It is very open!
(May 2011, Norway & June 2011 the Philippines)
Aces of Spaces, Campus Technology, June 2011, Jennifer Demski

Framework #1: WE-ALL-LEARN:
Ten Forces that Opened the Learning World
- Web Searching in the World of e-Books (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)

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.
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

The Web of Learning

We are entering a jumping off point...
Elements of the Web's Next Generation

August 11, 2011

September 2010
Meta-Analysis Update: Blended and Fully Online Still Best!

Prepared by:
Barbara Means
Vince Torrance
Robert McISOR
Michael Zineldin
Kathi Jones
Center for Technology in Learning
But when do we embrace online learning? (Katrina, August 2005; Ike, Sept 2008; Irene, August 2011)

After earthquakes!

During Snowmageddon, Washington, DC (winter of 2010)

When there are diseases and outbreaks... (SARS, 2003; H1N1, 2009-2010)

We should not be content!

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

A Vision of Today's Students

Jumbo Motivation is Needed!

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

Motivation Research Highlights
(Jere Brophy, Michigan State University)
1. Supportive, appropriate challenge, meaningful, moderation/optimal.
2. Teach goal setting and self-reinforcement.
4. Novelty, variety, choice, adaptable to interests.
5. Game-like, fun, fantasy, curiosity, suspense, active.
6. Higher levels, divergence, dissonance, peer interaction.
7. Allow to create finished products.
8. Provide immediate feedback, advance organizers.
9. Show intensity, enthusiasm, interest, minimize anxiety.
10. Make content personal, concrete, familiar.

I even reflected on this for a moment...and then something magical happened...
1. **Tone/Climate: Social Ice Breakers**

C. 8 nouns (adjectives, verbs)

- List of nouns: (e.g., pirate, computer, traveler, roadrunner, wind, bookworm, musician, mentor, etc.)
  - [http://www.memaworthink.com/readings/list-of-nouns.html](http://www.memaworthink.com/readings/list-of-nouns.html)
- List of adjectives: (e.g., lazy, powerful, shy, bored, exotic, cooperative, sloppy, rebel, etc.)
  - [http://www.memaworthink.com/readings/list-of-adjectives.html](http://www.memaworthink.com/readings/list-of-adjectives.html)
- List of verbs: (e.g., coordinate, entertain, amuse, push, unite, beg, dream, publicize, etc.)
  - [http://www.memaworthink.com/readings/list-of-verbs.html](http://www.memaworthink.com/readings/list-of-verbs.html)

1. **Tone/Climate: D. Video Course Intros**

(examples from Northern Virginia Community College and Indiana University X3 (online MBA program))

Yun Yen Chew, Open U Malaysia, Making Art Lessons Come Alive with Web 2.0

http://www.youtube.com/watch?v=B0hgDDAOGx

1. **Tone/Climate: Social Ice Breakers**

A. Public Commitments:
Have students share how they will fit the coursework into their busy schedules

B. Favorite Websites

1. Everyone posts 1-2 of their favorite Websites and explain why.
2. Peers comment on or rate them.

1. **Framework #2: TEC-VARIETY 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, Dissonance, Controversy
10. Yields Products: Goal Driven, Products, Success, Ownership
2. Encouragement, Feedback, etc.:
A. Online Self-Testing (e.g., self-study in vocabulary, anatomy, chemistry, dissection, etc.)

2. Encouragement, Feedback, etc.:
B. Tutorials with Screen Capture (e.g., Jing, Screen, GoView, etc.)

2. Encouragement, Feedback, etc.:
C. Vocab Sushi ($25 for 3 months)
   http://www.vocabsushi.com/

2. Encouragement, Feedback, etc.:
D. Online Accounting Lessons (e.g., Lyryx; https://lif.lyryx.co)

Still, I graduated
May 16, 1981, 10:00 am,
Warhawk Stadium

2. Encouragement, Feedback, etc.:
E. Blog and Website Polling (e.g., BlogPolls, BlogPoll, MicroPoll, etc.)
3. Curiosity, Fun: A. Online News
   (Politics, Giant jellyfish, Tiny T. rex, and Ardi)

3. Curiosity, Fun: B. Online Social Networking Games
   (e.g., scrabble, hangman, etc.)

3. Curiosity, Fun: C. Online Database Activities
   (e.g., WolframAlpha)
   http://www.wolframalpha.com/

3. Curiosity, Fun: D. Track a Scientist, Scholar, Celebrity, Writer
   (e.g., Biography.com, biography online, FamousPeople.com)

