripts can provide 18 scaffolds. Last, but not least, the surrounding environment, may it be furniture or digital tools, 19 influence people's interactions and behavior through their affordances. 20

Each of the four papers featured in this issue deal with different slice through this rich tapestry.

The first paper, by Jianwei Zhang, Guangji Yuan and Maria Bogouslavsky, analyses 23knowledge building. And thus this paper draws from one of the most prominent theories in 24CSCL. The paper shows how knowledge building occurring within individual classes is 25extended through bridging into other classes through software that introduces cross-class 26interactions. Two grade-5/6 science classrooms, each taught by a different teacher, are 27interlinked in the Knowledge Forum via "super notes". These are notes that the classes can 28post in a cross-community meta-space. The super-notes serve as boundary objects that link the 29knowledge building processes taking place separately in each classroom. Whereas interaction 30 within the two classes enable a kind of horizontal integration of ideas (where students within 31the same class incorporate additional topics, deal with the diversity of ideas among their peers, 32and integrate multiple information sources), the use of super notes allows for vertical moves in 33 which the students dig deeper into the underlying issues and problems as progress is made and 34to "rise above" to higher planes of thinking and conceptualization. 35

The paper demonstrates how super-notes can prompt such rise-above syntheses, and how 36 they can serve as and "epistemic ladder" that supports deeper understanding. While regular 37 notes in the Knowledge Forum online discourse typically focus on direct responses to the ideas 38 posted by classmates, super notes helped to consolidate knowledge advances. Students 39

Ulrike Cress u.cress@iwm-tuebingen.de

¹ Leibniz-Institut für Wissensmedien, Tübingen, Germany

considered them mainly as a means to provide knowledge to others. Accordingly, both the 40 teachers of both classrooms conceived the "super view" as a higher-level space of discourse 41 where students formulated major questions and "big ideas" for cross-community sharing. 42Generalizing from these findings, the authors conclude that learning designs should support 43people in "climbing the social and epistemic ladders together". Super notes can serve as such 44 an epistemic boundary object that boosts this form of epistemic and social emergence of ideas. 45In providing such affordances, knowledge building interaction can be sustained by idea 46interaction across levels and spaces. This provides a kind of maximal richness of knowledge 47building in CSCL environments. 48

The second paper, authored by Anu Kajamaa and Kristiina Kumpulainen, deals with a 49highly complex type of learning environment to study: makerspaces. These are materially rich 50collaborative learning and working environments where people have access to multiple digital 51and hands-on tools. Makerspaces are open in several senses: they are open for different people 52with different interests, heterogeneous levels of knowledge and engagement. They are also 53open with regard to the task people deal with, and the form of cooperation and participation 54realized within them. However, some effort is required to bridge between this very open 55format of makerspaces and what is already known about school learning in order to begin 56building an empirical foundation of knowledge regarding learning within makerspaces em-57bedded in schools (Riikonen et al. 2020). The study of Anu Kajamaa and Kristiina 58Kumpulainen even deals with such a school-based makerspace, where students can engage 59in challenges ranging from designing jewelry to building a dream house with 3D modelling 60 software, making windmills, solar-powered cars, laser mazes, and roller coasters. 61

The study analyses video records from two homogeneous-gender groups of students 62 between the age of 9 and 12. Each group included four student members, with oversight from 63 their teachers. The rich video data allowed the researchers to carry out a sociocultural discourse 64 analysis where they annotated student talk and analyzed their knowledge creation. They considered verbal and non-verbal embodied actions, students' interactions with epistemic 66 objects, material artifacts and spatial arrangement. 67

The authors identified four intertwined multimodal knowledge practices: Orientation to 68 knowledge, interpreting knowledge, concretizing knowledge and expanding knowledge. The 69 70study shows that each of these practices includes special forms of embodied actions, typical positioning in the physical space, special forms of talk and ways of thinking, and interacting with 71tools, artifacts and people. The processes differed with regard to their dynamics: some processes 72were more straightforward, others changed their direction, iterated and repeated parts of the 73processes. In some situations discourse, gestures, postures and the joint use of digital and hands-74on materials accompanied knowledge creation, which in others the verbal mode was absent. 75

