I am Not Content:
The Future of Education
Must Come Today...!!!
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Poll Question #1:
I'm Happy...Are you Happy?

The End of Shovelware?

Tech #1. MOOCs
August 5, 2013,
By Kannan Sankaran, Epoch Times
http://www.theepochtimes.com/n3/229640-5-best-moocs-for-free-online-higher-education/

Tech #2. Virtual Mentoring
South African teens get virtual mentoring from all over the world, By Danielle Berger, CNN, January 14, 2011
Tech #3. Online Study Groups
Open Study
http://openstudy.com/

Tech #4. Digital Books

Tech #5. Online Language Learning
(e.g., 300,000 people per month listening to ChinesePod, co-hosted by Jenny Zhu, John Pasden, and Ken Carroll)

Tech #6. Music Training Online
April 18, 2013
Quincy Jones goes high-tech for the lowdown on music,
Marco della Cava, USA TODAY, Playground Sessions

Tech #7. Learning Portals, April 3, 2012
Google Art Project, NBC Nightly News
http://www.mnbc.msn.com/id/3932619/vp/46945508#46945508

Tech #8. Remote Animal Streaming
Remote Maine puffin colony up close on HD web cam
Clarke Canfield, The Stateman, June 27, 2012

This still frame from streaming online video, provided by explore.org, the Annenberg Foundation and the National Audubon Society, shows puffins on the shore of Seal Island, Maine, Wednesday, June 27, 2012. The island is the habitat for the largest puffin colony in the U.S.
Tech #9. Interactive Globe with News

Tech #10. Experts Apprenticeship via Our Glasses

Poll #2: Is this a revolution in education today?
A. Yes...
B. No...

My dog is content....

I am not Content!!!
Who needs online and blended learning?  
(Katrina, August 2005; Ike, Sept 2008; Irene, August 2011; Isaac, August 2012)

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

May 24, 2010  
Author Nicholas Carr, The Web Shatters Focus, Rewires Brains, Wired  
http://www.wired.com/magazine/2010/05/ff_nicholas_carr/

What did Jean-Luc Picard say?  
That’s right, Engage!
How can technology address diverse learner needs?

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.

Read 1a. Collect and Listen to Interactive Stories
(e.g., Meograph: http://www.meograph.com/)

Read 1b. Follow on Twitter
http://venture-lab.org/education
https://twitter.com/electricians
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.

Reflect 2a. Big Issue Reflections
(Big Questions Online (BQO)), January 8, 2013
(e.g., Do We Have Souls?)
https://www.bigquestionsonline.com/content/do-we-have-souls

Reflect 2b. Reflect on Virtual Timelines
(Dipity, xtimeline, Simile, etc.)

Reflect 2c. Workplace and Field Reflections
Reflect 2d. Cultural Blogs (e.g., Dr. Kim Foreman, San Fran State University, Come and See Africa Blog; http://comeandseeafrica.blogspot.com/)

Cultural Blogs (CASA)

Cultural Awareness and Sensitivity Assessment (CASA) is a tool for assessing cultural awareness of healthcare workers. It is designed to help healthcare providers understand and appreciate the cultural backgrounds and preferences of their patients.

Come and See Africa (CASA)

A blog written by Dr. Kim Foreman, a professor at San Francisco State University, Come and See Africa Blog (http://comeandseeafrica.blogspot.com/)

3. Visual Learners

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

Display 3a. Virtualize Words Used (e.g., Wordle, Taggedo, Tagul, WordSift, Word It Out)

http://shellyterrell.com/2010/02/14/word-cloud-resources-tips-tools/

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

Display 3c. Interactive Map Timelines (adults with college degrees by county, May 7, 2012)

http://todayscampus.com/article/Keith_Hampson_Interviews_Josh_Keller_on__Interactive_Graphics_for_Higher_Education

Display 3d. Videos for clinical education (Sungkyunkwan University School of Medicine, www.mededu.or.kr)
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. Student Class Documentaries

