Podcasts and Wikis and Blogs, Oh My!
Online Learning is Not in Kansas Anymore

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http://SurveyShare.com

Podcasts and Wikis and Blogs!
Oh My!

E-Learning Not in Kansas?

If it is not in Kansas, can we find e-learning in St Louis?

1955

I'm a librarian
1985

Technology of the 1980s

Technology of the late 1990s:
Course Management Systems

Entice Students with Technology Giveaways

Effects of interactive multimedia in distance learning


"The advancement in technology is shaping every aspect of our life, including education. One decade ago, the Internet was not critical to education. However, now, it has become an integral part of learning process. Internet technology is having a dramatic effect on colleges and universities, producing what may be the most challenging period in the history of higher education."
Nature and Nurture: An Interactional Model

Technology
Pedagogy
People, Society, Culture, etc.

Part I. People, Society, and Cultures

Next Generation of Students

Tech creates a bubble for kids
Alexandro Gonzalez, USA TODAY, Updated 6/28/2006 10:34 AM ET

A Different Generation??? Multitasking...
"YOUNG AND WIRED," Katherine Seligman, San Fran Chronicle, Sunday, May 14, 2006

Gloria Kwan listens to her iPod while text messaging a friend who's in class.
Chronicle photo by Mike Kepka

"YOUNG AND WIRED, Computers, cell phones, video games, blogs, text messages -- how will the sheer amount of time spent plugged in affect our kids?"
Katherine Seligman, San Fran Chronicle, Sunday, May 14, 2006

Harker student Stephanie Li (wearing a false mustache), during language class, recording her voice in Spanish for the teacher to evaluate later. Chronicle photo by Mike Kepka
USA Today, October 3, 3006

Top 5 “In” Things on Campus
June 7, 2006, USA Today

iPods knock over beer mugs

ON DEMAND

Learning in Cafes and Pubs
USA Today, October 5, 2006

Computers, quiche and quiet

Yahoo News

Love me, love my blog,” as Netorati couple-surf
BY SARA LEDWITH Thu Aug 3, 8:30 AM ET

• Nick Currie and his girlfriend Shizu Yuasa (R) surf the Internet over breakfast in Tokyo in this handout photo. "For my birthday, he upgraded my RAM and I thought it was incredibly romantic," writes Jess.

Yahoo News

Love me, love my blog,” as Netorati couple-surf
BY SARA LEDWITH Thu Aug 3, 8:30 AM ET

• Couple-surfing can apparently be as mundane as telling each other to take the trash out, as intimate as sharing a book by a blazing log fire, or as showy as a masked ball.

• "Our new relationship was often the subject of my LJ (blog) entries and I would often say things in there that I wouldn’t tell him to his face," writes Kathryn. Another couple -- married for 12 years -- say that for a while they communicated through weblogs without ever discussing their feelings face to face.
Generations: Dealing with Boomers, Gen-X, and Beyond
N. Bayce Appel, April 1, 2005, Practice Management Digest

<table>
<thead>
<tr>
<th>Generational Group</th>
<th>Born</th>
<th>Age</th>
<th>Stereotype</th>
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<tbody>
<tr>
<td>Silent Generation</td>
<td>1925 - 1942</td>
<td>65 - 78</td>
<td>Adaptive</td>
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<tr>
<td>Baby Boomers</td>
<td>1943 - 1960</td>
<td>43 - 60</td>
<td>Idealistic</td>
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<tr>
<td>Thirteth (Gen. X)</td>
<td>1961 - 1981</td>
<td>22 - 42</td>
<td>Reactive</td>
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<tr>
<td>Millennial (Gen. Y)</td>
<td>1982 - ?</td>
<td>13 - 21</td>
<td>Civic</td>
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Boomers, Gen-Xers, and Millennials: Understanding the "New Students", Diane Oblinger, Educause, July/August, 2003

Millennial Learning Preferences: (study of students age 12-17)
1. Email—81 percent
2. Instant messaging—70 percent
3. Internet for research—94 percent
   1. Also blogs, PDA, cell phones, wikis, etc.
University students:
1. Own a computer—84 percent

Freshmen Arrive Bearing Gadgets and Great Expectations
September 22, 2006
Chronicle of Higher Ed

- Students will spend 27.5 percent more on electronic purchases this year than last year, according to a report on the National Retail Federation's annual Back-to-College Consumer Intentions and Actions Survey. That's $10.46-billion, in a category that includes flat-panel TV's, video-game consoles, laptops, and, of course, digital music players.

All learning in one’s own hands?


- Just a few aisles down at the bookstore, Meenoch Kim, another freshman, said upper-level classrooms in her high school, back in Knoxville, Tenn., also had Smart Boards. She prefers PowerPoint presentations over writing on chalkboards, she said, because instructors' handwriting is "messy," and she often cannot read it.

