March 3, 2011
Bill Gates Promotes Professor's Online Course at TED, Chronicle of HE, Jeff Young.
The History of Everything
http://www.historyproject.com/

March 13, 2011
Online Public University Plans to Turn Indiana Dropouts Into Graduates, Chronicle of HE, Eric Kelderman

Mr. Desormeaux, whose children, too, have homework, shares a mentor in the Western Governors U. Indiana program with 79 other students, each of whom receives a weekly call to discuss his or her progress in the online program.

March 16, 2011
California student from Japan finds family alive on YouTube

But I am not Content!!!

Shovelware

May 24, 2010
Author Nicholas Carr, The Web Shatters Focus, Rewires Brains, Wired
http://www.wired.com/magazine/2010/05/ft_nicholas_carr/
July 25, 2010
Professors' Use of Technology in Teaching,
Jeffrey Young, Chronicle of Higher Education

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August 9, 2010
Bill Gates Predicts Technology Will Make 'Place-Based' Colleges Less Important in 5 Years, By Jeff Young, Chronicle of HE

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

Classroom students scored 64.3 percent on the first exam in the economics course, and online students scored 83.3 percent.

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December 30, 2010
The year we stopped talking
Sharon Jayson, USA Today

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January 23, 2011
As the Web Goes Mobile, Colleges Fall to Keep Up, Chronicle of Higher Ed, Josh Keller
https://chronicle.com/article/As-the-Web-Goes-Mobile-Colleges-Fall-to-Keep-Up/132308/1

"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 2008.

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February 17, 2011
US internet access still a problem: Gov't says up to 10 pct in US lack good Internet, Joelle Tessler, AP Technology Writer
February 27, 2011
Actually Going to Class, for a Specific Course? Now 20th-Century. New learning technologies prompt a rethinking of traditional course structure, Chronicle of Higher Education, Jeffrey R. Young

"There's not really much need for teachers anymore," says Delanie Songade, a senior at the U. of Maryland at College Park.

But new technologies hit us now everyday!

Technology of the 1980s

Nature AND Nurture: Technology

October 15, 2010
Timeline of Technology for Teaching, NY Times

http://www.nytimes.com/2010/10/20/education/technology-timeline.html?_r=1

Things That Became Obsolete This Decade
December 11, 2009, Silicon Alley Insider
Gadgets that Changed Everything This Decade
December 9, 2009, Jay Yarow, Silicon Alley Insider

15 Learning Technology Trends

1. Inexpensive Laptops and Netbooks

2. Online Language Learning
January 27, 2010 and Feb 5, 2010: The Web Way to Learn a Language, NY Times, ERIC A. TAUB (e.g., EnglishCentral, iTalki, Babbel, Palabra)

3. Tablet Computers Hit (iPad)
April 10, 2010: Seton Hill Univ, 2,100 students an iPad and freshmen a 13-inch MacBook laptop
Feb 1, 2011: An Android Tablet Made Just for School, David Zee, Fast Company

Feb 8, 2011: CNN HP unveils TouchPad tablet, two phones, Mark Milian, CNN
Feb 15, 2011: Widescreen tablets are coming soon, Mark Milian, CNN
4. Mobile (e.g., iPad) News
August 10, 2010: Flipboard pretty up social-media updates
Facebook statuses and tweets feed into magazine-like format in
free app for iPad; Jefferson Graham, USA TODAY

February 1, 2011: A peek at The Daily's iPad news app
($4.99/year); CNN Tech, Mark Milian

5. Pocket Dictionaries
September 9, 2010: Campus Tech in China:
Impressions From 3 Campuses, Jeff Young

I didn’t see any laptops in use
here, though the three Korean
exchange students I sat with
divorced themselves into
personal electronic dictionaries
that they held down words in Chinese,
Korean, English, and Japanese.
Language learning has the best
use of technology here,
according to some professors
I’ve talked to this week, and
electronic more sell what
seems like hundreds of
varieties of digital dictionaries.

6. 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. 16-17, 2010

7. Mobile Music
December 18, 2010: Virtual Bands, Choirs, Singers, etc.
iPad Rocks Tunes on iPods and iPhones; PadGadget.

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

9. Social Networking Gaming
December 24, 2010: CityVille 16.5 million daily users,
FarmVille 26.5 million. CityVille 61.7 million monthly users,
FarmVille 56.8 million users, Nasdaqable.

"CityVille" is Now Bigger than "FarmVille"
10. E-Book Readers
January 28, 2011: Amazon: Kindle Books Finally Eclipse Paperbacks, Doug Aarnoth

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

12. New Interfaces
February 18, 2011: Telekinesis 2.0, David Zax, Fast Company
http://www.fastcompany.com

15. iPad 2, March 2, 2011: Steve Jobs' surprise appearance a 'big deal', CNN Tech, Mark Millan, March 2, 2011,

13. Artificially Intelligent Computers
February 18, 2011: Watson dominated at 'Jeopardy!' — but what else can it do? As IBM seeks new uses, man still has edge over machine, Dan Fergano, USA Today.

