

# Oppimisympäristöjen 2000-luvun kriteerit

- Historical background (people have a common things in their past)
- Different opinions (people have something to argue)
- Community as learning enhancement (science/learning is mainly interaction, not individual research)
- Rituals are important. Learning space is inevitably also historical space, architecture and its historical reference gives us signs about the accepted behavior in learning space.
- The game is a fluent metafor for the learning situation. Learning can be considered as game.

Tässä oman laajahkon tutkimukseni tulos pähkinänkuoressa.