Demand for Internet in US (Special MSNBC report, Dec 13, 2004)

"Learning that takes place in the classroom isn't as important as time studying on your own."
-Osborne, Model, & Hartman (2006)
Generation Raised on the Internet Comes of Age, MSNBC, Dec., 13, 2004, Martha Irvine

- For 21-year-old William Herbert, the Internet has replaced newspapers and TV weather reports (he visits Weather.com every morning). He pays his bills online, registers for classes, books airline and train tickets, checks TV listings, buys movie tickets and gets travel directions.

Simulation: Boomer

- Life experienced at a slower pace promotes an expectation of "It's ok to wait." Learning experienced from an early age as lecture with drill and practice without stimulation/response. Gaming as part of a learning context may be considered less effective because it is less "serious" and in some cases can be distracting.
- Older people prefer less interaction than younger people in distance education (Kearsley, 1995).

Interactivity

Behaviorist Interactivity

Interactivity Online

- Animations in small files (Macromedia (Adobe) Flash)
- Capture desktop activities (Matchware Screencorder)
- Collaborative writing (Write.ly, Jotspot)
- Desktop audio recordings (Audacity, iLife)
- Group Forums (Yahoo! Groups, Google Groups)
- Instant Messaging (AIM, MSN, Yahoo!)
- Noncollaborative writing (Blogger, Pitas)
- Photo Storage (Flickr)
- PP Slides with animation and narration (Articulate)
- VoIP (Skype and Google Talk) voice and text
- Web meetings (Twist)
- Wikis (PB Wiki, MediaWiki)

Online PowerPoint?
Simulation: Xer

- Conditioned to expect immediate gratification (they grew up with drive-through fast food, remote controls, automatic teller machines and microwave ovens), and an expectation that learning should be stimulating and fun (Sesame Street). Generation Xers crave stimulation and expect immediate answers and feedback.

Simulation: Xer

- Genxers have a rapid-fire information consumption capability. Rushkoff argues that many of the things for which this generation is maligned, such as short attention spans and lack of ability to concentrate on a single task at once are not problems but actually brilliant coping mechanisms for a world overloaded with information.

Simulation: Xer

- "The skill to be valued in the twenty-first century is not the length of attention span, but the ability to multitask - to do many things well at once.... [and] the ability to process visual information very rapidly." (Rushkoff, 1996:50)

Learner Control: Boomer

- The traditional instructor-focus is what is expected. The instructor determines what is important to learn and how it should be learned. Consistency and control are maintained with the "tell me, tell me, tell me" approach.

Learner Control: Xer

- Xers expect a range of options, in terms of what they learn and how they learn it. They require autonomy and flexibility for their own learning. They demand a variety of instructional methods from which they can choose to learn, e.g., videotapes, self-paced modules, interactive CDs.
  - "Online gives me something to do when I'm bored with the professor."
  - "I respect myself more as a self-teacher."
- Dziuban, Moskal, & Hartman (2005)
Neomillenial Learning Styles
Planning for Neomillenial Learning Styles: Implications for Investments in Technology and Faculty
Chris Dede, Harvard University, Edudooce, 2005

1. Fluency in multiple media—value all types of communication, activities, experiences, not a single best medium
2. Actively seek, collect, and synthesize experiences, rather than absorb a single best source
3. Active learning and collective reflection
4. Non-linear and associated webs of learning
5. Co-design of learning experiences for individual needs and preferences not pre-customized

Neomillenial Learning Styles
Planning for Neomillenial Learning Styles: Implications for Investments in Technology and Faculty
Chris Dede, Harvard University

1. Blended/personalized places (not specialized computer labs)
2. Mobile wireless computing
3. Avatars and personal agents
4. Smart objects
5. Virtual worlds
6. Augmented reality

Dual Coding Theory

The promise of multimedia learning: Using the same instructional design methods across different media
Richard E. Mayer, Learning and Instruction, 13 (2003) 125-139.
Verbal and Visual Systems

- The verbal system specializes in processing and storing linguistic information (words, sentences, etc.). Information is stored in discrete, sequential units. In contrast, the visual system specializes in processing and storing image or 'picture-like' representations.

The promise of multimedia learning: Using the same instructional design methods across different media
Richard E. Mayer, Learning and Instruction, 13 (2003) 125-139.

- A review of research on the design of multimedia explanations:
  (a) a multimedia effect: in which students learn more deeply from words and pictures than from words alone—in both book-based and computer-based environments,
  (b) a coherence effect: in which students learn more deeply when extraneous material is excluded rather than included—in both book-based and computer-based environments,
  (c) a spatial contiguity effect: in which students learn more deeply when printed words are placed near rather than far from corresponding pictures—in both book-based and computer-based environments, and
  (d) a personalization effect: in which students learn more deeply when words are presented in conversational rather than formal style—both in computer-based environments containing spoken words and those using printed words.