Maker spaces may be the richest learning environments we can offer students for learning.76So, the authors claim with some justification that their findings will further inform the design77and implementation of novel pedagogical approaches, that consider multiple mediations at the78intersection between tacit and explicit knowledge. There is still much to learn, and we hope to79receive more such papers.80

The final study, that of María Jesús Rodríguez-Triana, Luis P. Prieto, Tobias Ley, Ton de Jong and Denis Gillet, deals with another kind of richness, namely the richness that results from the linkage between theory and practice. The large-scale study is conducted using data from Go-Lab, a large teachers' online community where teachers exchange knowledge and materials about instructional design for inquiry learning. Several tools and platforms link community members and provide them with access to online labs, apps and other resources. **AUTHOR'S PROOF**

International Journal of Computer-Supported Collaborative Learning

The platforms allow not just for sharing, but also for refining and reusing ideas and materials, which are called Inquiry Learning Spaces (ILS). Tracing their provision, revision, use and reuse allows the authors to observe individual and social processes of professional learning. The online community is a great example of mass collaboration (Cress, Jeong & Moskaliuk 2016; 90 Q1 Roque et al. 2016), where users use the platform in order to reach individual goals, and simultaneously. However, there is an increasing synergy through the shared resources, the communities create (Jeong, Cress, Mosakliuk & Kimmerle 2017). 93

The authors observe this process through the lens of the Knowledge Appropriation Model 94(Ley et al. 2020). It integrates three processes: Knowledge maturing transforms individual 95knowledge to a collective level. People share their own ILSs with others, co-create them 96 collaboratively and publishing them in order to make them accessible to others. Other people, 97 who did not contribute to this creation process, can use the provided materials. This makes the 98 ILSs become more and more standardized, and it can become part of a social practice. 99Scaffolding practices support individuals, who need help for a concrete problem in applying 100 ILSs in their concrete working situations. Through knowledge appropriation individuals 101 become aware of already existing knowledge about typical problems and about possible 102solutions. They can interact with others, share and refine their ideas, and adapt existing 103 solutions to new situations. 104

The authors conducted an empirical study by tracing the development and use of about 10540,000 ILSs and showing how teachers use them in their classroom practice. For each ILS they 106defined indicators for the processes that are regarded in the knowledge appropriation model. 107For example: indicators for knowledge maturing are the numbers of created, shared, co-edited, 108published and used ILSs. Knowledge scaffolding is measured by the frequency with which the 109teachers requested help from others, and knowledge appropriation by people's participation in 110activity events, or the frequency of reusing and refining existing ILSs. As a dependent variable 111 the authors noted whether an ILS was implemented in a classroom. The study was able to 112show that almost all indicators had an effect. For example: the higher the maturation level 113(from create, share, co-create to publish), the higher the probability that an ILS has been 114 implemented. Re-used ILSs were about four times more likely to have been implemented than 115those created from scratch. Scaffolding increased the implementation rate. 116

In sum, the impressive study was able to show the potential of online communities for 117 increasing professional teaching knowledge. The exchange of knowledge through shared 118 platforms had not just an influence on teachers' internal knowledge, but also on their 119 classroom practice. 120

In addition to the substantial practical significance, the study is a great example of how data 121from communities forming around shared platforms allow observing complex interactions 122between individual and social processes. The study proposes a rich theoretical model that 123describes circles of maturation and appropriation. It includes processes at the individual level, 124the social level, and the interaction between the two. It is remarkable that the statistics, which are 125used in order to test the hypotheses, are quite simple at the end. This is possible because the 126complexity and richness is in the conceptual model, not in the statistics. It allows working with 127relatively easily measurable indicators. Nevertheless, this simple methodology is able to enlighten 128the complex processes of intraindividual knowledge transfer and collective knowledge practices. 129

