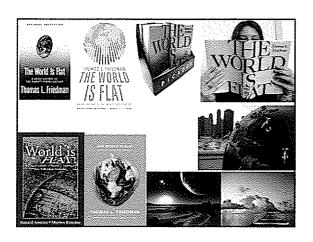


The Ten Forces that **Flattened the World**

Triple Convergence: (1) new economic players, (2) playing fields, and (3) processes.

- 1. 11/9/89: Berlin Wall came down
- 8/9/95: Netscape went public
- Work Flow Software (e.g., PayPal and eBay)
- Open-Sourcing (Self organ collab communities; Mosiac, Apache, Wikipedia, Linux, Mozilla)
- Outsourcing (Y2K)
- Offshoring (e.g., China, Mexico, Thailand)
- Supply-Chaining (e.g., Walmart)
- Insourcing (UPS fixing Toshiba laptops)
- In-forming (e.g., Google, Yahool, MSN Web Search) The Steroids: Digital, Mobile, Personal, and Virtual (wireless, file sharing, VoIP, video camera in phone)







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.,
- Leveraged Resources and OpenCourseWare (e.g., MIT)
- Learning Object Repositories and Portals (i.e., shared
- 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.

What if our minds were on fire for learning?





John Seely Brown and Richard P. Adler. "Minds on Fire: Open Education, the Long Tail, and Learning 2.0," EDUCAUSE Review 43, no. 1 (January/February 2008):

Opener #1. Web Searching (e.g., Google, MSN, Yahoo!) in the World of e-Books (i.e., Darwin, Shakespeare, etc.)













Trend #1. Web Searching in the World of e-Books. What happens then?

<u>W</u>E

ALL LEARN!!! Scientists develop fastest computer
June 9, 2008
By H. JOSEF HEBERT, Associated Press Writer

■ To put the computer's speed in perspective, it has roughly the computing power of 100,000 of today's most powerful laptops stacked 1.5 miles high, according to IBM. Or, if each of the world's 6 billion people worked on hand-held computers for 24 hours a day, it would take them 46 years to do what the Roadrunner computer can do



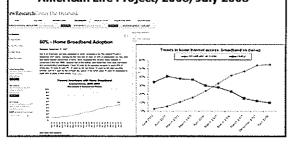


in a single day.





Home Broadband 2008: Adoption Stalls for low-income Americans even as many broadband users opt for premium services that give them more speed (Pew Internet & American Life Project, 2008, July 2008



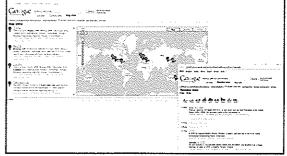
Next, we need new ways to search for that info in those pipes!



Terabyte thumb Drives and Magic Pens!
(The Pulse from Livescribe)
Second, we need new ways to record info:
Smartpens: "Never Miss a Word"

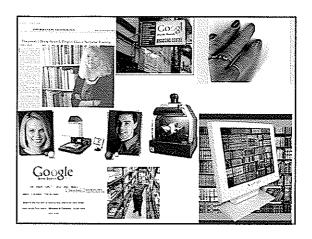


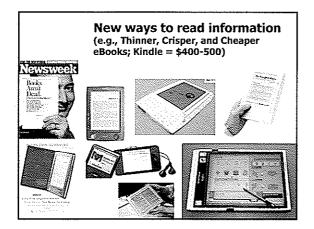
Need new ways of representing & accessing info (e.g., Google is working on Timeline and Map Views)

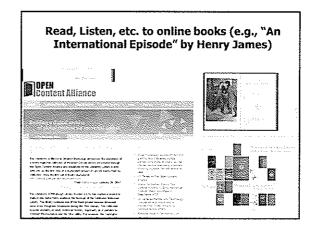


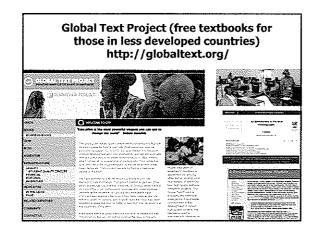


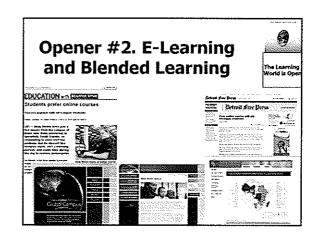
Dani Cooper, ABC Science Online, Scholar Finds New Archaeological Sites by Googling, July 21, 2008 http://dsc.discovery.com/news/2008/0 7/21/archaeology-google.html