Animation Research

- Rieber (1999) suggests that animations help with gaining attention, presentation, and practice
- Animations help emphasize important information (Hannafin & Peck, 1988)
- Attention-getting graphics help make relationships between ideas clear (Levin, Anglin, & Carney, 1987)
- Dynamic visual displays tend to be more effective than static (Park & Hopkins, 1993).

Part II. Technology Trends: Podcasts and Wikis and Blogs, Oh My!!!!
Trend #1: Blogging (75,000 new blogs each day, USA Today, March 27, 2006)

<table>
<thead>
<tr>
<th>Year</th>
<th>Growth Rate</th>
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<tbody>
<tr>
<td>01</td>
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"A blog...is and has always been more than the online equivalent of a personal journal. Though consisting of regular (and often dated) updates, the blog adds to the form of the diary by incorporating the best features of hypertext: the capacity to link to new and useful resources. But a blog is also characterized by its reflection of a personal style, and this style may be reflected in either the writing or the selection of links passed along to readers. Blogs are, in their purest form, the core of what has come to be called personal publishing. (p. 18)."

According to Linda Evarts (2003)

"Web logs — blogs for short — are the surprise wedding of the informational capacity of journalism and the speed of instant messaging... composed of short and frequently updated postings arranged in chronological order, blogs are Web sites similar to online journals, offering information on topics ranging from foreign policy to poetry."

Brandon Hall, Chief Learning Officer Magazine, July 2006

"A blog is a Web journal containing dated entries on a given topic or scheme. They can include search feedback from readers and links to other sites. They can be written by one person or a group. Blogs can be used to share a viewpoint, enable collaborative discussion, present new product ideas, or explain ongoing news or changes."

Not Just an American Phenomenon

China says number of blogs tops 34 million with 55 million regular readers

Tuesday, September 26, 2006

SINGAPORE - The number of blogs in China has topped 30 million, more than 10 times as many as the country had four years ago, news reports said Tuesday.

Some 15.5 million people in China consider themselves Web log writers, while 5.5 million regularly read them, newspapers and the Xinhua News Agency said, citing a report by the government’s China Internet Network Information Centre.

Web logs are highly popular in China, where the government controls media and the Internet offers the only outlet for expressing opinions. Most blogs deal with pop culture, travel, family matters and other nonpolitical topics.
Educational use of Blogs

For instructors
- Professional practice
- Networking and knowledge sharing
- Course management tool

For students
- Reflections or journals
- Dialogue with peers
- Group work
- Communicate with instructor

Use of Weblogs
(especially English writing class)
1. Instructor or Tutor blog: resources, information, space to chat
2. Learner blog: reflections, sharing links and pics, fosters ownership of learning
3. Partner blog: work on team projects or activities
4. Class blog: international exchanges, projects, PBL
5. Revision: review and explode sentences from previous posts, add details
6. Nutshell: summarize themes or comments across blogs
7. Blog on blog: reflections on feelings, confusions, and experiences with blogs

SWHS SPARTANART
COMPUTER GRAPHICS

THURSDAY AUGUST 21, 1996

Projects, projects, projects

Pick one from each of the following lists. These are projects you need to complete over the next week . . .

List 1
- Movie poster design (for your favorite movie)
- Book cover design (for your favorite book)

Blogger Software:
You have many choices!

2. Diaryland: http://www.diaryland.com/
4. Movable Type:
   http://www.sixapart.com/movabletype/
5. Pitas: http://www.pitas.com/
6. TypePad: http://www.sixapart.com/typepad/pricing
7. Xanga: http://www.xanga.com/

Screen shot of Cyworld. A famous South Korean blog service.

New Pew Survey Defines Today's Bloggers
Jimmy Moore, July 22, 2006

- Among the different kinds of blogs out there, here is the breakdown:
-  Personal life - 37 percent (can you say Myspace.com?)
-  Political - 11 percent
-  Entertainment - 7 percent
-  Sports - 6 percent
-  News/Current Events - 5 percent
-  Business - 5 percent
-  Technology - 4 percent
-  Religion/Faith - 2 percent
-  Health - 1 percent
Pew Research Group
New Pew Survey Defines Today's Bloggers
Jimmy Moore, July 22, 2006
• Most bloggers are young, 18-30 year olds
• Most bloggers spend hours on Internet per day
• Most bloggers share their personal experiences
• Most bloggers write daily or almost daily
• Most bloggers LOVE to write and are good at it
• Most bloggers never published their writings b4
• Most bloggers have a full-time job (and it's not blogging!)

