MOOCs: Future Trends and Insights for the Education 4.0 Revolution

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





Talk Overview

- 1. Education 20/20 and Education 4.0
- 2. New Roles of the Instructor
- 3. First and Last Principles of Instruction
- 4. Artificial Intelligence vs. Intelligence Augmentation
- 5. Megatrends of Learning: Engagement, Access, and Customization (30 ways that learning is changing...)
- 6. Future Trends and Ideas







What happens to sleeping students?









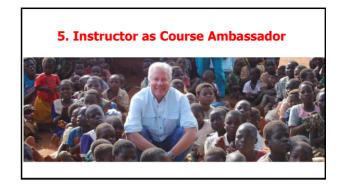








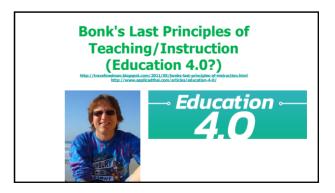






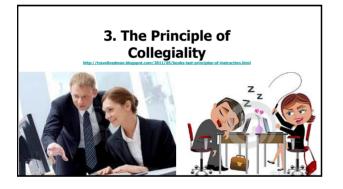




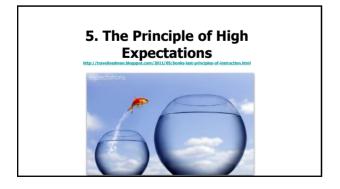


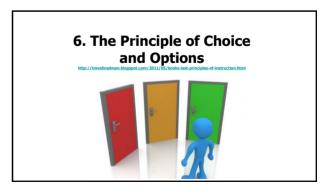


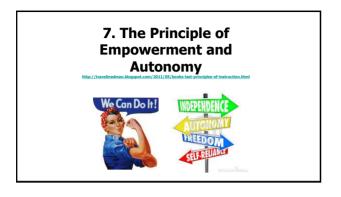


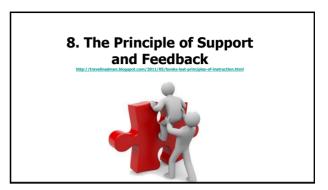


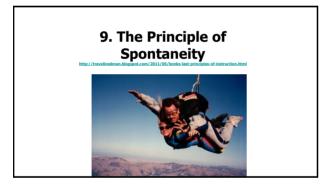


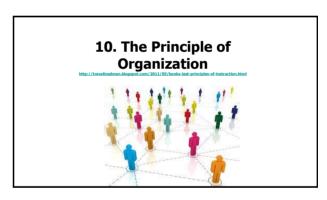




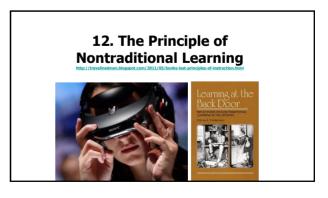








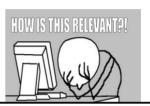








14. The Principle of Relevance and Meaningfulness



15. The Principle of Trial and Error (i.e., it is ok to fail)





16. The Principle of Expanded Resources



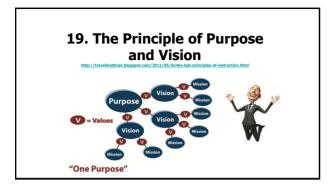
17. The Principle of Human Connectedness



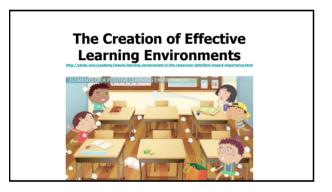
18. The Principle of Cognitive Apprenticeship













