

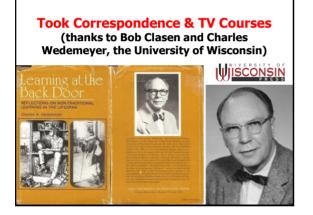






Life as an accountant/CPA in a high tech company in the 1980s...























Learning is Changing New Technologies = New Delivery Methods...





Charles Vest (April 4, 2001) http://web.mit.edu/newsoffice/2001/ocw.html

"This is about something bigger than MIT. I hope other universities will see us as educational leaders in this arena, and we very much hope that OpenCourseWare will draw other universities to do the same. We would be delighted if -- over time -- we have a world wide web of knowledge that raises the quality of learning -- and ultimately, the quality of life -- around the globe."



OCW Circuits and Electronics



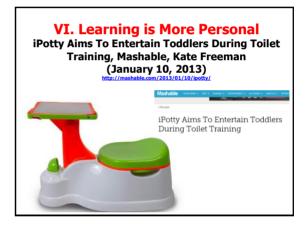




III. Learning is More Mobile Brown, Keynote talk, "Learning in Hand With Mobile Technology," Wisconsin Distance Teaching and Learning Conference, August 10, 2012			
	Beijing 2008	London 2012	
Smartphones	139.3 million	657 million	300
Facebook	90 million	901 million	
Twitter	<1 million	300 million	
Tweets / day	1.1 million	140 million	
Tablets	1 0	54.8 million	1 2 5
App store downloads	300+ million	25+ billion	A ALL
	Sources: Nie	fsen, eMarketer; Forrester; Apple	No. 1

















Krissa Swain, of Knoxville, Tenn., is taking "Operations Management" online to help develop her management skills.



computer-science course to gain programming skills.





with an M.I.T. professor (edX); statistics, Stanford (Udacity); machine learning, Stanford (Coursera); organic chemistry, University of Illinois, Urbana (Coursera).









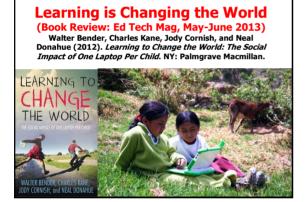














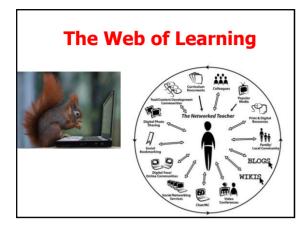


Question: What is the Web?

- An entertainment system?
- A writing aid?
- A writing ald?
 A communications system?
- A means to handle commercial transaction?

A social networking device?

No, it is a learning tool!













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
- 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)



World

Open



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.

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





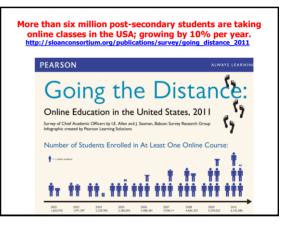


Opener #2. E-Learning and Blended Learning

































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February 26, 2013 Tablets Rock On: Education Tech

Through The Ages, Information Week











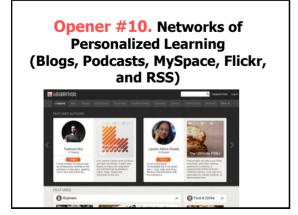












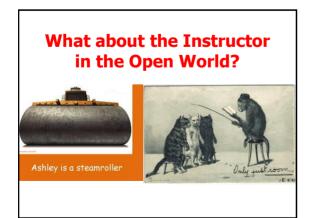






















Finally...

Decisions for this Open Ed World:

- Technology & Administrator Decisions:
 What do to about OER, open source, E-books, mobile, etc.?
- Instructional Designer & Trainer decisions:
 - Act as Concierge, Counselor, Course facilitator, Credit manager?
- Formal Learner & Informal Lrnr decisions:
 - Should I attend traditional university or create your own degree path?
 - How to report use of OER on resumes?