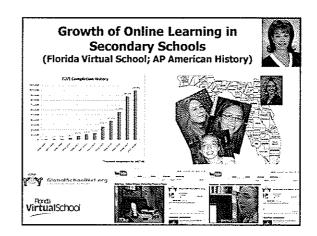


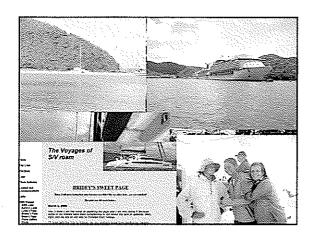


Trend #2. E-Learning and Blended Learning. What happens then?

WE

ALL LEARN!!!





SCORCE: Colore Nazion: Free Years of Growth in Online Learning (Outs)(er 2007)

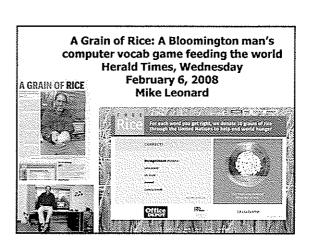
Sara Cordell, professor of English at the University of Illinois-Springfield, says she feels online students become better writers because they get so much practice. NPR Special, Nov 29, 2007, Larry Abramson.

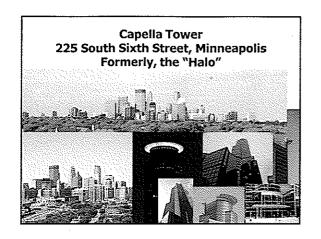
(67% of US Colleges and universities offer online courses; 35% offer fully online programs.)

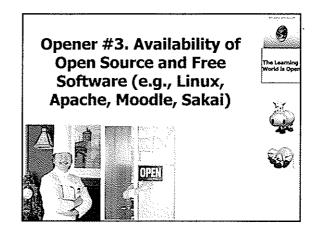


'Distance learning' gets its close-up By G. Jeffrey MacDonald, Special for USA TODAY November 2007

More than two-thirds of all U.S. colleges and universities offer online courses, and 35% of schools offer programs that are entirely online, according to the Sloan survey, and 20% of the USA's 17 million college students say they have taken at least one course online.





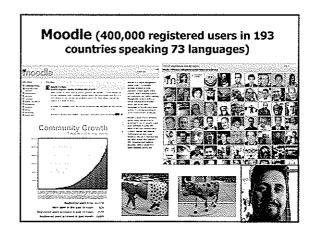


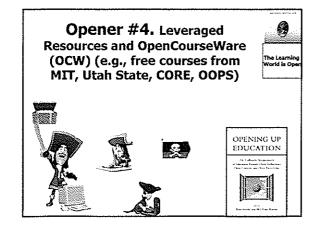
Trend #3. Availability of open source and Free Software. What happens then?

WE

ALL

LEARN!!!





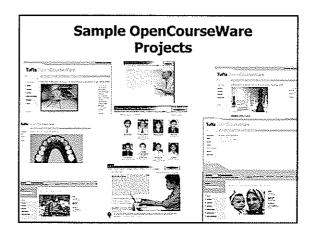
Trend #4. Leveraged Resources and OpenCourseWare. What happens then?

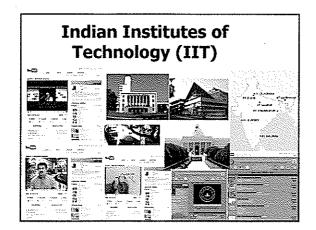
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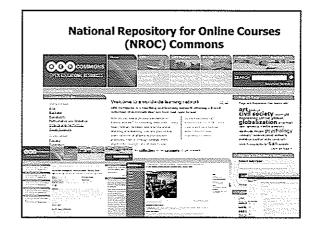
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LEARN!!!