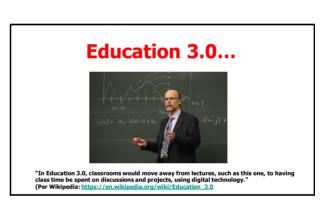


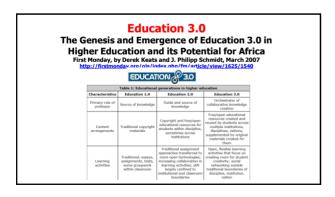
























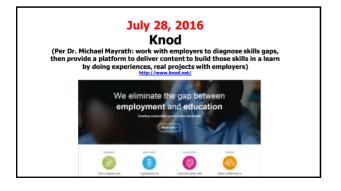






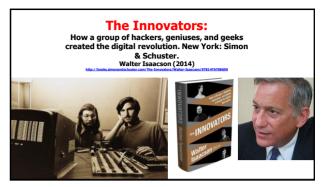


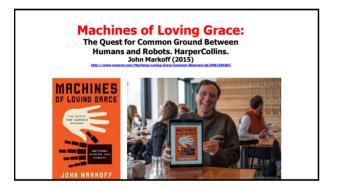


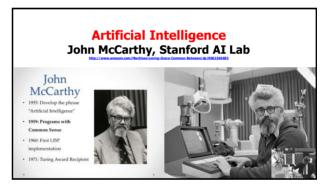














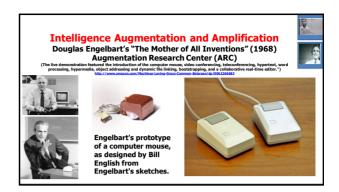


February 27, 2017

Robots will outnumber humans in 30 years, Softbank says

Edward C. Baig, USA Today

- One of the chips in our shoes in the next 30 years will be smarter than our brain. We will be less than our shoes. And we are stepping on them.
- Softbank's Son notes that today, an average IQ for a person is around 100. If you're an Einstein or Da Vinci your IQ is around 200 mark, and you're considered a genius. In contrast, Son believes AIinfused computers will eventually have an IQ of 10,000. "This burst of superintelligence," he says, "is going to become a reality."





