I am Not Content:
The Future of Education Must Come Today

Curtis J. Bonk, Professor, Indiana University
cjbonk@indiana.edu
http://mypage.iu.edu/~cjbonk/

April 2, 2010
TED talk from Adora Svitak, age 13,
World’s Youngest Teacher

May 2010 (Paul Kim)
We Are Going Global Mobile!

June 2010
Clay Shirky, NYU: How cognitive surplus will change the world, TED
https://www.ted.com/talks/clay_shirky_how_cognitive_surplus_will_change_the_world.html
June 2011
1. Lecture Capture: Lights! Camera! Action!, John K. Waters, Campus Technology
2. Aces of Spaces, Jennifer Damski, Campus Tech.

But I am not Content!!!

Catastrophes

Let's Reflect Back 10 Years...
May 24, 2010
Author Nicholas Carr, The Web Shatters Focus, Rewires Brains, Wired
http://www.wired.com/magazine/2010/05/author/nicholas_carr/

September 15, 2010
Study: Online learning might be less effective for some, eSchool News, Dennis Carter

March 22, 2011
1. Tablets take PC evolution to next level, Scott Martin, USA Today

Question: What is the Web?
- An entertainment system?
- A writing aid?
- A communications system?
- A means to handle commercial transactions?
- A social networking device?

No, it is a learning tool!
Answer:
The Web of Learning

We are entering a jumping off point...

Elements of the Web's Next Generation

Is the World Flat or Open?

The World is Flat
by Thomas L. Friedman

Opening Up Education

Framework #1: WE-ALL-LEARN:
Ten Forces that Opened the Learning World

- Web Searching in the World of e-Books (i.e., 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 (synchronous and asynchronous)
- 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)

Audience Participation!

1. WE
2. ALL
3. LEARN!!!
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.

What if our minds were on fire for learning?


Poll #1: Who finds it hard to keep track of all the technology-related changes today???

Nature AND Nurture: Technology

Ten Learning Technology Trends of the Past Year...
September 15, 2010
Timeline of Technology for Teaching, NY Times

Technology of the 1980s

#1. Online Language Learning
January 27, 2010 and Feb 5, 2010: The Web Way to Learn a Language, NY Times, ERIC A. TAUB (e.g., EnglishCentral, iTalki, Palabra, Babbel)

#2. Tablet Computers Hit (iPad)
April 10, 2010: Seton Hill Unive, 2,100 students an iPad and freshman a 13-inch MacBook laptop
Feb 1, 2011: An Android Tablet Nade Just for School, David Zatz, Pult Company

#3. Pocket Dictionaries and Digital Textbook Projects (Korea), Sept. 21, 2010:
What South Korean Schoolchildren Can Teach Colleges About E-Textbooks; By Jeff Young, Chronicle of H.E. Korea E-Learning Week, Coex, Seoul, Sept. 16-17, 2010

#4. Video Conferencing/Webcamming
December 20, 2010: Skype for iPhone adds two-way video calling, CNet Reviews
#5. Social Networking Gaming
December 24, 2010: CityVille 16.8 million daily users, FarmVille 15.8 million. CityVille 61.7 million monthly users, FarmVille 56.8 million users. Hashable.

CityVille is now bigger than FarmVille.

#6. E-Book Readers
January 28, 2011: Amazon Kindle Books Finally Eclipse Paperbacks, Doug Aamoth
March 2, 2011: Why Amazon would be smart to give away the Kindle, March 4, 2011, CNN Tech, Amy Gahran

Whether a surge in e-book sales can be sustained and what effect it could have on traditional bookstores remains to be seen.

#7. Artificially Intelligent Computers
February 18, 2011: Watson dominates at Jeopardy! — but what else can it do? As IBM seeks new uses, man still has edge over machine, Dan Fergano, USA Today.

#8. Group Video Chat, February 28, 2011:

SocialEyes delivers group video chat

#9. Mobile Tutors, April 7, 2011: Tutor.com Releases First Ed App that Connects Students to an Expert Tutor

tutor.com To Go™ releases the First Education App that Connects Students to an Expert Tutor

Tutor.com To Go™ for iPhone, iPod & iPad Touch

#10. Mobile Apps, May 13, 2011:
USA Today, Mary Beth Marklein

Mobile Apps make college easier to access.
**Nature AND Nurture: Pedagogy**

Nature (Technology)  
Nurture (Pedagogy)  
People, Society, Culture, etc.

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**The R2D2 Method**

1. Read (Auditory and Verbal Learners)  
2. Reflect (Reflective Learners)  
3. Display (Visual Learners)  
4. Do (Tactile, Kinesthetic, Exploratory Learners)

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**Frame work #2: The R2D2 Model**

1. Auditory or Verbal Learners
   - Auditory and verbal learners prefer words, spoken or written explanations.

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**Read 1. Online Article Portals and Databases** (e.g., Chronicling America: Historic American Newspapers)  
[Link: https://chroniclingamerica.loc.gov/]

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**Reflect 2. Scientist Blog Reflections**  
(The LAST OCEAN Website and The Last Ocean Project; Cassandra Brooks)
Display 3. Concept Mapping Tools
(YUE, Bubbl.us, Cmap, Freemind, Gliffy, Mindmeister, or Mindomo)

Do 4. Podcast Productions and Shows (give kids the power!)