1. Mobile Expert Tutors, April 7, 2011:
Tutor.com Releases First Ed App that Connects Students to an Expert Tutor


3. Magic 
#2: The R2D2 Model

4. The R2D2 Method
   1. Read (Auditory and Verbal Learners)
   2. Reflect (Reflective Learners)
   3. Display (Visual Learners)
   4. Do (Tactile, Kinesthetic, Exploratory Learners)

5. 1. Auditory or Verbal Learners
   - Auditory and verbal learners prefer words, spoken or written explanations.
Poll: Podcast Questions

a. Who has listened to a podcast?
b. Who listens to a certain podcast on a regular basis?
c. Who has created a podcast?
d. Who has created a vodcast?
e. Who thinks podcasting is simply more talking heads?

Read 1a. Online Article Portals and Databases

Read 1b. Wikibook or Wikipedia
Editing or Critiques
• Ask students to critique a wikibook or page from Wikipedia

2. Reflective and Observational Learners
• Reflective and observational learners prefer to reflect, observe, view, and watch learning; they make careful judgments and view things from different perspectives

Blogging Questions

1. Who has a blog?
2. Who regularly reads other people's blogs?
3. Who assigns blogging tasks?
4. Who has created a video blog?
5. Who thinks it is an utter waste of time to blog?

Reflect 2a. Critical Friend Blog Postings (Kristen and Susan)
3. Visual Learners

- Visual learners prefer diagrams, flowcharts, timelines, pictures, films, and demonstrations.

Display 3b. Visual presentations (e.g., Prezi)

http://prezi.com/thed/hiworldis/the-world-open/
http://prezi.com/lib7vndreer/the-world-is-open/

Display 3c. World Trends and Indices (e.g., Worldmapper)
Display 3d. Download and Use Online 3D Sketches (Google Sketchup; download http://sketchup.google.com/3dwarehouse)

Display 3e. Videos for clinical education (Sungkyunkwan University School of Medicine, www.mededu.or.kr)

Display 3f. Radical Cartography http://www.radicalcartography.net/index.html/19thamericas

4. Tactile/Kinesthetic Learners
- Tactile/kinesthetic senses can be engaged in the learning process are role play, dramatization, cooperative games, simulations, creative movement and dance, multi-sensory activities, manipulatives and hands-on projects.

Do 4a. Paired Article Critiques in Blogs
- Students sign up to give feedback on each other’s article reviews posted to their blogs.

Do 4b. Simulation or Animation (e.g., Foldit) Licenses that explain the shapes that proteins fold into; the models can form huge impacts on scientific discoveries needed for Alzheimer’s, AIDS, Cancer, etc (http://folditgames pedals.com)
**Do 4c. Uploading Mobile Books**
(e.g., BookRix, http://www.bookrix.com/)

**Do 4d. Virtual Microscopes**
(Sungkyunkwan University School of Medicine,
www.mededu.or.kr)

**Do 4e. Virtual Quizzes**
(www.mededu.or.kr)

**Do 4f. Create Blogs**
(e.g., Dr. Kim Foreman, San Fran State University, Come and See Africa Blog;
http://comeandseeafrica.blogspot.com/)

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**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?**
Magic #1: 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. Interactive: 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 KDO (online MBA) programs) Yan Yen Chow, Open U Malaysia, Making Art Lessons Come Alive with Web 2.0 http://www.youtube.com/watch?v=BP9m3D1K6o

2. Encouragement, Feedback, etc.: A. Online Self-Testing (e.g., self study in accounting, vocabulary, anatomy, chemistry, dissection, etc.)

3. Curiosity, Fun: A. Online News (Giant jellyfish, Tiny T. rex, and Ardi)


4. Variety, Novelty: A. Cool Resource Provider or Tech Demos
5. Autonomy, Choice:
A. Online Cases (e.g., Mark Braun, IU)

6. Relevance, Meaningfulness:
A. Tour an Online Oil Drilling Site or Role Play Situations (i.e., BP)
http://www.youtube.com/watch?v=tafBmAmVYTs

7. Interactive, Collaborative:
A. Collaborative Documents (Google Docs)

8. Engagement, Effort:
A. Flash, 3-D Visualization, & Laboratory Software

9. Tension, Challenge, etc.:
A. Ethical Debates

10. Yields Products, Goals:
A. Photo Festivals and Competitions (e.g., COFA at UNSW, Scrapblog, flickr, etc.)
http://www.anzstates.net/main.php?name=photo_albums
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. Reading from Open Access Journals (e.g., PLOS)

The International Review of Research in Open and Distance Learning

Tinker #2. Webcast Lectures (Tegrity, Echo360, Mediasite, etc.)

Tinker #3. Timeline Tools (e.g., SIMILE from MIT [http://simile.mit.edu/], Learning Tools from UBC)
Arlington Racetrack

Jockey's are Important

Tinker #4. Online Literature Search (Class Google Jockeys) (links to text, soundtracks, video clips, etc.)