Umida's R546 Documentary Project
http://www.youtube.com/watch?v=EMLTzqCV_5A

Do 4b. Student Mobile App Creation

The App Builder: http://www.theappbuilder.com/
Mintian Guo (April 2013): http://myapp.is/r685final

Do 4c. Singing YouTube Summaries

Daniel Halluska, P540, Fall 2011
http://www.youtube.com/watch?v=xDL79bGspnw

Poll #3:
Any light bulbs going off in your head so far...?
A. Yes definitely
B. Maybe
C. No

Poll #4: What phase of the R2D2 Method did you get the most ideas from?
A. Read (Auditory and Verbal Learners)
B. Reflect (Reflective Learners)
C. Display (Visual Learners)
D. Do (Tactile, Kinesthetic, Exploratory Learners)
Do you ever sleep through your classes?

February 5, 2013
Bioelectricity: A Quantitative Approach, Duke University’s First MOOC

The Conversation

February 5, 2013

What was it that he said?

How do we engage online?

Intrinsic Motivation

“…innate propensity to engage one’s interests and exercise one’s capabilities, and, in doing so, to seek out and master optimal challenges (i.e., it emerges from needs, inner strivings, and personal curiosity for growth)


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.
Ok, Million Dollar Question: What words come to mind when I say that I want to motivate learners?

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

Examples of TEC-VARIETY

1. Tone/Climate: B. Share Visuals (e.g., Panoramio, http://www.panoramio.com/)
2. Tone/Climate: B. Video Course Intros http://www.youtube.com/watch?v=iWOUyqSnKLQ

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2. Encouragement, Feedback, etc.: A. Create Screencasts
(Jing, GoView, Screenr, slide from Zaid Ali Alsagoff
[zaid.alsagoff@gmail.com])

2. Encouragement, Feedback, etc.: B. Voice Feedback
Vocaroo: http://vocaroo.com/
http://vocaroo.com/i/s1FF2Bqb19X (Kansai Univ.)

2. Encouragement, Feedback, etc.: C. Blog and Website Polling
(e.g., Poll Everywhere, BlogPolls, BlogPoll, MicroPoll)
http://www.polleverywhere.com/

2. Encouragement, Feedback, etc.: D. Quizlet (online quiz tools)
http://quizlet.com/

3. Curiosity, Fun:
A. Something in the News
(e.g., Fauja Singh, 101, finishes last race, February 24, 2013)

3. Curiosity, Fun:
B. Create Cartoons, Movies, and Animations (e.g., Go Animate, xtranormal, PowToon, etc.)
3. **Curiosity, Fun, Fantasy, Control:**
   **C. Online Database Activities**
   (e.g., WolframAlpha)

3. **Curiosity, Fun:**
   **D. Online Quiz Games**
   Jeopardy Labs
   [https://jeopardylabs.com/play/ganttpardy](https://jeopardylabs.com/play/ganttpardy)

4. **Variety, Novelty, Fun:**
   **A. Random Lists** (Random.org—clocks, coins, playing cards, dice, integers, passwords, jazz scales, lists, sequences, etc.)

5. **Autonomy, Choice:**
   **A. Web Exploration Assignments**

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**Poll #5:**
Which of the first 5 motivational principles will you use the most?

A. Tone/Climate
B. Encouragement/Feedback
C. Curiosity/Fun
D. Variety/Novelty
E. Autonomy/Choice/Flexibility
6. Relevance, Meaningfulness: 
B. Design Multimedia Glossaries
Ozgur Ozdemir, December 2012
http://r685glossary.shutterfly.com/
Umida Khikmatillaeva, Dec. 2011, P540
http://learningplanet.shutterfly.com/

7. Interactive, Collaborative: 
A. Collaboration and Discussion in Google Hangouts
(January 29 and February 25, 2013)

7. Interactive, Collaborative: 
B. Negotiate Meanings Online 
(e.g., PiratePad: http://meetingwords.com/)
MeetingWords is a simple text editor for the web. Your text is saved on the web, and more than one person can add the same document at the same time. Everybody’s changes are instantly reflected on all screens. Work together on meeting notes, brainstorming sessions, homework, team programming and more!

