Workshop: Education 20/20: En"vision"ing the LAST Principles You'll Ever Need (15:10-17:00)

Curtis J. Bonk, Professor, Indiana University cjbonk@indiana.edu http://curtbonk.com/





Talk Overview

- 1. Education 20/20 and the Role of the Instructor
- 2. First and Last Principles of Instruction
- 3. 4 E-Learning Ages
- 4. Megatrends of Learning: Engagement, Access, and Customization (30 ways that learning is changing...)
- 5. Future Trends and Ideas







Education 3.0...Education 20/20





"In Education 3.0, classrooms would move away from lectures, such as this one, to having class time be spent on discussions and projects, using digital technology." (Per Wikipedia.or/q/wiki/Education 3.0

Education 3.0

The Genesis and Emergence of Education 3.0 in Higher Education and its Potential for Africa First Monday, by Derek Keats and J. Philips Schmidt, March 2007 https://irstmonday.org/lork/index-bhof/m/article/view/1625/1549

EDUCATION 3.0

Table 1: Educational generations in higher education			
Characteristics	Education 1.0	Education 2.0	Education 3.0
Primary role of professor	Source of knowledge	Guide and source of knowledge	Orchestrator of collaborative knowledge creation
Content arrangements	Traditional copyright materials	Copyright and free/open educational resources for students within discipline, sometimes across institutions	Free/open educational resources created and reused by students acros multiple institutions, disciplines, nations, supplemented by origina materials created for them
Learning activities	Traditional, essays, assignments, tests, some groupwork within classroom	Traditional assignment approaches transferred to more open technologies; increasing collaboration in learning activities; still largety confined to institutional and classroom boundaries	Open, flexible learning activities that focus on creating room for studen creativity; social networking outside traditional boundaries of discipline, institution, nation

