Chapter 3
Change of the Learning Cycle After Blockchain:
Chaining Trust Society

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ABSTRACT

The purpose of this chapter is to create a foresight related to the role of using blockchain to meet the learning needs and how it may change learning cycle in 21st century. In this context, firstly explanation of the development of digital learning was given by describing the paradigm changes in lifelong learning activities. Learning needs of the 21st century were explained within the framework of constructivism and connectivism in terms of changes in learning tendencies. The problems encountered in the new learning tendencies were examined in the context of critical theory. Then to determine how the blockchain can respond to problems in learning, blockchain was defined, with its usage areas and the innovations it can bring to the field were interpreted. Finally learning and blockchain issues were synthesized, which are the focal point of this section, and how these can be used in learning applications, how they can respond to learning needs were discussed.

INTRODUCTION

There is a cultural change which is reflected into every aspect of life with the continuous development occurring by the technological inventions and with the transformation brought by this development into daily and professional life as a result of this development being universally shared with digital communications.
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technologies. This cultural change influenced learning habits as well as affecting every aspect of life.

In the ever-changing world with the technological developments, the knowledge acquired by an individual in the formal learning process is no longer enough for his/her entire life. At this point, individuals tend to focus on lifelong learning applications and digital learning which they can continue with digital communication technologies. In this context, digital learning has ceased to be a preference and has become a routine and a need for daily life. One of the reasons for that is, in the 21st century in which life becomes universal with digital communication technologies, each data sharing which is realized through digital communication technologies turns into a learning experience for future lives. Changes also occurred in the learning cycle with the emergence of the trend of digital learning from lifelong learning applications depending on changes in learning needs. In other words, in the postmodernist world based on digital communication technologies, it has become difficult to continue with the modernist learning cycle for the postmodernist learning applications which change depending on the phenomenon of learning that has become a necessity with the need for continuous development and also respond to learning expectations and change is inevitable.

When viewed from this perspective, it is seen that digital communication technologies give direction to the lives of individuals after the integration of digital communication technologies into daily and professional life and also digital communication technologies are expected to guide all learning experiences in the near future. Because of this reason, planning of educational systems by foreseeing the innovations in digital communication technologies related to learning experiences gaining importance.

Blockchain technology which is one of the most important digital communication technologies emerging during the time while approaching the first quarter of the 2000s, mostly researched in terms of infrastructure and applications since the day it emerged. Such a strong structure like this from a technological perspective, will also cause changes in usage habits and in outcomes no matter what field it is used. In this context, it is thought that examining changes in learning habits that may occur with the use of the blockchain in learning activities will contribute to the field.

BACKGROUND

The purpose of this chapter is; to create a foresight related to how the use of blockchain in digital learning can meet the learning needs and what kind of changes may occur in the learning cycle by blockchain. As there are blockchain applications with limited
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