I am Not Content: The Future of Education Must Come Today

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We Are Going Global Mobile!
(Paul Kim, 2010)

June 2010
Clay Shirky, NYU: How cognitive surplus will change the world, TED
http://www.ted.com/talks/clay_shirky_how_cognitive_surplus_will_change_the_world.html

September 2011
Meta-Analysis Update: Blended and Fully Online Still Best?
December 15, 2010
Mark Zuckerberg, Time Magazine, Person of the Year

January 14, 2011
South African teens get virtual mentoring from all over the world, By Danielle Berger, CNN, January 14, 2011

February 16, 2011
How Bill Gates' Favorite Teacher Wants to Disrupt Education, Gregory Forantellis, Fast Company

April 27, 2011
Moodle (41+ million users in 211 countries, 54,000 sites, 4.4+ million courses)

April 29, 2011
Shared Online Video (e.g., YouTube and the Royal Channel)

May 9, 2011
Defense Acquisition University, Training Courses: Reaching the Workforce
May 9, 2011
Defense Acquisition University (DAU) Training Courses

Going the Distance
624,854 FY10 Graduates
29% increase over FY09 (494,556)

But I am not Content!!!

Virtual Tactical Operations Center (VTOC)

May 15, 2011
The Quiet Revolution in Open Learning, Kevin Carey, The Chronicle of HE

Let’s Reflect Back 10 Years...

2001: A Space Odyssey

Shovelware

Wii
May 24, 2010
Author Nicholas Carr, The Web Shatters
Focus, Rewires Brains, Wired
http://www.wired.com/magazine/2010/05/f/nicholas-carr/

January 23, 2011
As the Web Goes Mobile, Colleges Fall to Keep Up,
Chronicle of Higher Ed, Josh Keller
http://chronicle.com/article/Colleges-Fall-to/136646/

"I used it to sign up for classes. I used it to check e-mails," says Laura Patterson, a junior at Nevada State College, about her iPhone. "I used it all the time, for everything." More than 40 percent of all college students, like Nevada State's Laura Patterson, used mobile devices to get on the Internet every day last year, compared with 10 percent in 2006.

February 27, 2011
Actually Going to Class, for a Specific Course? How
20th-Century, New learning technologies prompt a rethinking of
traditional course structure, Chronicle of HE, Jeffrey R. Young

"There's not really much need for teachers anymore," since so much material is online, says Debrah Somade, a senior at the U. of Maryland at College Park.

September 15, 2010
Study: Online learning might be less effective for
some, eSchool News, Dennis Carter

Classroom students scored 84.5 percent on the first
exam in the economics course, and online students
scored 63.3 percent.

March 13, 2011
iPads Could Hinder Teaching, Professors Say,
Chronicle of HE, Ben Wieder

At Pepperdine U., Timothy Lucas, an assistant professor of
mathematics, shows a class how to use iPads for calculations.
Linda Johnson, an assistant professor of biology at Chatham U., for
her plant-physiology...
Nature AND Nurture: Technology

Technology  Pedagogy
People, Society, Culture, etc.

Eight Learning Technology Trends of the Past Year...

#1. Tablet Computers Hit (iPad)
April 10, 2010: Seton Hill Univ, 2,106 students an iPad and refresh a 13-inch MacBook laptop
Feb 1, 2011: An Android Tablet Made Just for School, David Zax, Fast Company

#2. Pocket Dictionaries and Digital Textbook Projects (Korea), Sept. 21, 2010:
What South Korean Schoolchildren Can Teach Colleges About E-Textbooks; By Jeff Young, Chronicle of HE, Korea E-Learning Week, Coex, Seoul, Sept. 19-17, 2010

#3. Video Conferencing/Webcamming
December 20, 2010: Skype for iPhone adds two-way video calling, CNet Reviews

#4. Social Networking Gaming
December 24, 2010: CityVille 16.8 million daily users, FarmVille 16.4 million. CityVille 61.7 million monthly users, FarmVille 56.6 million users. Mashable.

"CityVille" Is Now Bigger than "FarmVille"
#5. E-Book Readers
January 28, 2011: Amazon: Kindle Books Finally Eclipse Paperbacks, Doug Aamoth
March 2, 2011: Why Amazon would be smart to give away the Kindle, March 4, 2011, CNN Tech, Amy Gahran

Whether a surge in e-book sales can be sustained and what effect it could have on traditional bookstores remains to be seen.