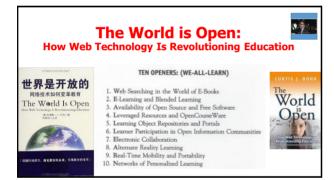






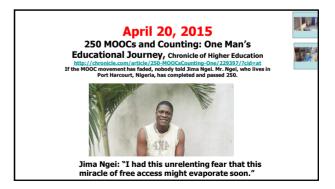


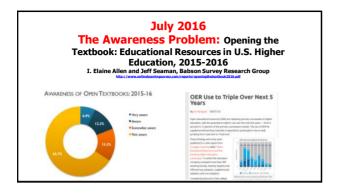




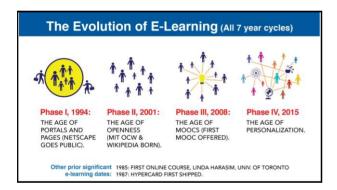
















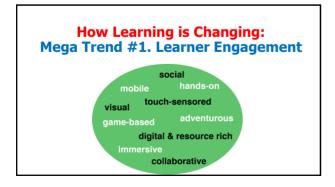




















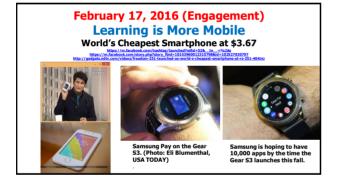
















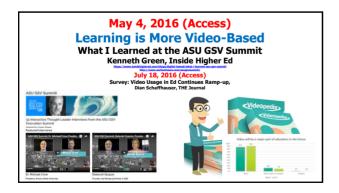


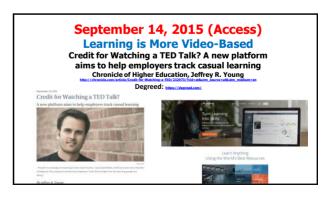












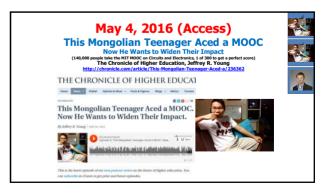




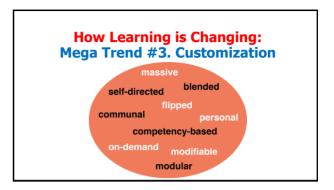










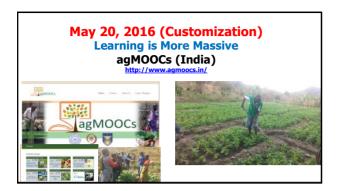


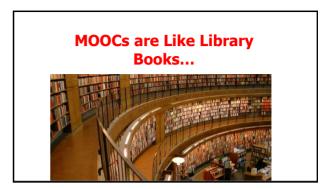








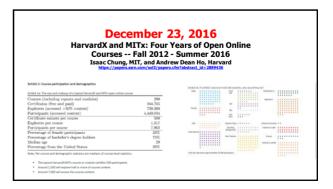










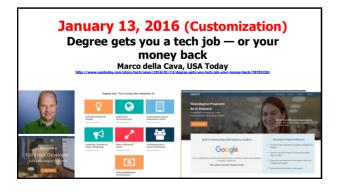




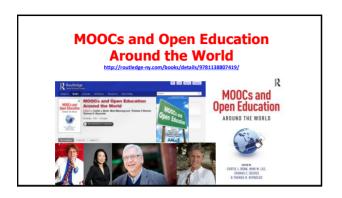














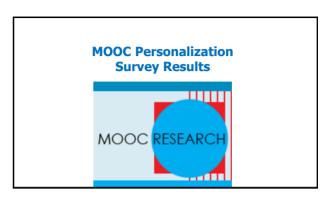


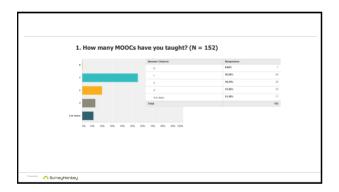
Type of MOOC	cMOOC	xMOOC	pMOOC
Learner Role	Active	Passive	Active
Instructor Role	Co-learner	Sage on video stage	Guide on the side
Learning Theory	Connectivism	Behaviorism	Constructivism
Primary Pedagogy	Knowledge integration	Knowledge duplication	Knowledge production
Metaphor	"We link movies"	"We watch movies"	"We make movies"
Development Approach	Learning design	Instructional design	Educational design research
Primary Type of Assessment	Self Assessment	External and/or Peer Assessment	Self and/or Client Assessment
Funding Source	Seat of the pants funding	Large external funding	Moderate client provided funding

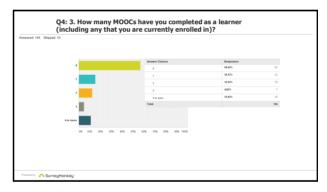


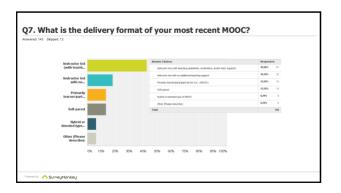


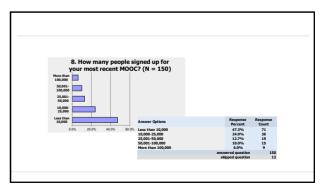








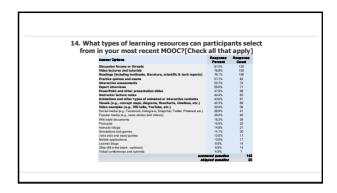


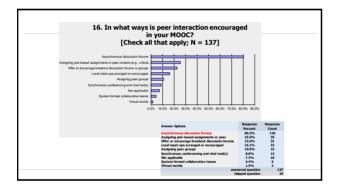


13. How do you address students' varying competencies and needs? [Check all that apply]

Answr Option

Enablish learner-based discussion forms
Fermi limit your substitution of the process of the proces





Answer Options

Answer Options

Answer Options

Offer transcripts of video or audio content
Ad subtilise to video or audio content
Be careful with language use and hand gestures
Simplify the inaquage use and hand gestures
Simplify the inaquage used
Simplify the course content and navigation
Limit text by relying more on pictures
Encourage participants to translate and localize content
18.0%

Other (Please describe):
Translate the content to different languages

All participants or translate and localize content
18.0%

Answerd question
153

Answerd question
153

All participants or translate and localize content
18.0%
21

Translate the content to different languages
153

All participants or translate and localize content
18.0%
24

Other (Please describe):
15.8%
21

Translate the content to different languages
153

All participants or translate and localize content
18.0%
25

Translate the content to different languages
153

All participants or translate and localize content
18.0%
26

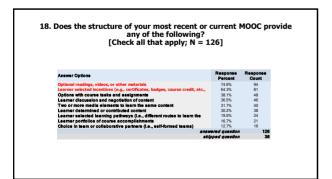
Translate the content to different languages
153

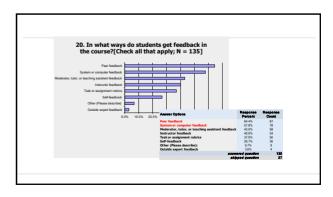
All participants or translate and localize content
18.0%
26

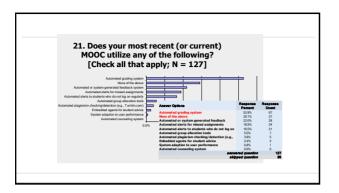
Translate the content to different languages
153

