The World is Open: Introducing the Heroes, Gurus, and Revolutionaries of the Shared Internet

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21 Things That Became Obsolete This Decade
December 11, 2009, Silicon Alley Insider

15 Gadgets that Changed Everything This Decade
December 9, 2009, Jay Yarow, Silicon Alley Insider

15 Gadgets that Changed Everything This Decade
December 9, 2009, Jay Yarow, Silicon Alley Insider

Sony's Playstation 2 sold 238 million units this decade
College technology 'catching up' with students
By Kathleen Gray and Robin Erb, USA TODAY, October 6, 2009

Grandpa George (Goronja)
(West Allis, Wisconsin, built tractors 40+ years)

Some Notable Moments in Recorded Life.

People have changed the world.

Old companies teach new tricks

Vannevar Bush
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.

**Audience Participation!**

1. **WE**
2. **ALL**
3. **LEARN!!!**

**WE-ALL-LEARN:**
- 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)
WE-ALL-LEARN:
Ten Forces that Opened the Learning World
1. Web Searching in the World of e-Books (i.e., Darwin)
2. E-Learning and Blended Learning
3. Availability of Open Source and Free Software (e.g., Moodle)
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10. Networks of Personalized Learning (blogs, RSS)

Tim Berners-Lee, MIT

The 20 Most Important People on the Web

Marissa Mayer leads the company’s product management efforts on search products – web search, images, maps, Google products, maps, Google Search, Google Trends, Google Chrome, and more. She joined Google in 1999 as Google’s first female engineer and led the team that invented Google’s search algorithms while in college. As GM of Search Products and User Experience, she directed the creation of Google’s search front-end architecture and its underlying back-end systems, including its search algorithms and the full pipeline of its large-scale distributed data centers. Mayer holds a B.S. in computer science from Stanford University, a B.S. in mathematics from the University of Michigan, and an M.S. in computer science from the University of California at Berkeley. She is a 2005 recipient of the MacArthur Fellowship, an FXB Research Fellow, and a member of the American Academy of Arts and Sciences.
John Bivens, head of services and support for On Demand Books, demonstrates the printing of a book from an Espresso Book Machine at Google headquarters.
Tom Reeves imitating Samson. I'm glad to report the museum did not collapse.

Salmon Khan (Khan Academy) (videos on math, bio, trig, chemistry, money and banking, economics, statistics, etc.) [http://www.khanacademy.org/]

John Breen

A Grain of Rice

3

Linus Benedict Torvalds

Mitch Kapor
President of the Open Source Applications Foundation
John Willinsky, Stanford (open access journals)

Stephen Wolfram (Wolfram Alpha)
http://www.wolframalpha.com/

Chris Anderson from TED

Blaise Zerega, CEO of FORA.tv (the Web’s largest collection of unmediated video drawn from live events, lectures, and debates at universities, think tanks and conferences; e.g. Michelle Rhee from DC schools)

New Zealand fisherman
Karl Fisch, Did You Know? Shift Happens—Globalization, Information Age

Don Tapscott, Wikinomics, Grown Up Digital

Jon Bowermaster, oceans expert, award-winning journalist, author, filmmaker, adventurer (e.g., Oceans 8 from National Geographic)

Jimmy Wales

Yen Chen Su

Jonathan Zittrain, Harvard
**ISMART: Integration of Science, Mathematics, and Reflective Teaching (ISMART)** is a FREE 2-year online graduate program for middle school science and mathematics teachers in Texas, University of Houston

http://www.uh.edu/uhano/CHM/ISMART/ISMART.pdf
http://www.coe.uh.edu/uhano/CHM/ISMART.htm

You see the big picture. You find the connections. Make it official - become ISMART.

Jen Chauvet and Mimi Lee, Univ of Houston

**Adventure Learning, GeoThentic, GoNorth (National Geographic)**

(Aaron Duering, Univ of Minnesota)

**Gary Marks, AACE**

**Jeff Lebow, World Bridges**
9

Mobile Learning
(April 21, 2009, USA Today)

Stanford Professor Gu Wang plays the Ocarina, 99 cent application that turns iPhone into a flute; made nearly $800,000.
Now out is the sequel, the Leaf Trombone World Stage.)
The next brilliant idea could come from anywhere!

Slides at: TrainingShare.com
Papers: PublicationShare.com
Book: http://worldisopen.com/
The World is Open.