Using actor-network theory (ANT) as a lens to explore lecture capture practices in and across spatial (re)configurations [1661]

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# Outline

Theoretical positioning
Methodology
Findings
Discussion



# (Re)Considering Spatiality

- Practices emulate from different spatiotemporal configurations, with different goals and ontologies attached (Mol 2002)
  - Practices can expand and flow across spaces, distances and/or time (Fenwick & Edwards 2010, McGregor 2004, Murdoch 1998)
- The materiality of the lecture capture artefact:
  - enrols knowledge and discourses from distant space-times (Burnett 2011)
  - engages in spatiotemporal compression
  - constructs contingent and active spaces



#### Dissociation

- This means that combustion reactions do not go to completion due to the vibration of recently-formed molecules.
- This causes many of the reactions we have talked about up to this point to

### ANT 101

- Sociomaterial approaches
- Empirically grounded cases
- *Heterogeneous actors* objects of all kinds - and seeks to decentre the human and the social in educational issues



#### ACTOR-NETWORK THEORY IN EDUCATION

Tara Fenwick and Richard Edwards



# Heterogeneity/Symmetry

- Actors / Actants
  - "entities that do things" (Latour 1992 p.241)
- Generalised symmetry (Callon 1986) between humans and nonhumans
  - e.g. tools, programmes, documents, objects, machinery and technologies
  - all entities to be given equal analytical consideration; the human is not assumed to have a privileged position



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# Relationality/Associations

- Actors exist within a sociomaterial assemblage (or network) of materials
  - linked to perform a particular function (Callon 1986, Latour 2005)
- *Relationalism* between actors form instances of (momentary) stability



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# ANT and Spatiality

- Spatiality involves different kinds of space, place and time, resulting from actor interactions and relations (McGregor 2004, Murdoch 1998)
- Space is contingent, active and undergoing continual (re)constitution (Massey 2005)

## Research design

- 'Follow the actor' (Latour 2005).
- Multi-sited ethnography
- On-screen activities of participants alongside recordings of real-time interactions (Geisler & Slattery 2007)
- Tracing and mapping (visual network analysis)
- Multimodal analysis of student produced data (Kress 2014)





# Structuring templates



A comparison of the space prior to refurbishment and after completion. Photographs illustrate that the key characteristics associated with the lecture theatre - the fixed tiered seating and front stage area - were maintained.

### Lecturing as a network effect

- Discourses and pedagogical practices (i.e. didacticism and lecturing) are relational effects within the assemblage of the lecture environment
  - *Didactical configuration* for *didactical performance* (Drijvers et al 2010)
  - Actors amplify, frame and solidify the practice of didactic teaching





# Spatiality and the lecture capture artefact

- The computer screen enacts multifunctional spatiality (Decuypere and Simons 2016)
- Lecture capture creates a rich, multimodal learning space by connecting various actors, unconstrained by time or place (Middleton 2015)
- The capture artefact engages in spatiotemporal compression (Nespor 2003)

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	This article needs additional citations for verification. Please help improve this article by adding citations to reliable sources, Unsourced material may be challenged and removed. (June 2014) (Learn how and when to remove this template message)	8			
Donate to Wikipedia Wikipedia store	Dissociation in chemistry and biochemistry is a general process in which molecules (or ionic compounds such as saits, or complexes) separate or split into an as atoms, ions or radicats, usually in a reversible manner. For instance, when an acid dissolves in water, a covalent bond between an electronegative atom and is broken by heterolytic fission, which gives a proton (H*) and a negative ion. Dissociation is the opposite of <b>recombination</b> .				
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# Spatiotemporal (re)configurations

- Every lecture capture playback will offer a unique sociomaterial construction, across spatiotemporal dimensions (Mol & Law 1994, Thompson 2012)
  - Meshing of physical and virtual spaces mediated by a range of actors
- The lecturer is now competing within new actor-network configurations
  - **Displacement** of spatial and regional presence weakens the academic's position as actors with authority (Mifsud 2014, Sørensen 2009)

### "

I combine it [watching lecture capture videos] with going to a **café**, going to a **library** or to **my place** to study. What I don't want it to be is just go to café for study, or just go to the library. **I need to change the environment because I get bored.** 

"

### Pre-constructed study routines



85.1% 8.1%

3.5% 1.1%

2.3%

### Multi-spatial practices and stability

- Participants negotiated study practices within the spatiality of familiar environments
- This practice of note-talking can be viewed in terms of a complex sociomaterial arrangement, involving hybrid spaces and many interacting actors

#### "

I had the printed notes from the lectures with me and some question sheets. I had other notes which, like in this book here, are my written notes. I had some old past papers as well...I've got a big desk ... I've got a nice office chair. And I also had my rulers and coloured pens and pencil and stuff like that which I just keep sort of on the desk so when, well you can see the notes here, that helps me remember things.

#### ]]

# Negotiating multi-spatial practices

- The play/pause button functions as a 'valve' and "configures spaces for pedagogic purposes" (Thompson 2012 p.101)
  - Affords switching between different actors
    - i.e electronic documents, webpages, physical notebooks and handouts
  - Such material practices would fall apart if the button itself was absent
- However...the pause button serves conflicting qualities
  - Not harmonious with study practices (i.e. social networking / checking mobile phone)



# Implications for learning



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#### The myths of the digital native and the multitasker

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#### Highlights

- Information-savvy digital natives do not exist.
- Learners cannot multitask; they task switch which negatively impacts learning.
- Educational design assuming these myths hinders rather than helps learning.

#### Abstract

Current discussions about educational policy and practice are often embedded in a mind-set that considers students who were born in an age of omnipresent digital media to be fundamentally different from previous generations of students. These students have been

#### "

I stayed within the lecture video. I pause. Then I look to exams to know if that topic was in the exams... I started looking at each year [past exam papers posted in VLE]...I pause as I don't like voice or talking if I'm not actually watching. **If I'm not paying attention** then I'm trying to listen and then if I end up doing something else then **I'm not focussed**.

- Issues with multitasking?
- Efficient learning requires (momentary) stability and predictability (Thompson 2012)?
- What can we do to support such activities?

"



- Exploring sociomaterial relations commands attention to how space and time are (re)configured (McGregor 2004, Murdoch 1998, Nespor 1994).
- Individualised study practices materialised within emergent connections
  - ad-hoc use of available objects and artefacts, across various physical and virtual spaces
- Practices are held together by innocuous but powerful actors (i.e the play/pause button)
- Reveals the messy complexities involved in enacting learning practices



- "Matter matters"
- If used pragmatically, ANT can provide nuanced insights for the development and deployment of learning technologies and learning spaces (Johri 2011)
- Visualisation mapping may provide perspectives into opportunities for imagining and enacting alternatives to teaching and learning
- Opens up the opportunity to attend to debates concerning the material organisation of spaces, which can be an important focus for future research

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