Title: **Responsive Open Learning Environments (ROLE): Sharing Experiences and Inviting Scientific Discourses**

Goal: To present the hitherto major outcomes of the project ROLE from both the theoretical and practical perspectives and share associated experiences with the aim of inviting feedback from external PLE scholars in the wider research community.

Background: Within the ROLE project consortium the core of the ROLE vision is to empower the learner to take control over their own learning processes. The challenge of ROLE is to develop and test a user-driven framework based on Web 2.0 technology. It will provide a collection of (already existing open source) tools and systems which learners can use to design their own (learning or working) environment. ROLE fosters the idea of PLEs that most learning takes place informally, in different contexts and scenarios, and that content is not provided by one single provider. PLEs create an environment where learners can access, aggregate, configure and manipulate digital artefacts of their ongoing learning experiences. PLEs are made up of a number of different elements (known as widgets) including: production tools, collaboration and sharing tools, communication, storage tools, aggregating content/people and software, identity management.

Format and Rationale: An integrated activity combo is proposed:
1. Symposium (80 minutes)
2. Double Workshop (2*60 minutes)
3. Demonstration (90 minutes)

It is necessary to have this chain of activity because we aim to present a range of outcomes that we have produced during the first year of the project. Participants can then have a holistic understanding of the project work and provide relevant feedback. The context of the PLE Conference is ideal for gathering such feedback, given that a number of PLE experts and workers will be present in the event. The three activities are structured as follows:

1. Symposium (9:30 – 10:40): To debate the potential and limitation of the Social Requirements Engineering (SRE) approach for the design and development of PLE.

A panel of ROLE partners present the conceptual frameworks of SRE and proposed implementation approaches, their experiences in applying the SRE to elicit, capture, document and validate requirements for PLE. Lessons learnt focusing on the difficulties in engaging diverse user groups from widely distributed environments will be shared. The audience is invited to identify strategies and mechanisms to overcome the hurdles identified.

Break: 10:40- 11:00

2. Workshop (11:00 – 13:00): It aims to analyse the viability of the visions about different responsive open learning environments to be deployed in three types of contexts, viz. formal higher education, workplace learning, and lifelong learning.

11:00 – 11:30: Presentation of the visions developed over time for the three different contexts;
11:30 – 12:30: Participants will be divided into three groups. Each group aims to achieve two tasks: (i) to discuss the viability of the vision in terms of theoretical and practical constraints; (ii) to identify possible means to refine and implement the vision;

12:30 – 13:00: Plenary reporting – each group is to report back their key findings and

Lunch (13:00 – 14:00)

3. Demonstration (14:00 – 15:30): ROLE Learning Services Bundle Prototypes
The project ROLE has developed different prototypes to implement corresponding use scenarios. Specifically, three bundles are developed to address particularities of respective learning situations (i.e. test-bed environments).

In this session, demonstration of the prototypes will first be carried out (30 minutes). Then, hands-on activities will be organized when participants are asked to use the prototypes for testing, using a proposed scenario or based on their preferences (40 minutes)

Quick survey on user experience and comment on the PLE features will be administered (20 minutes).

Outcomes: Generally speaking, insights gained from the above activities will have significant impacts not only on further shaping the focus of the project ROLE but also on harmonizing the work of ROLE with other similar initiatives/endeavours. Specifically, the participants will learn about the current development of the PLE infrastructure, the related pedagogical principles and technical skills. Networking with a group of active researchers on PLE will be beneficial for future collaboration.