3. Curiosity, Fun: E. Music Videos of Content
   History for Music Lovers, Washington Post
   The French Revolution ("Bad Romance" by Lady Gaga)
   Trojan Way ("Tainted Love" by Soft Cell)
   "Charlemagne ("Call Me" by Blondie"
   http://www.youtube.com/watch?v=Ua85lIPo984
   http://www.youtube.com/watch?v=69z8pIbK8vI

4. Variety, Novelty: A. Cool Resource Provider or Tech Demos
4. Variety, Novelty, Fun, Fantasy:
   B. Random Lists (Random.org—clocks, coins, playing cards, dice, integers, passwords, jazz scales, lists, sequences, etc.)

5. Autonomy, Choice:
   A. Online Literature Search (Class Google Jockeys) (links to text, soundtracks, video clips, etc.)

6. Relevance, Meaningfulness:
   A. Online Cases (e.g., Mark Braun, IU)

4. Variety, Novelty, Fun, Fantasy:
   C. Timers (Stopwatches, Countdown Timers, Stopwatch Bombs, etc.; http://www.online-stopwatch.com/countdown-timer)

5. Autonomy, Choice:
   B. Web Exploration Assignments
   1. Complete Works of Charles Dickens Online: http://charles-online.org.uk/
   4. American Archives Online: http://www.americanarchives.info/
6. Relevance, Meaningfulness:
C. Tour an Online Oil Drilling Site or Role Play Situations (i.e., BP)
https://www.youtube.com/watch?v=1eG3t5duq7s

6. Relevance, Meaningfulness:
D. Anchored Instruction (e.g., Learning and Memory Videos in YouTube)

6. Relevance, Meaningfulness:
E. Video is Popular in the UK (Videos of the Periodic Table, Univ of Nottingham)

7. Interactive, Collaborative:
A. Working In Virtual Teams (e.g., Collabos, Ning, Groove, SharePoint, Google Docs)

7. Interactive, Collaborative:
B. Collaborative Video Annotation
Creating annotated discussions: An asynchronous alternative, Craig Howard
and Sidney Koenig, International Journal of Designing for Learning, 11(1)
https://scholarworks.byu.edu/ijdl/vol11/iss1/12/

7. Interactive, Collaborative:
C. Dr. Monica Rankin's class, UT Dallas, Cuban Revolution (April/May 2011)
http://www.youtube.com/watch?v=ocQMf1kPo98
8. Engagement, Effort:
A. Flash, 3-D Visualization, & Laboratory Software

8. Engagement, Effort:
B. Flash, 3-D Visualization, & Laboratory Software

8. Engagement, Effort:
C. Time Tracker (e.g., Indy Race Tracker, May 29, 2011)

8. Engagement, Effort:

8. Engagement, Effort:
E. National Geographic Prehistoric Timeline

9. Tension, Challenge, etc.:
A. Ethical Debates
10. Yields Products, Goals:
A. More Student YouTube Products
http://www.youtube.com/watch?v=H5OZvLl2oKg

B. Photo Festivals and Competitions
(e.g., COPA at UNSW, Scrapblog, flickr, etc.)
http://www.youtube.com/watch?v=JIr47FyTg7k

TEC-VARIETY Model for Online Motivation and Retention
Tone/Climate
Encouragement, Feedback
Curiosity
Variety
Autonomy
Relevance
Interactive
Engagement
Tension
Yields Products

Do you feel Jumbo Motivation?
Poll #1: How many ideas did you get so far?
1. 0 if I am lucky.
2. Just 1.
3. 2, yes, 2...just 2!
4. Do I hear 3? 3!!!!
5. 4-5.
6. 5-10.

Framework #3: The R2D2 Method
1. Read (Auditory and Verbal Learners)
2. Reflect (Reflective Learners)
3. Display (Visual Learners)
4. Do (Tactile, Kinesthetic, Exploratory Learners)
1. Auditory or Verbal Learners

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

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2. Reflective and Observational Learners

- Reflective and observational learners prefer to reflect, observe, view, and watch learning; they make careful judgments and view things from different perspectives.