Whereas the above described three papers deal with teaching and learning in schools, the130paper of Yugo Hayashi is more universal, and shows in a more abstract way how learners can131be supported through emerging technologies. In an experimental setting the author observes132learning dyads that are involved in a kind of jigsaw-task. For the task, the learning partners are133

required to communicate their knowledge, coordinate their activities and make use of each 134 other's knowledge. This is a complex mechanism itself, but it may be even more complicated 135 in a setting where people are not able to interact face-to-face. In a computer-mediated situation, 136 digital tools may compensate for missing social cues. These may even be able to enrich the 137 situation by providing stimuli that would not be present in direct interaction. 138

The study measures two such tools: One is more implicit: It is an awareness tool (Janssen 139 and Bodemer 2013), making both learners aware of their partner's gaze. This is possible 140 through eye-trackers that measure learners' gazes and present them on the partner's screen 141 where the texts is provided. This makes each person aware of what part of the learning material 142 the learning partner is focusing on, how fast he or she is moving through the material, and where he or she pauses. 144

The other tool that the study investigates is a more explicit tool. It is a pedagogical conversational agent that automatically analyzes a learners' text and automatically provides explicit – 146 almost script-like - prompts such as: "Please remember that the task is to explain the topic using 147 the two concepts" or "when you have finished explaining one concept, switch turns." 148

The study tested both tools in a 2×2 experimental design. As dependend variables the 149 author identified stances of mutual understanding, dialogue management, or reciprocal interaction. An important dependent measure was the learning gains of each student within pairs. 151 The analysis included an assessment of how well a learner explained the concept of their own assigned area of expertise, the concept assigned to their partner, and of the entire phenomena, which required the integration of both concepts. 152

The results show a positive effect of gaze awareness on the collaborative process. The gaze-155awareness tool affected dialog management, information pooling and consensus reaching. The 156effect of the agent, providing metacognitive support, was much smaller. It seems that an agent 157was able to compensate if there was no gaze awareness. So, this study shows once more that an 158implicit awareness tool may often be even more effective than an explicit tool. Other studies 159have shown the potency of implicit tools (Rummel et al. 2009; Miller and Hadwin 2015), 160though explicit scaffolding can serve a norm-setting function that appears to be absent in 161implicit forms of support (Wang et al. 2017). 162

In sum, the four studies paint a broad canvas illustrating the large range of possible 163 configurations of support for collaboration: from hands-on materials, to technologically rich 164 tools; from individual, volatile gestures and gazes to permanent existing, material artifacts, and 165 from individual internal knowledge to collaborative, shared practices. It is always the richness 166 that makes learning in CSCL so attractive and effective. 167

The issue ends with a review of the International Handbook of Computer-Supported 168Collaborative Learning, written by Jeremy Roschelle. The handbook will appear 2021 in the 169CSCL-book series published by Springer. It is the first international handbook of CSCL, and it 170will be "a landmark for this thirty-year-old field within the learning sciences", as Roschelle 171writes. The book, edited by Ulrike Cress et al. (2020) provides 35 chapters, grouped into four 172sections about theories, processes, methods and tools for CSCL. Roschelle suggest that readers 173can see this Handbook either "as a consensus about the state of the art, upon which they can 174build the next layer of scholarship" or as "this book as describing the disequilibria in CSCL— 175the unresolved tensions, unmet challenges, unrealized opportunities-that present scholars 176within opportunities to make their mark in more creative, transformative or potentially 177paradigm-shifting ways". The handbook thereby offers two complementary resources to 178scholars who wish to advance "the next 30 years of CSCL: a consensus they can build upon 179and disequilibria they can tackle with creativity and verve to make their mark." 180

AUTHOR'S PROOF

International Journal of Computer-Supported Collaborative Learning

It will be the task of the readers to verify both interpretations when they go through the 181 handbook with its chapters. Whether they primarily perceive consensus or disequilibria - they 182 will encounter the richness of CSCL. 183

Funding Open Access funding enabled and organized by Projekt DEAL.