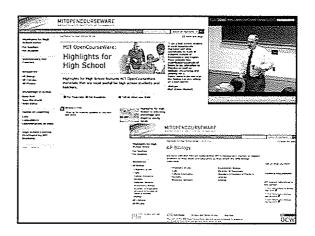




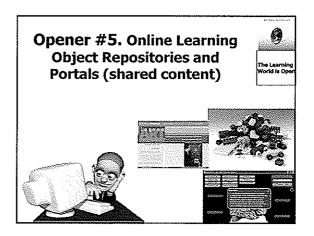










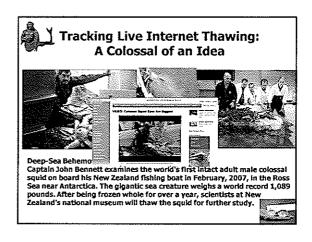


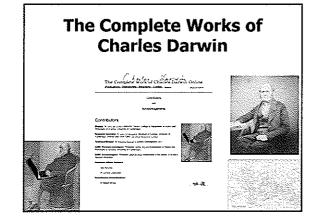
Trend #5. Learning Object
Repositories and Portals.
What happens then?

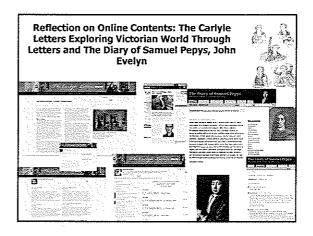
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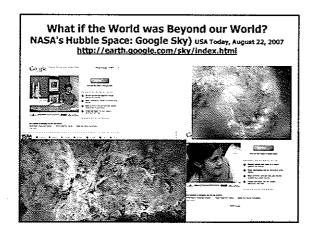
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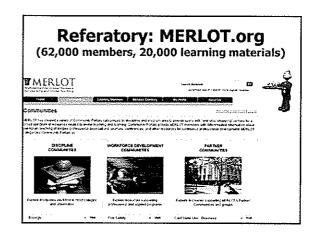
LEARN!!!

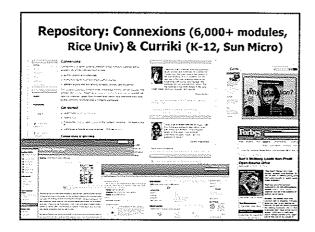


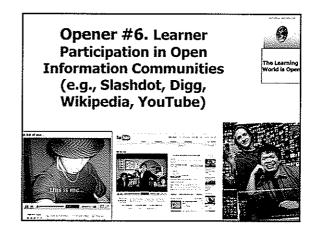




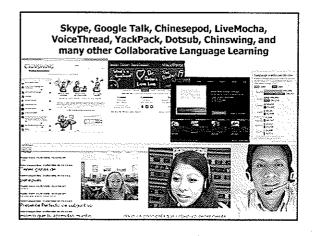




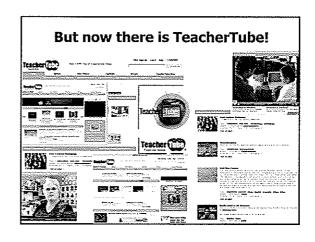


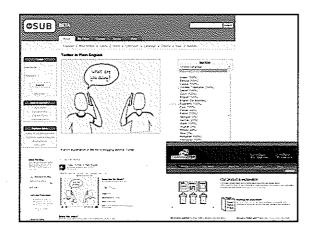


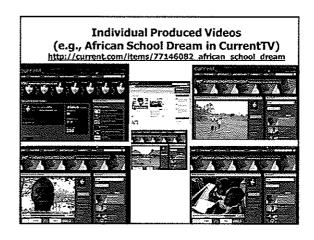
Trend #6. Learner
Participation on Open
Information Communities.
What happens then?
WE
ALL
LEARN!!!