7. Interactive, Collaborative: 
C. Combining Asynchronous and Synchronous Events (flipping classes)

8. Engagement, Effort: 
http://www.guardian.co.uk/world/interactive/2011/sep/12/middle-east-protest-interactive-timeline

8. Engagement, Effort: 
B. Timelines with Oral Histories, Slavery and the Making of America Time and Place, PBS
http://www.pbs.org/wnet/slavery/timeline/1857.html
8. Engagement, Effort:
also: Visualizing Emancipation

9. Tension, Challenge, etc.:
A. Game Show Final Project,
April 25, 2011, Kim Seeber
Website: http://mypage.iu.edu/~kseeber/web2.0technology.swf

9. Tension, Challenge, etc.:
B. Decision-Making Scenarios
(e.g., Articulate Storyline)

10. Yields Products, Goals:
A. Final Product Video Summaries
Piercarlo Abate: http://www.youtube.com/watch?v=7Q429lqxZaU&feature=youtu.be
Qi Li, Gangnam: http://www.youtube.com/watch?v=7Q429lqxZaU&feature=youtu.be
Miguel Lara (Web 2.0 FREEDOM): http://www.youtube.com/watch?v=8cmCFWi9lW8

10. Yields Products, Goals:
B. I Done This, Milestone Planner, and 43 Things

Poll #6:
Which of the last 5 motivational principles will you use the most?
A. Relevance/meaningfulness
B. Engagement/Effort
C. Interactive/Collab/Community
D. Tension/Challenge/Dissonance
E. Yielding Products/Goals
Commitments:
Stop and Share:
Which principle(s) of TEC-VARIETY will you use?
- Tone/Climate
- Encouragement, Feedback
- Curiosity
- Variety
- Autonomy
- Relevance
- Interactive
- Engagement
- Tension
- Yields Products

Where to next?

Poll #7: Do you feel "MOTIVATED" to try any of this out?
A. Yes, R2D2
B. Yes, TEC-VARIETY
C. Yes, both
D. Neither

Poll #8: How many new 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.

Part III: Wait, we are not done yet!

From Tinkering to Tottering to Totally Extreme Learning...
Tinkering

Tinker #1. Educational Videos: TED-Ed
http://education.ted.com/

Tinker #2. Video Animations and Simulations

Tinker #3. Online Experiments (e.g., psychology)

Tottering

Totter #1. Combining Asynchronous and Synchronous Events (flipping classes)
Totter #2. Uploading Mobile Books
(e.g., BookRix, http://www.bookrix.com/

Totter #3. Student Collaborative Knowledge Building and Sharing
(e.g., Popplet: http://popplet.com/

You Want Totally Extreme?
Apple’s new ‘spaceship’ campus: What will the neighbors say?, Doug Gross, CNN, May 22, 2012

Totally Extreme #1.
Blogging Field Archeology Research
(e.g., Lily Henry Roberts, UCLA digging in Hope, BC, Stó:lō First Nation people from 12,000 years ago)

Totally Extreme #2.
Virtual High School Learning by Boat
(e.g., Bridey Fennell and her family sailing and learning in the Caribbean)

Totally Extreme #3.
MBAs from War Zones…!
Where are we headed?

1. Mobile Video Connections to Experts and Friends

2. Expert Access from Our Watches

Don’t just wish for a great 2013, make it so.

Stop and Share:
Three Words from Today’s Session!

Who is Content Now?
And Who is Stretched Now?

Website: www.Extreme-Learning.com
Slides at: TrainingShare.com
Book: http://worldisopen.com/
Dr. Curt Bonk – CJBonk@Indiana.edu