This symposium provides a unique opportunity to come into touch, discuss with peers and experience first hand the impact of Web 2.0 concepts and trends in the area of organizational learning and knowledge management.

Contributions include experiences and insights from innovative Web 2.0 enhanced learning within large corporations, in inter-organizational contexts and in broader learning networks.

This 1½ day event will feature top-level plenary presentations, panels, discussions, workshops and direct experiences with Web 2.0 collaborative platforms illustrating the extensive use of videos and new ways to navigate through social and knowledge networks.

During the event, you will be exposed to the latest thinking from:

- Professor Han van Dissel, Director of CEDEP, Symposium Co-Chair
- Professor Albert A. Angehrn, INSEAD, expert in Collaborative Advanced Learning Technologies, Symposium Co-Chair
- Professor Soumitra Dutta, INSEAD, author of *Throwing Sheep in the Boardroom*, the first comprehensive book about the Web 2.0 social networking revolution.
- Professor Rob Koper, OUNL, Coordinator of the TENCompetence EU project addressing effective trans-European competence development networks
- Dr Roland Deiser, ECLF & USC, expert in corporate learning architectures, with insights about Web 2.0 adoption patterns and trends in large international companies.

**Key Themes:**

- From e-Learning to Web 2.0
- Technological and Pedagogical Trends & Perspectives
- Challenges of Inter-Organizational Learning
- Corporate Learning & Leadership Development
- Social Media
- European Competence Development Networks
- Recent Experiences with Learning Innovations at the Organizational and Inter-Organizational level

**Engage in a Discourse with Peers & Key Thinkers**

Participation will be limited to 50 people, including top HR executives, Corporate Learning Officers, and researchers working in this area.

**Experience State-of-the-Art Meeting Technology**

The Symposium will be highly interactive and supported by state-of-the-art technology.

**Contribute with a Short Presentation**

We also welcome contributions from participants. If you would like to speak 10-15 minutes about your experience please send a short overview to Katrina Maxwell (katrina.maxwell@insead.edu) by 24 November 2009.

**Register Now**

The symposium will be held at CEDEP, the European Centre for Executive Development, located in the beautiful Fontainebleau forest, one hour south of Paris. It will begin at 14:00 on December 10th and conclude at 16:00 on December 11th. The cost is 745 Euros. This includes the symposium fee, all meals and one night lodging at CEDEP. The cost is 250 Euros for CEDEP Member companies.

To register email Kate Chauviré (chauvire@cedep.fr).
Key Reasons to Attend

- Unique opportunity to network with peers and leading thinkers, focusing on Web 2.0 experiences and trends relevant to effective competence development, leadership development, organizational and inter-organizational learning.

- Get exposed to and discuss a number of state-of-the-art Web2.0 applications being used in companies (including yours, in case you submit a Presentation) but also in management schools like INSEAD and CEDEP.

- Experience the latest electronic meeting support technology – a personal laptop will be provided to each participant to use during the Symposium.

- Hear about Web 2.0 adoption patterns, trends and challenges in large international companies.

- Get up-to-date with the latest academic thinking

Throwing Sheep in the Boardroom: How Online Social Networking will Transform your Life, Work and World – Soumitra Dutta

Throwing Sheep in the Boardroom by Matthew Fraser and Soumitra Dutta is the first comprehensive yet accessible analysis of Web 2.0 social networking, a global trend that has been dubbed a ‘social e-revolution’. Taking its title from Internet lingo that was popularized by millions of MySpace and Facebook users worldwide, the book examines the powerful forces driving the online social networking trend. It also describes, assesses and analyzes the equally powerful reactions to it, and makes predictions about its far-reaching consequences.

Serious Games & Web 2.0 – Albert A. Angehrn

Throughout the years, Albert A. Angehrn has been dedicated to the task of designing and deploying serious games for management and organizational learning. Some of the latest learning systems he and his team of researchers at CALT have designed integrate a variety of Web 2.0 components, including the extensive use of videos, online interactions, visualization and navigation through social and knowledge networks, and collaborative dynamics enhancing learning as well as the application of the insights gained (bridging the “Knowing-Doing Gap”).