We are not motivating students with the technologies that they love!

Ok, Million Dollar Question: How do you motivate online learners? What Words come to mind?

Framework #3: TEC-VARIETY Model for Online Motivation and Retention
1. Tone/Climate: Psych Safety, Comfort, Belonging
2. Encouragement, Feedback: Responsive, Supports
3. Curiosity: Fun, Fantasy, Control
4. Variety: Novelty, Intrigue, Unknowns
5. Autonomy: Choice, Flexibility, Opportunities
6. Relevance: Meaningful, Authentic, Interesting
7. Interactive: Collaborative, Team-Based, Community
8. Engagement: Effort, Involvement, Excitement
9. Tension: Challenge, Dilemma, Controversy
10. Yields Products: Goal Driven, Products, Success, Ownership

1. Tone/Climate: B. Video Course Intros from Instructors.
Yun Yun Chow, Open U Malaysia
Making Art Lessons Come Alive with Web 2.0
http://www.youtube.com/watch?v=BO5ru2D1GXi
2. Encouragement, Feedback, etc.:
C. Vocab Sushi ($25 for 3 months)
https://www.vocabsushi.com/

6. Relevance, Meaningfulness:
Google Art Project (new Google project that allows visitors to explore museums around the world and view hundreds of artworks)
http://www.googleartproject.com/

8. Engagement, Effort:
B. History for Music Lovers: The French Revolution ("Bad Romance" by Lady Gaga)

8. Engagement, Effort:
E. Time Tracker (e.g., Indy Race Tracker, May 29, 2011)
http://www.coe.indiana.edu/analyst/indyrace/tracker.html

10. Yields Products, Goals:
B. "Video Primers in an Online Repository for e-Teaching and Learning" V-PORTAL, TravelInEdMan (27 free/open YouTube videos), September 2010
http://www.youtube.com/user/TravelInEdMan

TEC-VARIETY Model for Online Motivation and Retention
Tone/Climate
Encouragement, Feedback
Curiosity

Variety
Autonomy
Relevance
Interactive
Engagement
Tension
Yields Products
Tinker #5. Educational Simulations

Tinker #6. Online Self-Testing (e.g., self study in accounting, vocabulary, anatomy, chemistry, dissection, etc.)

Tinker #7. Anchored Instruction with Shared Online Video

Tinker #8. Online Portals of Rich Data
United Nations Opens World Digital Library, Turning the Pages from the British Library, etc. (history, culture, literature, writing, art, etc.)

Tottering

Totter #1. Bridges to World of Expert and Practitioners
(e.g., Watch or Listen to Online Conferences, Expert Interviews, blogs, chats, etc.)
Totter #2. Global Class Videoconferencing

Totter #3. Video Blogging and Podcasting

Totter #4. Wikibooks, Wikipedia editing, wiki syllabi, wiki glossaries

Totally Extreme Learning

Totally Extreme #1. Live Science
(Nautilus Live allows people to watch expeditions live & listen to scientists in control rooms as discoveries are made)

Totally Extreme #2. Immediate Science
Ida (a transitional species) 47-Million-Year-Old Fossil the Missing Link? (May 20, 2009)
**Totally Extreme #3. Armchair Archeology**
UCLA Summer Digs Program

**Totally Extreme #4. Google Earth Archeology**
(David Thomas, Archeologist, La Trobe University, Australia)

**Totally Extreme #5. Adventure Learning**
(e.g., GeoThentic, Earthducation, Polar Husky, GoNorth; Aaron Doering, Univ of Minnesota; cars and bikes—Dan GMC and Mark Beaumont)

**Totally Extreme #6. Learning on the Sea.**
(May 2010, Jessica Watson became the youngest person ever to sail solo, non-stop and unassisted around the world.)

**Totally Extreme #7. South African teens get virtual mentoring from all over the world,** By Danielle Barger, CNN, January 14, 2011


**Totally Extreme #8. Pocket School and Videoconferencing in Developing World**
(Paul Kim, Stanford, Rwanda, August 2010, Kigali Institute of Education linking up with universities in India and Cameroon through Satellite Internet video conferencing system. They were discussing Java programming.)

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Ten Years Later...

2011

It is both Nature AND Nurture as well as PEOPLE!!! Technology is just part of the Equation

Technology Pedagogy

People, Society, Culture, etc.

Any Extreme Questions and Comments?

Slides at: TrainingShare.com
Papers: PublicationShare.com
Book: http://worldisopen.com/
Email: curt@worldisopen.com