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Read 1a. Learning Planet: Interactive Glossary
Umida Khikmatullaeva, Dec. 2011, PS40
http://learningplanet.shutterstock.com/

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Read 1b. Listen or Read to Open Access Expert Podcast Shows and Blogs

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Reflect 2a. Cultural Blogs (e.g., Dr. Kim Foreman, San Fran State University, Come and See Africa Blog: http://comeandseearfrica.blogspot.com/)

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Reflect 2b. Critical Friend Blog Postings (Kristen and Susan)

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3. Visual Learners

- Visual learners prefer diagrams, flowcharts, timelines, pictures, films, and demonstrations.

Display 3a. Wordle

Display 3b. Videos for clinical education
(Sungkyunkwan University School of Medicine, www.med.edu.or.kr)

Display 3c. Concept Mapping and Timeline Tools (VUE, Bubbl.us, Cmap, Freemind, Gllify, Mindmeister, or Mindomo)

Display 3d. Interactive Biology
http://www.interactive-biology.com/2012/01/01/printfit-prints-creating-sand-tables/

4. Tactile/Kinesthetic Learners

- Tactile/kinesthetic senses can be engaged in the learning process are role play, dramatization, cooperative games, simulations, creative movement and dance, multi-sensory activities, manipulatives and hands-on projects.
Do 4a. Singing YouTube Summaries
Daniel Hubska, PS40, Fall 2011
http://www.youtube.com/watch?v=x9X7r4cGxvw

Do 4b. Prezi Summaries
Dylan Woll-Sand, PS40, Fall 2011
http://www.prezi.com/450e64b4e5904b97a500297b99d6bb7d/

Do 4c. Podcast Productions and Shows

Do 4d. Paired Article Critiques in Blogs
- Students sign up to give feedback on each other's article reviews posted to their blogs.

<table>
<thead>
<tr>
<th>Article</th>
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<tbody>
<tr>
<td>Chapter 12: Do As Common of Mental Processes and Mental Disorders in Online Sport Context?</td>
</tr>
<tr>
<td>Student Trainer</td>
</tr>
<tr>
<td>Alan Jones</td>
</tr>
<tr>
<td>Jan Sanders</td>
</tr>
<tr>
<td>Simon Ross</td>
</tr>
<tr>
<td>Norma Jones</td>
</tr>
<tr>
<td>Linda Smith</td>
</tr>
<tr>
<td>Steve P. J. C. and Ross J. A. (2006), A study of training procedures and student areas</td>
</tr>
<tr>
<td>Dave Brown</td>
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</tbody>
</table>

Do 4e. Virtual Microscopes
(Sungkyunkwan University School of Medicine, www.mededu.or.kr)

Do 4f. Virtual Quizzes
(Sungkyunkwan University School of Medicine, www.mededu.or.kr)
Do 4g. WikiBook or Wikipedia Editing or Critiques
- Ask students to critique a wikiBook or page from Wikipedia

Try the R2D2 and TEC-VARIETY!
Poll #2: Is your brain mush?
1. Yes.
2. No.
3. Not sure yet...

Framework #4:
From Tinkering to Tottering to Totally Extreme Learning...

Tinkering

10 Blended Models

Blended Model #1. Face-to-Face Primary
(online is for remediation of supplement)
Blended Model #2. Rotation
(students alternate FTF and Online instruction)

Blended Model #3. Flex
(curriculum primarily online with instructors available FTF)

Blended Model #4. Online Lab
(lab or field experience component of course is online)

Blended Model #5. Self-Blend
(students decide on which courses they take online or which portion of the course is online)

Blended Model #6. Online Driver
(courses primarily online and physical facilities used to supplement or as needed)

Blended Model #7. Bookend
(first and last part of the course is online and middle portion is online; AMA Special Report)
Blended Model #8. Anchor
(start with FTF or what students are familiar with and then move to online; Alison Rossett (2006))

Blended Model #9. Field
(combine FTF and online as needed...mix and match, AMA, 2006)

<table>
<thead>
<tr>
<th>Blended Instruction</th>
<th>FTF/Online</th>
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<tbody>
<tr>
<td>Guided Discovery</td>
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<tr>
<td>Hands-on Learning</td>
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<td>Active Learning</td>
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<td>Role-play</td>
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<tr>
<td>Project-based</td>
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</table>

Vertical collaboration and communication
- Team project
- Peer review
- Small group discussions
- Whole class discussions

Adapted from Rossett, A. (2006, Fall). [Title of the presentation].

