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SOME IDEAS FOR BUILDING PARTNERSHIP LEARNING ENVIRONMENT

Computer-Supported Collaborative Learning (CSCL) has appeared as a multidisciplinary research field around 1990. [1] It was the most progressive pedagogical direction. The aim of CSCL was to support students in learning together effectively via networked computers. These early research works have contributed to the emergence of concepts, practices, and mechanisms of general interest for the CSCL domain. At the macroscopic level of institutional politics and processes, CSCL has been recognized as a possible way for preparing people to the knowledge society, for achieving deeper learning than traditional methods and for better meeting the expectations of the net generation [2].

We believe that CSCL systems should be integrated into larger environments aiming at supporting the communities of interest and communities of practice necessary for educating, training, and guiding teachers often frightened by these new approaches and technologies. Iterative design is driven by the interactions among evolving theories, informal observations and experimentations of successive prototypes which explore the space of possible designs [3]. There is no universally adopted meaning of the terms “collaboration” and "collaborative learning". Definition of partnership and collaboration are consisting of three crucial elements: participation, interaction and synthesis. The product that the group creates must represent a synthesis of ideas and input from all members of the group. Collaboration is more than the exchange of information and ideas. It implies the synthesis of shared information and ideas that creates a product different from any that the individuals

could have produced alone. New collaborative learning environment should at least create the basic conditions, which enable collaboration:

- equal participation of all participants,
- genuine interaction among learners,
- collaborative production of new knowledge.

The dimensions for analyzing collaborative learning can be:

- the collaborative situation, including in particular the kind of artifacts that are manipulated;
- the interactions that take place within the participants;
- the learning processes and mechanisms;
- the set of effects in terms of individual and group performance.

The collaborative situation is an artificial situation in which particular forms of interaction among people are expected to occur in order to trigger learning mechanisms. New explicit knowledge means knowledge that is easy to articulate and express formally in clear terms. It can be articulated in formal language including grammatical statements, mathematical expressions, specifications, manuals and so forth. Tacit knowledge means personal knowledge embedded in individual experience and involves intangible factors such as personal belief, perspective, and the value system. Tacit knowledge is difficult to transfer. The interaction between tacit knowledge and explicit knowledge is based on four alternative types of knowledge conversion: socialization, externalization, combination, internalization. After internalization a new round in the knowledge spiral can start again.

Every partnership learning environment should facilitate:

- socialization, through informal exchanges of subjectivities, emotions, opinions, doubts;
- externalization, through knowledge formalization and justification;
- combination, through knowledge comparison, synthesis, restructuring, generalizing;
- internalization, through knowledge exploration and analysis.

Some scientists identify six characteristics of effective conditions which are aimed at engaging and keeping the learner to task: attraction of interest to the task,

reduction in degrees of freedom, direction maintenance, marking critical features, frustration control, and demonstration (of idealized solution paths).

Conclusion: up-to-date computer software must provide the conditions for building partnership learning environment. In this case, colorful visualization of language structures allows you to build the right multicultural space for successful learning and mutual understanding. Already existing powerful computer languages and means of visual programing (CASE-systems) are waiting for their application to the solution of this noosphere problem. Overcoming of regional and civilization conflicts by means of multicultural education is important task of modern science today.

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