# 学習概念の変更:学習促進の意味の変更

We should unlearn the notion of "Learning." We should revise the promotion of "Learning."

どう教える場を作るかからどう学ぶ場を作るのかへ

From "Design for teaching" to "Design for learning"

## 参加が第一、成果はその結果

Participating in the learning activity is first, Product (e.g. academic outcome, nguage) is second.

## 何かを学ぶことよりも学ぶ力をつける

Learning to learn for their future development rather than storing knowledge

#### 多様性を持つ学習活動を作る、維持する

To generate and sustain diversity-embedded learning activity

#### 雑多な道具の使用を保証する

To build the hybrid community with multi/diverse tools

⇒ 誰でも参加しやすい場 (anyone can participate)