Tinker #5. Video Animations and Self-Testings

Tinker #6. Anchored Instruction with Shared Online Video

Tinker #7. Pubcasts. (videos of authors of scientific papers and science; e.g., Scivew)
Tinker #8. Collaborative Groups
(Google Docs, Ning, Google Groups, MSN Groups, Yahoo Groups)

Tinker #9. Track Life of a Scientist or Famous People (e.g., Brian J Ford, independent scientist)
[Image]

Tinker #10. 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.)

Tinker #11. Online Experiments (e.g., psychology)
[Image]

Tinker #12. Educational Simulations
[Image]

Tinker #13. Online Role Play
(e.g., Tulane University, Exercise for Renewable Energy, Freeman Sch. of Business, roles include power traders and utility dispatchers, etc.)
Tinker #14. Podcast Reflections

Tinker #15. Expert and Domain Specific Blog Reflections (English, Health, Business, etc. blogs)

Tinkering

Tottering

Totter #1. Bridges to World of Expert and Practitioners (e.g., Watch or Listen to Online Conferences, Expert interviews, blogs, chats, etc.)

Totter #2. Famous Expert Via TED (shared online video), Fast Company, Anya Kamenetz, September 1, 2010
Totter #3. Real World Problems (PBL online): Real-time Cases

Supercharging the case method, making it more realistic and engaging

Totter #4. Class Synchronous Sessions and Archives (Breeze/Adobe Connect Pro, Elluminate, WebEx, Dim Dim)

Totter #5. Global Class Videoconferencing

Totter #6. Global Class Collaboration and Problem Solving (e.g., ePals, IEAR, and World Class; Hoa Truong-White, World Vision)

Totter #7. Combining Asynchronous and Synchronous Events

Totter #7b. Asynchronous and Synchronous Events (e.g., William and Mary, March 3, 2011)
Totter #8. Online Language Learning and Conversations
(e.g., PaTalk, iTalki, Palabes, Babbel)

Totter #9. Course Announcements
(e.g., Teaching with Twitter; Course announcements and following people (e.g., microblogging)

Totter #10. Wikibooks, Wikipedia editing, wiki syllabi, wiki glossaries
(Ron Owston, York University, Toronto)

Totter #11. Student YouTube Products
http://www.youtube.com/watch?v=m3v3ji6u4pQ
http://www.youtube.com/watch?v=xvD_7v4Hn_E
http://www.youtube.com/watch?v=TU1O3FzaP3Q
http://www.youtube.com/watch?v=6Q1j4ga3u2Q

Totter #12. Podcast Productions and Virtual Performances for students of pronunciation class
(e.g., Tzu-Su Chen, Taiwan)

Totter #13. Video Blogging
Totally Extreme #4. Google Earth Archeology (David Thomas, Archeologist, La Trobe University, Australia)

Totally Extreme #5. Adventure Learning, GeoThentic, Earthducation, Polar Husky, GoNorth (Aaron Doering, Univ of Minnesota), Impossible to Possible, Ray Zahab

What lies beyond effectiveness and efficiency? Adventure learning design (Doering & Veletisianos, 2008)

Totally Extreme #6. Learning on the Sea. (May 2010, Jessica Watson became the youngest person ever to sail solo, non-stop and unassisted around the world.)


Totally Extreme #8. Adventure Learning (cars and bikes) Dan Grec and Mark Beaumont
**Totally Extreme #9.** South African teens get virtual mentoring from all over the world, by Danielle Berger, CNN, January 14, 2011.

**Totally Extreme #10.** On-Demand Multi-Participant Synchronous Conferencing.

**Totally Extreme #11.** International and Global Education and Competitions (e.g., Global Game Jam, online role play, Global Videoconferencing).

**Totally Extreme #12.** Learn Anytime, Always On/Mobile - Will Technology Kill the Academic Calendar? Online, sometimes gives way to students who set their own schedules, Marc Perry, Chronicle of Higher Ed, October 10, 2010.

Robert Johnson, who championed the open-format Learn Anytime program at a two-year college in Louisville, Ky., checks students' e-mail while waiting for a flight. "Everything I need to do today, I can do on my phone," says Robert Johnson... He often grades papers and communicates with students from a cafe near his home.

**Totally Extreme #13.** Pocket School and Videoconferencing in Developing World (Paul Kim, Stanford, Rwanda, August 2010, Kigali Institute of Education linking up with universities in India and Cameroon through Satellite Internet video conferencing system. They were discussing Java programming.)

**Totally Extreme #14.** Telepresence and Teleportec Systems (e.g., Cisco and HP).
Poll #1: How many ideas did you get?

1. 0 if I am lucky.
2. Just 1.
3. 2, yes, 2...just 2!
4. Do I hear 3? 3!!!
5. 4-5.
6. 5-10.

It is both Nature AND Nurture as well as PEOPLE!!! Technology is just part of the Equation

Technology

Pedagogy

People, Society, Culture, etc.

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