#6. Group Video Chat, February 28, 2011:

SocialEyes delivers group video chat.

#7. Mobile Apps, May 13, 2011: USA Today, Mary Beth Marklein

Apps make college easier to access

#8. Augmented Reality, May 17, 2011:
USA Today, Edward Baig, May 17, 2011, Augmented reality has potential to reshape our lives.

Augmented reality has potential to reshape our lives.

Question: What is the Web?
- An entertainment system?
- A writing aid?
- A communications system?
- A means to handle commercial transaction?
- A social networking device?

No, it is a learning tool!
Answer: The Web of Learning

We are entering a jumping off point...

Is the World Flat or Open?

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

1. **Pipes:** The availability of tools and infrastructure for learning.
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.

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Learning on the Sea...
(May 2010, Jessica Watson became the youngest person ever to sail solo, non-stop and unassisted around the world.)

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Learning on the Ice...
(e.g., Ice Stories and the Last Ocean Project

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Nature AND Nurture: Pedagogy

- Nature (Technology)
- Nurture (Pedagogy)
- People, Society, Culture, etc.

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Frame work #2:
The R2D2 Model

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Empowering Online Learning

- HI5 Activities for Blending, Reinforcing, Monitoring & Guiding
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 1. Reading from Open Access Journals and Listen to Open Access Podcasts

Reflect 2. Analyze Online Cases (problems, solutions, etc.)

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

Do 4. Simulations, Animations, and Role Play
We are not motivating students with the technologies that they love!

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

Framework #3: TEC-VARIETY Model 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. Interaction: Collaborative, Team-Based, Community
8. Engagement: Effort, Involvement, Excitement
9. Tension: Challenge, Dissonance, Controversy
10. Yields Products: Goal Driven, Products, Success, Ownership

1. Tone/Climate: A Video Course Intros
(examples from Northern Virginia Community College and Indiana University K2 (online MBA) program)
Yun Yun Chew, Open U Malaysia, Making Art Lessons Come Alive with Web 2.0
http://www.youtube.com/watch?v=Ro9c3w3b1kg

3. Curiosity, Fun:
A. Online Games

8. Engagement, Effort:
A. Dr. Monica Rankin's class, UT Dallas, Cuban Revolution (April/May 2011)
http://www.youtube.com/watch?v=ocQMT1kPu88
10. Yields Products, Goals:
A. Create Own Channel in YouTube (e.g., my channel "TravelinEdMan")
http://www.youtube.com/user/TravelinEdMan

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

Tinkering, Tottering, or Totally Extreme?

Tinkering

Tinker #1. Webcast Lectures (Tegrity, Echo360, Mediasite, etc.)

Tinker #2. Simulations and Video Animations and Self-Testings
Tinker #3. Anchored Instruction with Shared Online Video

Tinker #4. 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. Class Synchronous Sessions and Asynchronous Sessions with Experts
(Blackboard/Adobe Connect Pro, Elluminate, WebEx, Dim Dim)

Totter #2. Global Class Videoconferencing
(eg. The seminar was structured as a series of videoconferences and video clsses on a learning platform, organized by the Ministry of the North and Western Congo of Zaire Army Logistic TDJ, Veterinary of the Tshuapa South of the Regional Command Wing, which is strongly involved in the specific field of health populations of the villages in the province of Tshuapa.)

Totter #3. Wikibooks, Wikipedia editing, wiki syllabi, wiki glossaries
(Ron Owston, York University, Toronto)
Totter #4. Video Blogging and Podcasting

Totally Extreme #1. Live Science
(Nautilus Live allows people to watch expeditions live & listen to scientists in control rooms as discoveries are made)

Totally Extreme #2. Adventure Learning
(e.g., GeoThentic, Earthducation, Polar Husky, GoNorth; Aaron Boering, Univ of Minnesota)

Totally Extreme #3. Telepresence and Teleportec Systems
(e.g., Cisco and HP)

Totally Extreme #4. MBAs from War Zones...!
It is both Nature AND Nurture as well as PEOPLE!!! Technology is just part of the Equation

People, Society, Culture, etc.

Any Extreme Questions and Comments?
Slides at: TrainingShare.com
Papers: PublicationShare.com
Book: http://worldisopen.com/
Email: curt@worldisopen.com