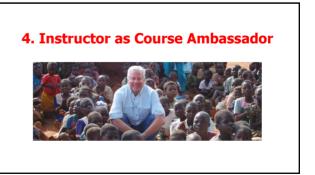














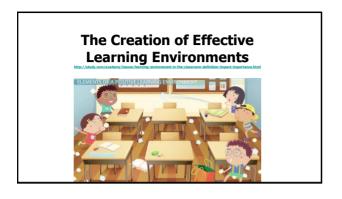


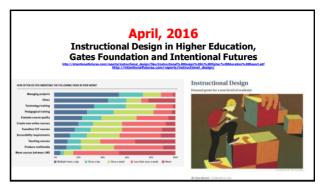




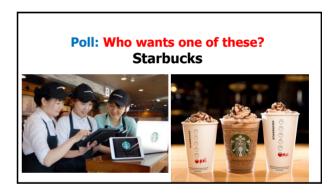


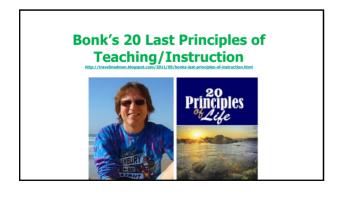




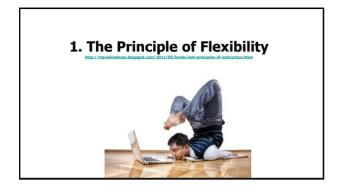




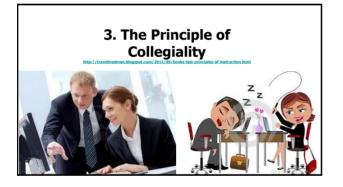




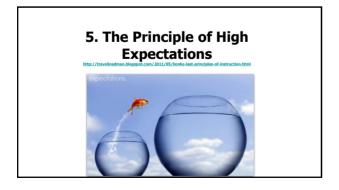


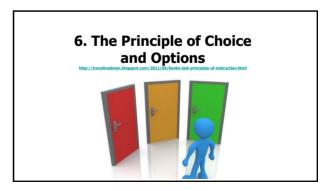


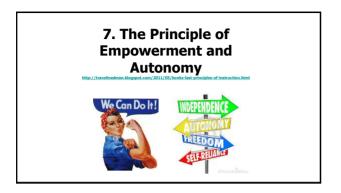




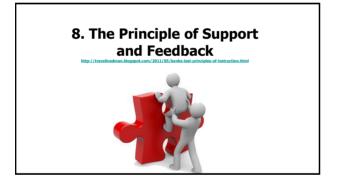


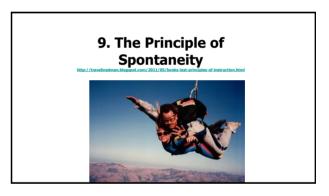




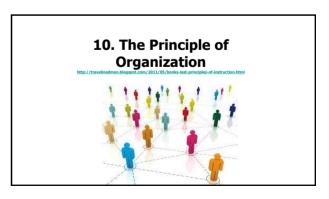




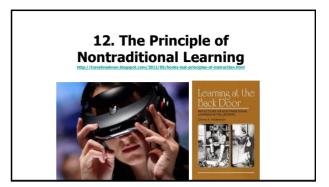




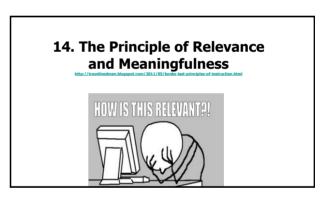




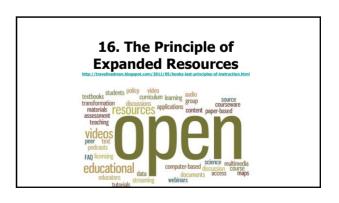




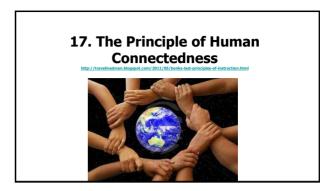




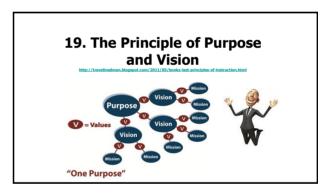




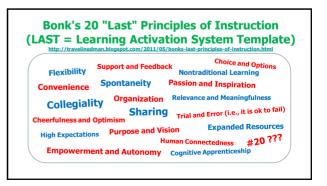






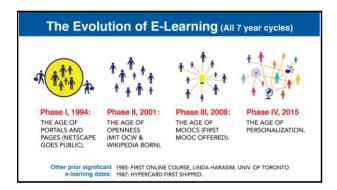




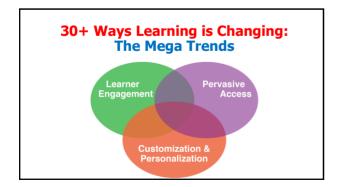


























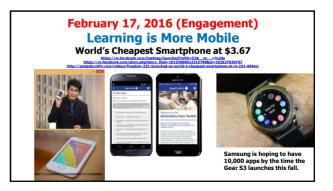










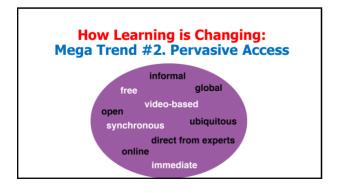














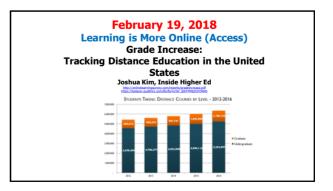










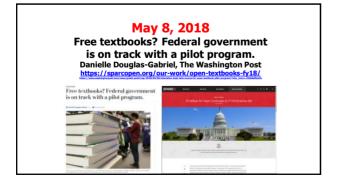






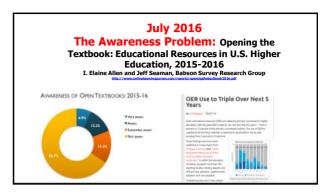


















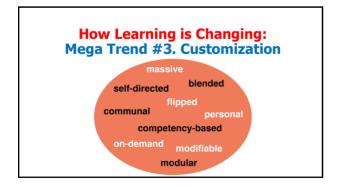




























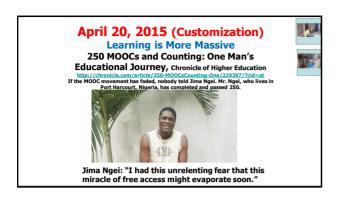


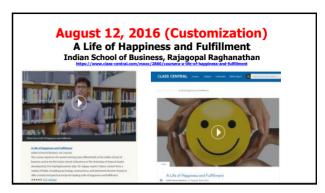
















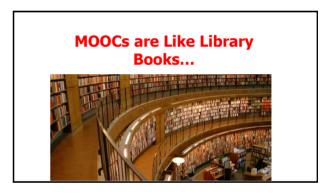


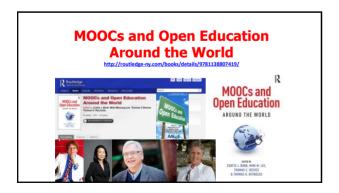














Needed: New Models of Motivation and Engagement



Framework #1: 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
- Interactive: Collaborative, Team-Based, Community
- 8. Engagement: Effort, Involvement, Excitement
- 9. Tension: Challenge, Dissonance, Controversy
 10. Yields Products: Goal Driven, Products, Success,
 Ownership

