College technology 'catching up' with students
By Kathleen Gray and Robin Erb, USA TODAY, October 6, 2009

WE-ALL-LEARN:
Ten Forces that Opened the Learning World
- Web Searching in the World of eBooks (e.g., Darwin)
- E-Learning and Blended Learning
- Availability of Open Source and Free Software (e.g., Moodle)
- Leveraged Resources and OpenCourseWare (e.g., MIT)
- Learning Object Repositories and Portals (i.e., shared content)
- Learner Participation in Open Info Communities (YouTube)
- Electronic Collaboration and Interaction (sync and async)
- Alternate Reality Learning (Online Massive Gaming, Simulations, and Virtual Worlds; e.g., Second Life)
- Real-Time Mobility and Portability (e.g., iPhone)
- Networks of Personalized Learning (Blogs, RSS)

Triple Learning Technology
Convergence of "WE-ALL-LEARN"
2. Pages: The availability of free educational content and resources (OER—Open Educational Resources).
3. Participatory Learning Culture: A move towards a culture of open access to information, international collaboration, and global sharing.

Lily Henry Roberts

Richard Thomas
Australia
Perhaps those learning online are akin to the alien archaeologists in the 2008 movie, *Indiana Jones and the Kingdom of the Crystal Skull*. We are seeking the knowledge nuggets of our planetary past and present. As Indy said, "Their treasure wasn't gold, it was knowledge. Knowledge was their treasure." If that is true for us as well, then today pretty much all the world's known treasures can be found online.

**WE-ALL-LEARN:**
Ten Forces that Opened the Learning World
1. **Web Searching in the World of e-Books** *(e.g., Kindle)*
2. **E-Learning and Blended Learning**
3. **Availability of Open Source and Free Software** *(e.g., Moodle)*
4. **Leveraged Resources and OpenCourseWare** *(e.g., MIT)*
5. **Learning Object Repositories and Portals** *(e.g., shared content)*
6. **Learner Participation in Open Info Communities** *(e.g., YouTube)*
7. **Electronic Collaboration and Interaction** *(sync and async)*
8. **Alternate Reality Learning** *(Online Massive Open Content, Simulations, and Virtual Worlds)* *(e.g., Second Life)*
9. **Real-Time Mobility and Portability** *(e.g., iPhone)*
10. **Networks of Personalized Learning** *(Blues, RSS)*

**Audience Participation!**
1. **WE**
2. **ALL**
3. **LEARN!!!**
Aaron Swartz, Open Library
At age 14, he was a co-author of the RSS 1.0 specification.

Richard Watson, Univ of Georgia
Tom Reeves imitating Samson. I'm glad to report the museum did not collapse.

John Breen

Mitch Kapor
President of the Open Source Applications Foundation
This book is an attempt to reveal a wide range of learning options in front of you while also offering you a framework to make sense of them. As the Grail Knight said in the 1989 movie, *Indiana Jones and the Last Crusade*, "choose wisely." If you do, WE-ALL-LEARN. The world is now open to you!