All participants or translate and localize content
18.0%
26

Translate the content to different languages
153

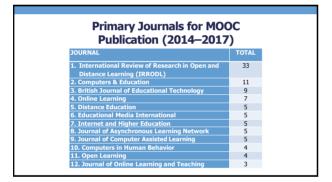


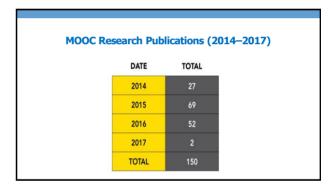


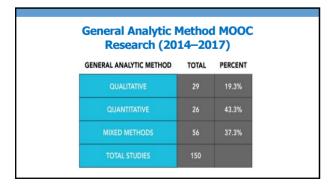


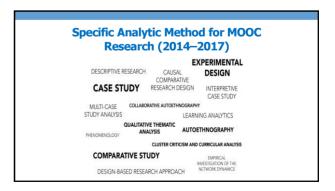
MOOC Research Review, 2014–2017

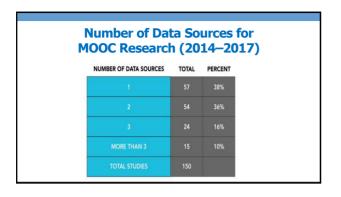
- · Empirical studies between 2014-2017
- · 150 studies
- Focus on research methods/paradigms and topics of research

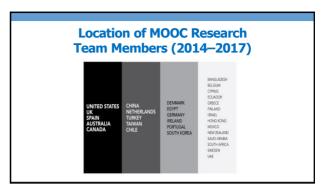




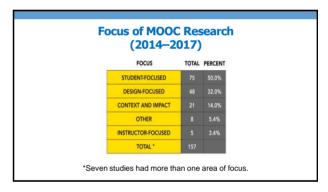


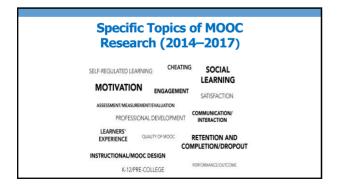


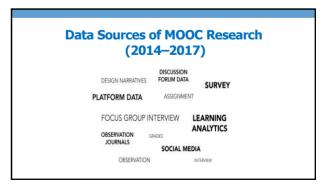


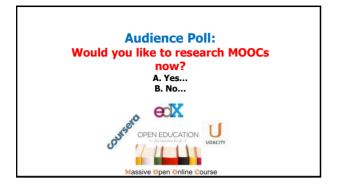




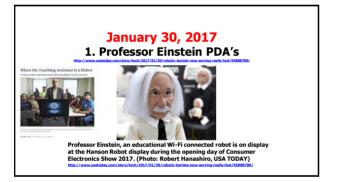










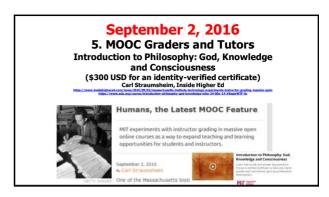








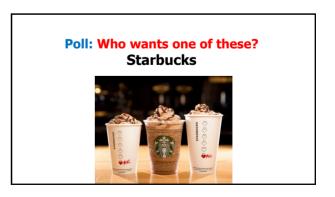


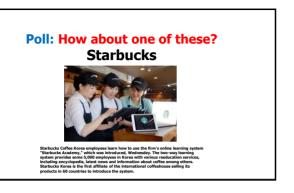










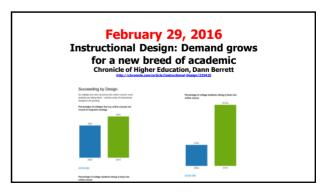




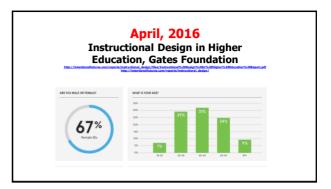












10. The Age of Personalization

PERSONALIZATION

February 27, 2017
The LMS Market is Quickly Losing Ground
Carol Leaman, CLO
https://www.openlearning.com/

Ambient Insight...the self-paced e-learning market — defined
by LMS, off-the-shelf content and services — is expected to
drop from global revenues of \$46.6 billion in 2016 to \$33.4
billion by 2021...."the single most unfavorable place to be is the
LMS market, which is essentially imploding, particularly in the
U.S. corporate segment that has a negative 33.9 percent
growth rate."





