CREATING A DIGITAL COMMUNITY OF PRACTICE

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Several studies point to the idea that the technological development that has taken place in recent decades will have a strong impact on society, leading to the transformation of governmental, social and industrial structures. Faced with the challenges brought by this new reality, it is inevitable to reflect on how education can elevate the role of the human being in a context strongly dominated by automatic processes. In this scenario, it is essential that institutions that include in their mission teacher training promote, in articulation with teachers from other levels of education, spaces for reflection on the future of the school and, in particular, on the role that digital technology should play in the reconfiguration of teaching and learning processes. This communication aims to present a digital platform which aims to facilitate the consolidation of the community of practice (Wenger, McDermott, & Snyder, 2002) emerging in the context of the formation of an higher school of education in the area of digital education in Portugal. The platform aims to provide a space for sharing practices and building knowledge among peers with common interests. For this purpose, the platform has two distinct areas: a training space, focused on the individual development of skills, and a community space, focused on sharing resources and reflections around digital practices implemented in an educational context. As this platform is still in the development phase, this communication focuses on the presentation of the results related to the research, design and prototyping stages foreseen in the scope of methodologies for the development of multimedia projects.

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