The thesis “**Multiliteracies and e-learning2.0**” intends to integrate a strong pedagogical foundation, *multiliteracies*, with a new kind of e-learning environment tapping the potentialities of social networks for learning, *LearnWeb2.0*.

In the modern knowledge society technological development changes the way people interact, search and share information, and how they learn. Traditional literacy skills, based on the ability to read, write and speak are no longer enough, and there is the need for learning environments that are capable of going beyond curriculum-centric models, and instead envision learner-centred and self-organised learning networks. The research reported here has explored the possibility of working within a bottom-up approach and using a combination of Web 2.0 services to introduce more collaboration in online learning activities. Instead of adding collaborative tools in traditional *Learning Management Systems*, the approach was to design a new learning environment which could use the potentialities of social networks to support the requirements of different learning scenarios. To reach this ambitious goal, an *iterative evaluation-driven design-based* research was carried out where qualitative phases were dominant, and the data collection as well as the analysis process had an iterative and recursive nature.

Regarding the pedagogical setup, the researcher built on the multiliteracies approach and the Learning by Design Framework so as to improve the integration of information technology and educational context. In particular the relationship between the multiliteracies pedagogical knowledge processes and the collaborative functionalities provided by the LearnWeb2.0 system have been shown. One way of extending the Learning by Design framework with a technology layer has been illustrated, which draws attention to the questions on how to use technology (in particular the LearnWeb2.0 system) to support course design at university level based on a multiliteracies approach. The result was the LearnWeb2.0 Design Framework (multi-tier model), which connects LearnWeb2.0 functionalities with the multiliteracies pedagogy, providing a common theoretical reference and guide for teachers, researchers and developers when discussing how to design course activities and how to support the learning process.

**Successful PhD Graduation**