Introducing the free "TEC-VARIETY" Framework... http://tec-variety.com/ http://tec-variety.com/TEC-VARIETY-Chinese.pdf 在线学习动机与激励: TEC-VARIETY 模型 ---激励和窗住在线学习者的 100 个活动

作者: Curtis J Bonk & Elaine Khoo IU

Motivation Research Highlights (Jere Brophy, Michigan State University)

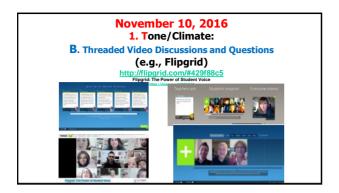
- Supportive, appropriate challenge, meaningful, moderation/optimal.
 Teach goal setting and self-reinforcement.
 Offer rewards for good/improved performance.

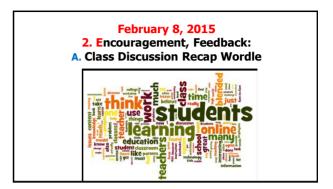
- 4. Novelty, variety, choice, adaptable to interests.
 5. Game-like, fun, fantasy, curiosity, suspense, active.
- 6. Higher levels, divergence, dissonance, peer interaction.
 7. Allow to create finished products.
- 8. Provide immediate feedback, advance organizers.
- 9. Show intensity, enthusiasm, interest, minimize anxiety.
 10. Make content personal, concrete, familiar.















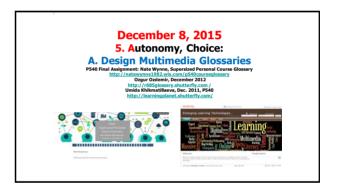






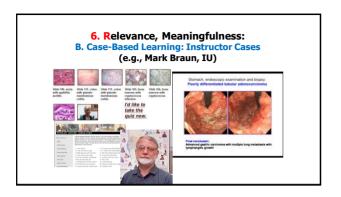


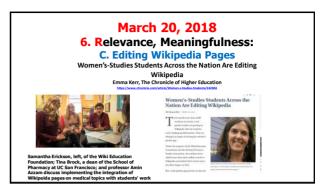


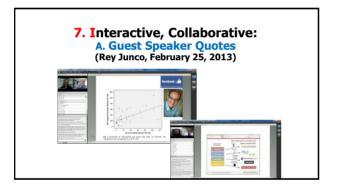


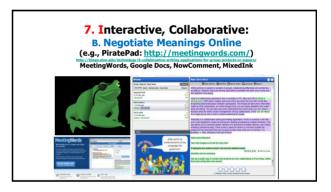


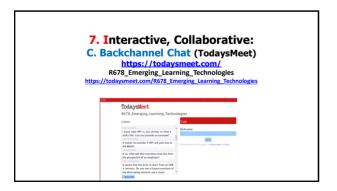


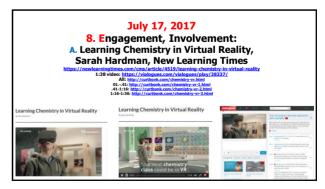








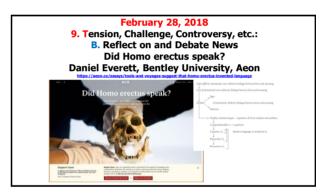








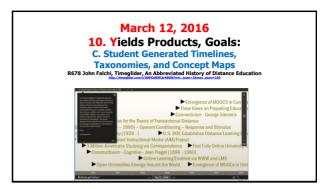




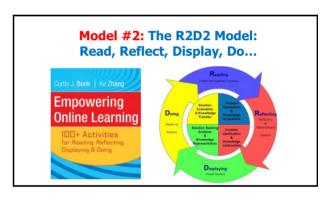












The R2D2 Method 1. Read (Auditory and Verbal Learners) 2. Reflect (Reflective Learners) 3. Display (Visual Learners) 4. Do (Tactile, Kinesthetic, Exploratory Learners)

