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Title: Designing Socio-technical Systems for Learning in the Third Place

Abstract: Oldenberg (1989) characterizes Third Places as the gathering places outside of home, work, and school where informal public life (e.g., friendship, laughter, light-heartedness, civic participation) develop dynamically. Indeed informal learning research has shown these spaces to be fruitful settings for learning. Yet, less is known about how socio-technical systems can be designed to integrate deeply into such hyper local environments and support community-based learning. In this talk, I will consider this question in the context of two research projects. First, in *Science Everywhere*, with colleagues, I have spent over six years designing, developing and situating a social media app, large community displays, and life-relevant science learning experiences for youth in two urban, low-SES neighborhood settings. From this project, I will highlight case studies of child and adult community members that illuminate the role of the Science Everywhere socio-technical system for influencing science disposition shifts in communities. Second, in the *Data Everyday* project, my research team is seeking to understand the opportunities for data literacy development within NCAA Division I sports. Drawing on an interview study with Division I athletes and athletics staff members across sports, I will highlight key tensions that reveal opportunities and challenges for designing socio-technical systems for data literacy development in elite athletics. Looking across these studies, I will then discuss guidelines for designing socio-technical systems that are deeply embedded in communities to engage a wide range of community members in sustained learning endeavors.

Bio: Tamara Clegg is an associate professor in the College of Information Studies and the Department of Teaching and Learning, Policy and Leadership and at the University of Maryland. She co-directs the Youth eXperience (YX) Lab at the College of Information Studies, University of Maryland. Tamara's work focuses on designing technology (e.g., social media, mobile apps, e-textiles, community displays) to support life-relevant learning where learners, particularly those from underrepresented groups in science, engage in science in the context of achieving personally relevant goals. She seeks to understand ways such learning environments and technologies support scientific disposition development. Tamara's work is funded by the National Science Foundation, the Institute of Museum and Library Studies, and Google. <https://ischool.umd.edu/about/directory/tamara-clegg>

Host: Amy Ogan