Open Access This article is licensed under a Creative Commons Attribution 4.0 International License, which 185186permits use, sharing, adaptation, distribution and reproduction in any medium or format, as long as you give 187 appropriate credit to the original author(s) and the source, provide a link to the Creative Commons licence, and 188 indicate if changes were made. The images or other third party material in this article are included in the article's 189Creative Commons licence, unless indicated otherwise in a credit line to the material. If material is not included in the article's Creative Commons licence and your intended use is not permitted by statutory regulation or 190exceeds the permitted use, you will need to obtain permission directly from the copyright holder. To view a copy 191of this licence, visit http://creativecommons.org/licenses/by/4.0/. 192

Cress, U., Oshima, J., Rosé, C. & Wise, A. (Eds.) (2020). The international handbook of computer- supported

References

195**Q2**

196

193 194

184

- 19703 collaborative learning. Springer. 198Hayashi, Y. (2020). Gaze awareness and metacognitive suggestions by a pedagogical conversational agent: An 199experimental investigation on interventions to support collaborative learning process and performance. 200International Journal of Computer-Supported Collaborative Learning, 15(4), pp. xxx. 201Janssen, J. & Bodemer, D. (2013). Coordinated computer-supported collaborative learning: Awareness and 202awareness tools. Educational Psychologist, 48(1), pp40-55. https://doi.org/10.1080/00461520.2012. 749153, 40. 203Kajamaa A. & Kumpulainen, K. (2020). Students' multimodal knowledge practices in a Makerspace learning 204205environment. International Journal of Computer-Supported Collaborative Learning, 15(4), pp. xxx. 206Ley, T., Maier, R., Thalmann, S., Waizenegger, L., Pata, K., & Ruiz-Calleja, A. (2020). A knowledge appropriation model to connect Scaffolded learning and knowledge maturation in workplace learning 207208settings. Vocations and Learning, 13, 91-112. Miller, M., & Hadwin, A. (2015). Scripting and awareness tools for regulating collaborative learning: Changing 209the landscape of support in CSCL. Computers in Human Behavior, 52, 573-588. 210211Riikonen, S., Seitamaa-Hakkarainen, P., & Hakkarainen, K. (2020). Bringing maker practices to school: Tracing 212discursive and materially mediated aspects of student teams' collaborative making processes. International 213Journal of Computer-Supported Collaborative Learning, 15, 319-349(2020). 214Rodríguez-Triana, M. J., Prieto, L. P., Ley, T., de Jong, T. & Gillet, T. (2020) Social practices in teacher 215knowledge creation and innovation adoption: a large-scale study in an online instructional design community
- for inquiry learning. International Journal of Computer-Supported Collaborative Learning, 15(4), pp. xxx. Roque, R., Rusk, N., & Resnick, M. (2016). Supporting diverse and creative collaboration in the scratch online community. In U. Cress, J. Moskaliuk, & H. Jeong (Eds.), Mass collaboration and education (pp. 241–256). Cham: Springer International.
- Rummel, N., Spada, H., & Hauser, S. (2009). Learning to collaborate while being scripted or by observing a model. *International Journal of Computer-Supported Collaborative Learning*, 4(1), 69–92. https://doi.org/ 10.1007/s11412-008-9054-4.
- Wang, X., Wen, M., Rosé, C. P. (2017). Contrasting explicit and implicit support for Transactive exchange in team oriented project based learning, *Proceedings of CSCL: the 12th International Conference of Computer-Supported Collaborative Learning: Making a Difference: Prioritizing Equity and Access*, Philadelphia, PA: International Society of the Learning Sciences.
- Zhang, J., Yuan, G. & Bogouslavsky, M. (2020) Give student ideas a larger stage: Support cross-community interaction for knowledge building. *International Journal of Computer-Supported Collaborative Learning*, 15(4), pp. xxx.

Publisher's note Springer Nature remains neutral with regard to jurisdictional claims in published maps and 2 institutional affiliations. 2

229 230

 $231 \\ 232$

 $216 \\ 217$

218

219

 $220 \\ 221$

222

 $223 \\ 224$

225

226

227

228