Communities at the Speed of Business

Communities of Practice as Peer-to-Peer Learning Networks

Rick Blunt
Organizational learning and communities of practice in a high-tech manufacturing firm, Anthony M. Barrett, 2005, Business & Economics, 142 pages. This work uses an ethnographic study as the backdrop to address theoretical and philosophical concepts related to organizational learning and social learning theory. To frame ....

The impact of organizational culture on knowledge management, Marina Du Plessis, Sep 1, 2006, Business & Economics, 170 pages. Summary: Aimed at knowledge management professionals and students in the field of knowledge management and information science, this book highlights issues in organisational....

Digital Game-Based Learning, Mark Prensky, 2001, 442 pages. Digital Game-Based Learning is a strategic and tactical guide to the newest trend in e-learning - combining content with video games and computer games to more successfully....

Cultivating Communities of Practice A Guide to Managing Knowledge, Etienne Wenger, Richard Arnold McDermott, William Snyder, Jan 1, 2002, Business & Economics, 284 pages. Today's marketplace is fueled by knowledge. Yet organizing systematically to leverage knowledge remains a challenge. Leading companies have discovered that technology is not....

Knowledge Management in the New Economy, Rick Blunt, Feb 2, 2001, Business & Economics,....

Designing Virtual Worlds, Richard A. Bartle, 2004, Computers, 741 pages. A comprehensive resource on the principles and techniques of virtual world design and programming covers everything from MUDs to MMOs and MMORPGs, explaining how virtual worlds....

Business @ the Speed of Stupid Building Smart Companies After the Technology Shakeout, Dan Burke, Alan Morrison, Sep 26, 2002, Business & Economics, 248 pages. Describes the technocentric disregard for corporate strategy and general management principles that have weakened many of today's technology-driven business ventures and offers....

Speed is life street smart lessons from the front lines of business, Bob Davis, May 1, 2001, 203 pages. The CEO of Lycos shares stories from the front lines of Internet competition while demonstrating how to create a business model that can meet the high-speed demands of today's....

Beyond knowledge management new ways to work and learn, Brian Hackett, 2000, Business & Economics, 69 pages. 


Knowledge Orientation in Organizations, Edward Truch, 2004, Business & Economics, 253 pages. This text provides a guide to the use of ARENA, SIMUL8 and WITNESS simulation software systems which are widely used in industry and available to students. Overall this text....

Hello, I'm Rick Blunt. This "conversation" is about making "Communities of Practice" more understandable and accessible. I've been dealing with Communities of Practice for the better part of three decades. Yet, if you asked me as recently as five years ago what a Community of Practice was, I would have been clueless. What that means, is that Communities of Practice are already all around you. You may be already part of one and not even know it. The concept that drove home to me how subtly pervasive Communities of Practice are, is the concept of "Peer-to-Peer" or P2P. P2P became popularized with the file swapping technology phenomenon started by Napster. Since
Napster, other P2P applications followed such as KaZaA, Gnutella, Morpheus, Groove Networks, and many more. So, what does P2P have to do with Communities of Practice, Learning Networks and the "Speed of Business?" Communities of Practice are about finding and participating with other "equal" professionals (P2P) to help everyone in the community learn from each other (learning networks) how to do their jobs better in today's fast-paced, "Internet-speed" work environment (Speed of Business).

Rick Blunt is currently an Associate at the Technology and Management Consulting firm Booz Allen Hamilton. Rick specializes in e-Learning, Mobile-Learning, and Digital Game-Based Learning Strategies. He served in several leadership positions in the Navy including Deputy Director for Learning Technologies for the Assistant Secretary of Defense for Reserve Affairs.

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Led the E-Learning team, including Instructional Designers (ISDs), Graphic Artists, Multimedia Developers, and Subject Matter Experts (SMEs). Applied expertise in the industry to assist Oak Grove with proposal content, pricing and statements of work to deliver products as negotiated. Interacted with the client to determine project scope and deliverables required. Developed staffing plans and project deliverable timelines to manage projects effectively.

Responsibilities: monitored and reviewed learning, training and education issues associated with the Game and Simulation Programming (GSP) major. Oversaw equipment, courseware, devices, and learning technology; monitored student access to use of learning resources and the adaptation of learning support to unique GSP requirements; and reviews/coordinates GSP training/training support planning, programming, and budget issues.

Responsible for leading e-learning, mobile-learning, and game-based learning projects for Department of Defense and other Federal Agencies including designing enterprise learning strategies, designing & developing learning solutions to build workforce capabilities, and implement training solutions to assist business transformation initiatives. Project Management responsibilities included planning, scoping, scheduling, budgeting, and implementation to successful completions.

Responsible for: Strategic oversight of e-learning, training and education issues associated with equipment, courseware, devices, and learning technology for 1.3 million DoD Reserve personnel. Executive Secretary for the Secretary of Defense's Total Force Advanced Distributed Learning Action Team.

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