Blogs (diaries, writing)

Vlogging (Video Blogging)

Adventure Blogging
(Ben Saunders, Mark Fennell)

North Pole Marathon: World's Coolest Marathon
Business Conference Blogs

3 Blogs, 1 Event, Endless Insights
OPEN Adventures in Entrepreneurship
October 19-21, 2005

Trend #2. Wikis

A wiki is a collection of Web pages that can be easily viewed and modified by anyone, providing a means for sharing learning and collaboration.

Brandon Hall, Chief Learning Officer Magazine, July 2006
Brandon Hall, Chief Learning Officer Magazine, July 2006

"Wikis can be used to create content on-the-fly, as a repository for information and for archiving group learning. Benefits include speed, simplicity and a sense of ownership among participants."

For Teachers New to Wikis

- Wikis are free, online writing spaces.
- Wikis use simple formatting rules, so no HTML understanding required.
- Highly collaborative composing and creativity
- Authors do not claim ownership
- Published online
- Wikis provide a history and anyone can revisit prior versions of text

For Teachers New to Wikis

- Wikis are a writing space
- Writers build upon, edit, and revise
- Power and authority reside in the community not in an individual
- Permissions can be set to limit readers and writers who participate

How use in teaching

1. Provide space for free writing
2. Debate course topics and readings
3. Share resources (websites, conferences, writing, etc.)
4. Maintain group progress journal
5. Require group or class essay
6. Have student revise Wikipedia pages
7. Write a wikibook

Wiki Resources/Options

- Wikipedia
- Wikibooks
- Wiktionary
- Wikiversity
- Wikispecies
- Wikiquote
- Wikinews

What is a wiki?

- What I Know Is
  - collaborative web-writing
  - cross class/interdisciplinary projects
  - project spaces
What is a wiki?

• Ward Cunningham, in 1995

• The name, wiki, is based on the Hawaiian term wikiwiki, meaning "quick"

Wiki Software

• Wiki software is a type of collaborative software that runs a Wiki system.
  - Java based: http://sourceforge.net/projects/friki
  - Perl based (Twiki) http://twiki.org/
  - PHP based http://www.rwikiwiki.com/
  - PHP & MySQL http://www.mediawiki.org/

Wiki farm

• A "Wiki farm" refers to a server or a collection of servers that provides wiki hosting, or a group of wikis hosted on such servers.
  - http://www.seedwiki.com/ (public, WYSIWYG)
  - http://pbwiki.com/ (password-protected, text editor)
  - http://www.jot.com/ (password-protected, WYSIWYG)

How to choose?

• Source code (Text editors vs. WYSIWYG)
• Access control (password vs. open to public)
• Editing control (various levels of editing controls)
• Free vs. license fee
• RSS awareness
• Advanced features (spell-check, emoticons, blogging, polling, calendar)

Wikibook Research

Gender of Wikibookians

- Male 98%
- Female 2%

Wikibook Creation and Collaboration
Playfuls.com
July 15, 2006

- Nielsen/NetRatings announced that 6.6 percent of the U.S. adult online population, or 9.2 million Web users, have recently downloaded an audio podcast. Also 4.0 percent, or 5.6 million Web users, have recently downloaded a video podcast. These figures put the podcasting population on a par with those who publish blogs, 4.8 percent, and online daters, 3.9 percent. However, podcasting is not yet nearly as popular as viewing and paying bills online, 51.6 percent, or online job hunting, 24.6 percent.
Podcasts in Schools

Webcasts: WorldBridges Goals

What is Worldbridges?
- Worldbridges is a network of individuals and organizations that use live, interactive webcasting and other new media technologies to help people connect, learn, & collaborate. (Webheads, Koreabridge, Worldbridges Tibet, EdTechTalk, etc.)

Goals & Values
- Our primary goal is to help people in the developing world. We believe that everyone deserves access to education, information, and income, and

Coursecasting: Purdue and IU

Podcasting and Coursecasting
(Adam Curry; www.dailysourcecode.com)

"Just the word 'podcast' scares a lot of teachers away," Ms. Schrock said. "There are a lot of misconceptions."

"All you need is a computer, access to the Internet and a microphone that you can buy at Toys 'R' Us," Mr. Warlick said. "I listen to podcasts on my computer." (NY Times, Jan 25, 2006)

Language Learning (ChinesePod—learn Mandarin)

Other Languages
Podcasting
http://itunes.stanford.edu/

Podcast Guides
- Short, to the point
- Not loaded with URLs and other stuff to write down—put that in the blog
- Informal, friendly, conversational

Listen: iTunes, PodcastAlley

Educational Applications
1. Recordings of lectures (Coursecasting)
2. Supplemental textbook or entire book
3. Student projects
4. Interviews
5. Language lessons
6. Oral reports
7. K-12 classroom interactions
8. Downloadable library of resources
9. Recordings of performances

What will e-learning look like in 2015???

Podcasts and Wikis and Blogs Oh My!
(Find papers as PublicationShare.com
archived Talks at TrainingShare.com)

James Bonk