Engage Number One:
This is the Next Generation

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

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Audience Poll #1:
Has learning technology has ever transformed your life.

1728: 1st correspondence course advertised Boston
(learn shorthand from Caleb Phillips thru weekly mailed lessons)
1728-1990s – Generally postal system based
1930s – phonograph and radio
1950s and 1960s – television
1970s and 1980s – VHS tapes
1980s and 1990s – DVD

May 10, 2013
10 ed-tech tools of the 70s, 80s, and 90s
eSchool News, Meris Stansbury
http://www.eschoolnews.com/2013/05/10/10-ed-tech-tools-of-the-70s-80s-and-90s/print/

Looking to the Past...

Life as an accountant/CPA in a high tech company in the 1980s...
Fast Forward 25+ Years...

“Anyone can now learn anything from anyone at any time.”

May 20, 2013
The New Greatest Generation: Why Millennials will Save Us All, Time, Joel Stein
http://www.time.com/time/magazine/article/0,9171,2143001,00.html

I. Learning is More Open
(80-Year-Old WGU Texas Grad Keeps His Promise, November 30, 2012, Reeve Hamilton, Texas Tribune)

Why I spent 10th grade online. Sophia Pink, Washington Post, August 23, 2013
http://www.washingtonpost.com/opinions/why-i-spent-10th-grade-online/2013/08/22/f2001640-8a8a-11e2-b3d7-b9f6fe264871_story.html

Learning Portals, April 3, 2012
Google Art Project, NBC Nightly News
http://www.msnbc.msn.com/id/3032619/vp/46945508#46945508
MOOCs
August 5, 2013,
By Kannan Sankaran, Epoch Times
http://www.theepochtimes.com/n3/229640-best-moocs-for-free-online-higher-education

II. Learning also is More Collaborative
Collaboration and Discussion in Google Hangouts or with iPad, Jan. 28, 2013 (Carrie Gong from Beijing Normal University)

III. Learning is More Mobile

Online Study Groups Open Study
http://openstudy.com/

Google Hangouts
Class Sync Collaboration and Discussion
(Spring, 2013)
Digital Books

IV. Learning is More Video-Based
Adora Svitak, WFP Youth Representative - 2013 ECOSOC Youth Forum, March 27, 2013
"Shaping tomorrow's innovators: Leveraging science, technology, innovation and culture for today's youth", Statement by the World Food Programme Youth Representative, Ms. Adora Svitak at the 2013 ECOSOC Youth Forum. [link]

V. Learning is More Social
Facebook reaches one billion users, CNN Money, Aaron Smith, October 4, 2012

VI. Learning is More Modifiable
Inside Look: Learning Spaces, Meeting classroom teaching and collaboration expectations, University Business, Feb. 22, 2013 [link]

VII. Learning is More Comfortable
Design for Students, with Students, "Hub Central", the $42 million University of Adelaide learning hub opened in October 2011, May 8, 2012, Mike Roberts [link]

VIII. Learning is More Global
UC Irvine (2013 report)
Example 3: Fundamentals of Japanese
Dr. Hidemi Riggs, Fall 2012 & Winter 2013 Tech-enhanced: EEE AdvancedWebspace (Dreamweaver), Skype video conferencing tool, Active Learning, Format: 5-1A lectures (24 students maximum); 3-2A lectures (24 students maximum); 2-3A lectures (24 students maximum)

Japanese end
IX. Learning is More Instantaneous
April 9, 2013
HER Computer fashions face social test: Can wearable computers fit in? Scott Martin, USA Today
(i.e., magnify moles or injuries, see vital signs, live stream surgeries, access previous PT sessions, access research and drug info, etc.)

X. Learning is More Personal
iPotty Aims To Entertain Toddlers During Toilet Training, Mashable, Kate Freeman (January 10, 2013)
http://mashable.com/2013/01/10/ipotty/

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

Do you ever sleep through your classes?
What was it that he said?

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

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.

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
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

MAKE IT SO
1. **Tone/Climate: A. Video Introductions**, e.g., Flipgrid
   

2. **Encouragement, Feedback, etc.: A. Voice Feedback**
   
   
   [http://vocaroo.com/i/s00c4D6iUNmN](http://vocaroo.com/i/s00c4D6iUNmN) (Wed Nov 13)

2. **Encouragement, Feedback, etc.: B. Blog and Website Polling**
   
   (e.g., Poll Everywhere, BlogPolls, BlogPoll, MicroPoll)
   

2. **Encouragement, Feedback, etc.: C. Quizlet (online quiz tools)**
   

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.)
**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. Online Database Activities** (e.g., WolframAlpha)
http://www.wolframalpha.com/

**6. Relevance, Meaningfulness: A. Video Scenario Learning**
(Franklin University, cost and forensic accounting course)
http://video.franklin.edu/Franklin/silc/courses/fsa/02costbehaviorofagents/04costscenario02.html
http://video.franklin.edu/Franklin/silc/courses/fsa/02costbehaviorofagents/05common/fraudScenario02.html
http://www.youtube.com/watch?v=cJmosLSUgQ8&list=TLzymmALKW1TI

**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 edit 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!
http://www.guardian.co.uk/world/interactive/2011/mar/22/middle-east-protest-interactive-timeline

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

10. Yields Products, Goals: A. Final Product Video Summaries
Piercarlo Abate: http://www.youtube.com/watch?v=_TURzHO0aU
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

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

What did Jean-Luc Picard say?
That’s right, Engage!

How can technology address diverse learner needs?

Framework #2: The R2D2 Model

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.mnograph.com/)
Timelines with Oral Histories, Slavery and the Making of America
Time and Place, PBS
http://www.pbs.org/wnet/slavery/timeline/1857.html
Read 1b. Listen to Open Access Podcast Shows (and write papers)

Read 1c. Grammar Checkers
(e.g., Grammarly, Ginger, GrammarCheck, PaperRater, and SpellCheckPlus)
http://www.grammarly.com/

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?)
http://www.bigquestionsonline.com/content/do-we-have-souls

Reflect 2b. Reflect on Virtual Timelines
(Dipity, xtimeline, Simile, etc.)
http://www.usatoday.com/story/life/movies/2013/04/10/harrison-ford-jackie-robinson/2001783/

Reflect 2c. Cultural Blogs
(e.g., Dr. Kim Foreman, San Fran 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-and-tools/

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

Display 3d. Time Revealed Interactive Maps
Mapping the Dead: Gun Deaths Since Sandy Hook, Huffington Post, March 22, 2013
http://data.huffingtonpost.com/2013/03/gun-deaths/

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=EMLTzaqCV_5A

Do 4b. Student Mobile App Creation
The App Builder: http://www.theappbuilder.com/
Mintian Guo (April 2013): http://myapp.is/r685final

Poll #3: 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)

DON'T JUST WISH FOR A GREAT 2013,
MAKE IT SO.

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

Any Questions?
Try the R2D2 Model!
Try TEC-VARIETY too...
Slides at: TrainingShare.com
Papers: PublicationShare.com
Book: http://worldisopen.com/
Dr. Curt Bonk – CJBonk@Indiana.edu