# Revolution in Education?
## Computer Support for Collaborative Learning (CSCL)

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**Abstract:**

This monographic aims to analyze the uses of technology from an educational concept based on collaboration. A social vision of education makes technology to consider its design, use and evaluation as a resource that supports participation and exchange as keystones of the learning process. This process is basically related to groups, and also to individuals, but mainly relied on a conception of the human being from the independence and freedom of a whole person. Advances in the understanding of how learning happens in this light emerging from the visions of Vygotski, Bruner and Johnson & Johnson among others, will be used to adapt the educational processes in a collaborative manner, and in this case, the technology should not be an obstacle to collaborative learning. The knowledge space emerged through the design of computer-supported collaborative learning (Computer Support for Collaborative Learning: CSCL) with authors like Dillenbourg, Koschmann, Kirchner, etc., this has emerged from the educational innovation area, in order to raise the break with the purely reactive technology for education and to move to a technology based on interaction and collaboration.

Collaborative learning is one of the most relevant scholastic answers to form in a communicative environment active network, to work as part of these communication flows, is a real educational opportunity. Furthermore, this technology also evolved to promote collaboration because sometimes the progress of education collides with the rigidity of the technology. If we have

advanced in education, Why don't we move to other resources and the way we use then and configure?

The aim of this special issue is to bring together the work of leading researchers in this field and provide an overview of the current situation of CSCL and propose solutions and target new research challenges. Definitely, to be a turning point and reflection on the research carried out in our field of expertise.

## Keywords:
- Innovative Education
- Collaborative virtual learning environments
- Collaborative learning
- Collaborative methodologies
- Collaborative learning environments
- Research methodologies in CSCL

## Propuestas de colaboraciones e investigaciones:
- How research and educate collaboration?
- Conceptual framework of collaborative learning in virtual environments
- Good practices in education through cooperation and technology.
- Collaborative research in virtual environments
- Process educational design and evaluation in CSCL
- Model building collaborative environments and resources
- Evaluation models in virtual collaborative environments (CSCL)

## Guidelines:

Norms of publication:
www.revistacomunicar.com/index.php?contenido=normas
Proposals for this monographic through OJS RECYT Platform:
http://recyt.fecyt.es/index.php/comunicar/login

## Important dates:

Final date for acceptance of proposals for articles: **30th May 2013.**
Publication date: December 2013 (preprint)/ March 2014 (print).

## Justify:

In today's society, online collaboration is a key event that has transformed the organizations, the concept of work, structuring of relationships, as the way of how to teach and learn, which is why a monograph on this subject can is key to educational research nationally and internationa-

lly, which is a necessary step forward in technological development for education, since the technology has so far favored the educational development in the amount of content, but not the efficient development of the teaching process and learning collaboratively. The technology needs to facilitate collaborative learning processes, jumping from the direct interaction of teacher / student, to group and flexible dynamics where the organization of the learning process is done with a variety of roles and functions of the members of the learning group , including the teacher. Changing reactive technologies to flexible and collaborative ones, is a challenge that part of the research community worldwide has been working since the last quarter of the last century, but nowadays, with advances in technology, such as the collaborative dynamics have jump from classic classroom to virtual spaces.

Any researcher in the world of education in the current context, where it is necessary to break the closed structure of the classroom, the design of the encapsulated contents and individual dynamics, or at most, where technology was used as the information carrier or most as the repository site, it requires a re-conceptualization of dynamic training. Where augmented reality, 3D spaces and Learning Management Systems enable interaction within the network of group dynamics, as to date has not been possible, facilitating active participation in learning, and the ability to create educational reflected spaces, where people who are being trained, could make its training in a simple, transparent and flexible way, in any technological space, anywhere / time and from any device, actively participating with their group of students as if they were in the same classroom.

Internationally the CSCL is booming thanks to the topicality and importance of the topic, you can specify in the International Association "International Society of the Learning Sciences" (www.isls.org) and two basic publications: one of them "International Journal of Computer-Supported Collaborative Learning "(ijCSCL), a professional journal created in 2006 by the International Society of the Learning Sciences (ISLs), being a senior publication in the world within the CSCL community. Moreover, the international community has developed a CSCL dissemination activity in this area of research in the journal "Computers & Education" Elsevier Publishing, within the JCR.