Blended Model #10. Degrees of Humanness
(rely on computer-based feedback and interaction at first and switch to human feedback later on, IBM, 2006)

Tinker #1. Video Scenario Learning Accounting Interviews and Preparatory Course Review Modules
(Franklin University, cost and forensic accounting course) [link]

Tinker #2. Webcast Lectures
(Tegrity, Echo360, Mediasite, etc.)

Tinker #3. Timeline Tools
(e.g., USA Today, August 26, 2011)

[Image of the Martin Luther King Jr. Memorial in Washington, D.C.]

[Website link for Franklin University's course]

[Link to Tegrity video]
Tinker #3. Timeline Tools
(e.g., Steve Jobs' career, CNN, August 24, 2011)

Tinker #4. Video Animations and Simulations

Tinker #5. Collaborative Groups
(Google Docs, Ning, Google Groups, MSN Groups, Yahoo Groups)

Tinker #6. Case Learning and Role Play (Kelley Direct, IU)

Tinker #7. Online Experiments
(e.g., psychology)

Tinker #8. Reading from Open Access Journals; Listen to Open Access Podcasts
Tinker #9. Track Life of a Scientist or Famous People (e.g., Brian J Ford, independent scientist)

Tinker #10. 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., Invite, Watch, or Listen to Online Conferences, Expert interviews, blogs, chats, etc.)

Totter #2. Global Class Videoconferencing and Remote Lands

Totter #3. Combining Asynchronous and Synchronous Events
Totter #4. Multi-Site Events
(e.g., William and Mary, March 3, 2011)

Totter #5. Online Language Learning and Conversations
(e.g., PalTalk, iTalki, Palabea, Babbel)

Totter #6. Wikibooks, Wikipedia editing, wiki syllabi, wiki glossaries
(Ron Owston, York University, Toronto)

Totter #7. Podcast Productions and Virtual Performances for students of pronunciation class
(e.g., Tzu-Su Chen, Taiwan)

Totter #8. Video Blogging

Totter #9. Uploading Mobile Books
(e.g., BookRix, http://www.bookrix.com/
Totally Extreme #1. Immediate Science
Ida (a transitional species) 47-Million-Year-Old Fossil the Missing Link? (May 20, 2009)

Totally Extreme #2. Live Science
(Neoptilus Live allows people to watch expeditions live & listen to scientists in control rooms as discoveries made)

Totally Extreme #3. Armchair Archeology
UCLA Summer Digs Program

Totally Extreme #4. Adventure Learning
(e.g., GeoThentic, Earthducation, Polar Husky, GoNorth; Aaron Doering, Univ of Minnesota; cars and bikes--Dan Grec and Mark Beaumont)


**Totally Extreme #7.** Open Teaching and Massive Open Online Courses (i.e., MOOC, David Wiley, George Siemens, Ray Schroeder)

**Totally Extreme #8.** International and Global Education and Competitions (e.g., Global Game Jam, online role play, Global Videoconferencing)

**Totally Extreme #9.** Telepresence and Teleportec Systems (e.g., Cisco and HP)

**Totally Extreme #10.** Military Mobile Learning and MBAs from War Zones (U.S. Army Learning Concept for 2015; 2011, January 15) [http://www.youtube.com/watch?v=RDPSUGAV3-3](http://www.youtube.com/watch?v=RDPSUGAV3-3) (4/26 minutes)
Is this a revolution?

Human activity system for understanding the impact of Extreme Learning

E-learning Website

Web Platform Storytelling Entrance

HOPES: Humanity’s Open Platform for the Exchange of Stories

DREAMS: Design Research for an Engaging and Active Mobile System
DREAMS: Design Research for an Engaging and Active Mobile System

- Online Language Learning Sites: Bilingual, Lernmoos, ChinesePod, English Central, BBC Languages, Moor, Vovoo, Kan Tai, Ling, Vamos Sushi, WordPals.
- Virtual Education: Khan Academy, Open Yale, Harvard Courses, MIT OCW, Faneola, New 2 Penn University, Florida Virtual School, Weatherly, Open High School of Utah.
- Learning Portals: JanaAustin.org, Digibee.com, Aims High, Shakespear.org, DIA, Jane Goodall Institute, Oberlin, MIN, OT, Connections, Encyclopedia of Life, Edutopia.
- Shared Online Video: Link TV, Book TV, Current TV, YouTube EUM, SchoolTube, BigThink, PBS TV, Obi-Obi, Wonder How To, Howcast TV Lesson, MIT World, Academic Earth, BBC Video Nation, CN Monumental History for Movie Lovers.