

**WTH IS EDUPUNK?**  
FOOD 4 THOUGHT BY KEVIN LUM

EDUPUNK IS AN IDEOLOGY REFERRING TO EDUCATORS AND EDUCATION STRATEGIES WITH A DO IT YOURSELF (DIY) SPIRIT.

MOST INSTRUCTIONAL USES OF BLOGS, WIKIS, VARIOUS MASHUPS, AND PODCASTING AMONG MANY OTHER USES OF EMERGING TECHNOLOGIES MIGHT BE DESCRIBED AS DIY EDUCATION OR EDUPUNK.

THE TERM WAS FIRST USED ON MAY 25, 2008 BY JIM GROOM IN HIS BLOG

BEING A NEOLOGISM, "EDUPUNK" HAD IT'S FAIR SHARE OF SKEPTICISM, WITH DEBATES ON BLOGS AND WIKIPEDIA...

WHATEVER THE CASE, THE TERM "EDUPUNK" HIT THE CHRONICLE OF HIGHER EDUCATION ON 30TH MAY, 2008, AND HAS SINCE BEEN CATCHING ON THE EDU-BLOGOSPHERE AND TWITTERSPHERE...

**PEDAGOGICAL GOALS**

**ULTIMATE PEDAGOGICAL CONCERN:**  
To forge do-it-yourself, creative, critical, and socially aware thinkers.

**PEDAGOGICAL PHILOSOPHY:** Edupunk has risen from an objection to the efforts of government and corporate interests in reframing and bundling emerging technologies into *cookie-cutter* products with pre-defined application -- somewhat similar to traditional punk ideologies. The reaction to corporate influence on education is only one part of edupunk though. Stephen Downes, the originator of this term, has identified three aspects to this approach: Reaction against commercialization of learning, Do-it-yourself attitude, thinking and learning for yourself.<sup>1</sup>

“An approach to teaching that avoids mainstream tools like Powerpoint and Blackboard, and instead aims to bring the rebellious attitude and D.I.Y. ethos of ‘70s bands like the Clash to the classroom.”

—Kuntz, Tom “The Buzz for ‘Edupunk’“, *New York Times*

**STUDENT LEARNING OUTCOMES:**

- ✘ Introduce the academic study of religion through the concept of worldview and the experiential, mythic, doctrinal, ethical, ritual and social dimensions of religion
- ✘ Illustrate the concept of liquid life, especially as manifest in virtual environments
- ✘ Demonstrate how religion plays a part in creating selves, relationships and communities in contemporary culture
- ✘ Utilize the ethnographic method, especially as manifest in virtual environments
- ✘ Learn the skill set for navigating and thinking critically about virtual environments, and translate these into a critical and imaginative way for dwelling in our liquid modern times

<sup>1</sup> [http://en.wikipedia.org/wiki/Edupunk#cite\\_note-6](http://en.wikipedia.org/wiki/Edupunk#cite_note-6)