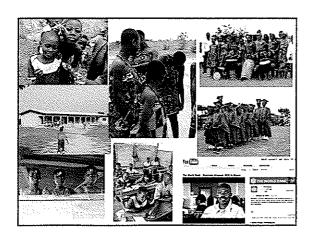


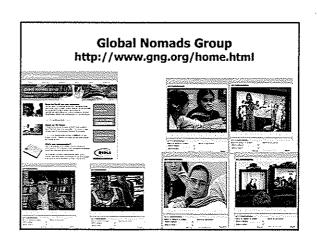


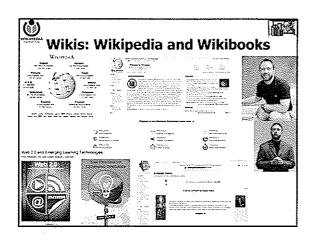


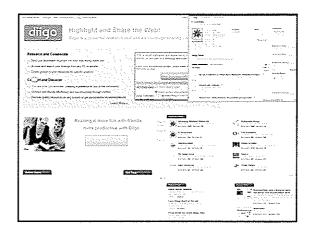




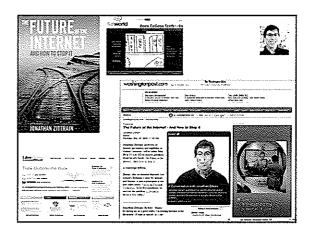


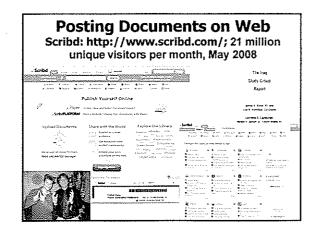


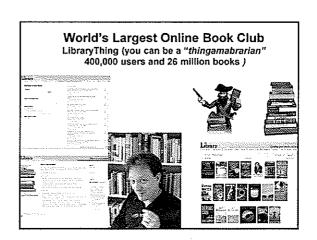


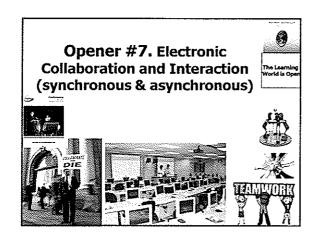












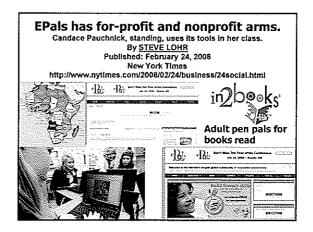
Trend #7. Electronic
Collaboration and Interaction.
What happens then?

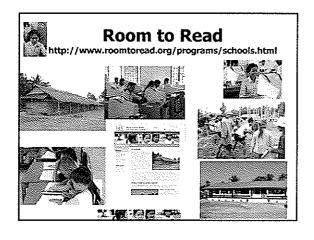
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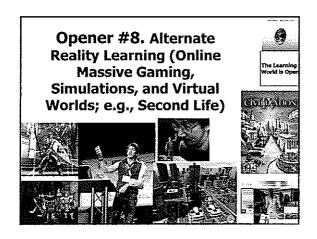
LEARN!!!





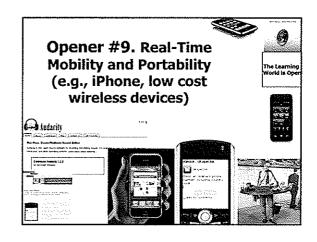




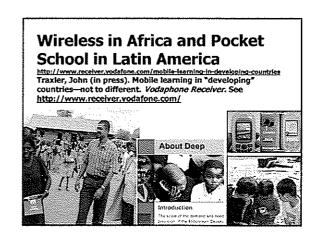


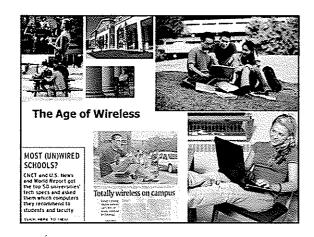
Trend #8. Alternate Reality
Learning.
What happens then?
WE
ALL
LEARN!!!

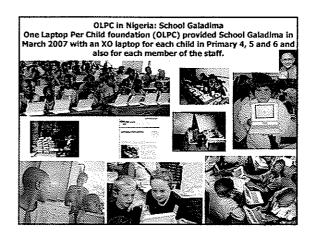


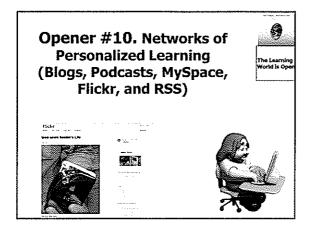


Trend #9. Real-Time Mobility and Portability.
What happens then?
WE
ALL
LEARN!!!









Trend #10. Networks of Personalized Learning . What happens then?

WE

ALL

LEARN!!!

