

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

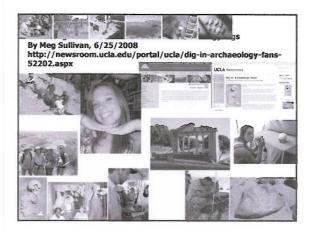
- 1. 11/9/89: Berlin Wall came down
- 8/9/95: Netscape went public
- Work Flow Software (e.g., PayPal and eBay)
- Open-Sourcing (Self organ collab communities; Mosiac, Apache, Wikipedia, Linux, Mozilla)
- Outsourcing (Y2K)
- Offshoring (e.g., China, Mexico, Thailand)
- Supply-Chaining (e.g., Walmart)
- Insourcing (UPS fixing Toshiba laptops)
- In-forming (e.g., Google, Yahoo!, 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) The Learnin 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
- 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



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.



4th P? Processing Speed

Scientists develop fastest computer June 9, 2008, H. JOSEF HEBERT, AP

 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.









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

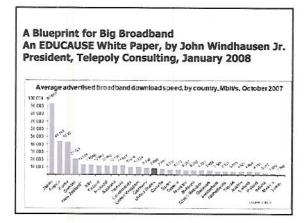
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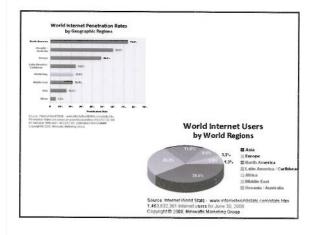
Trend #1. Web Searching in the World of e-Books. What happens then?

<u>W</u>E

LL 🦷

LEARN!!!







Norm Kamikow Editor in Chief, CLO, April 2009, page 4

- Recently, I read a startling statistic: More than 53 trillion digital pages will exist online by 2010.
- To be honest, the sound of this figure really didn't shock me at first—probably because incessant talk about tax cuts, pork-barrel spending and budget deficits in recent months has distorted my perception of such massive amounts.
- For some reason, however, the potential enormity of this particular statistic stuck in my head. The harder I tried to wrap my mind around the actual impact of those 53 trillion Web pages, the more discomfort I felt. It sent me looking for an easy-tograsp illustration of how large a trillion truly is.

CHIEF Learning Deelcer



Norm Kamikow Editor in Chief, CLO, April 2009, page 4

I found this metaphor, based on commonly accepted measures of time, explaining order of magnitude between a million, a billion and a trillion. A million seconds was 12 days ago. A billion seconds ago, it was roughly May 1977, a span of 32 years. A trillion seconds ago, the Stone Age started.

> Chief Learning Officer



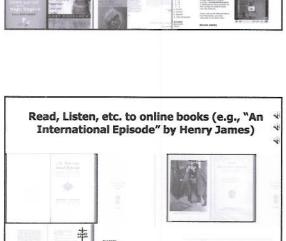
Norm Kamikow Editor in Chief, CLO, April 2009, page 4

- Suddenly, the number 53 trillion--53 followed by 12 zeroes—seemed a lot more significant. As I imagined all those Web pages piling up and complained about the implications, I recalled a line from T.S. Eliot's poem, "The Rock:"
- "Where is the knowledge we've lost in information?"

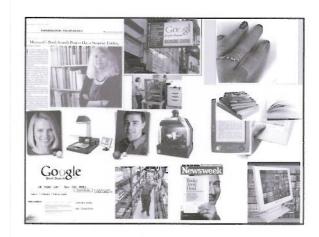


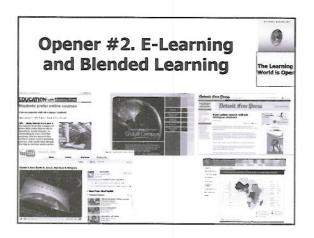


Free Online Books (Terry Anderson and Fathi Elloumi, eds. Theory and Practice of Online Learning; Canada: Athabasca University. 2004), http://cde.athabascau.ca/online book/, 55,000 downloads in first year)









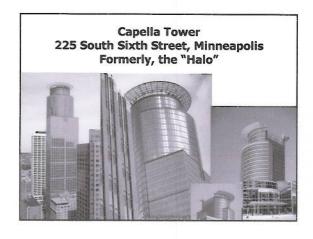
Trend #2. E-Learning and Blended Learning. What happens then?

WE

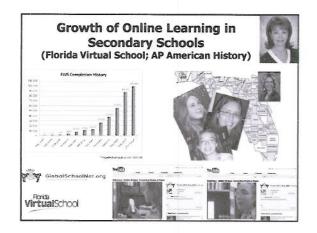
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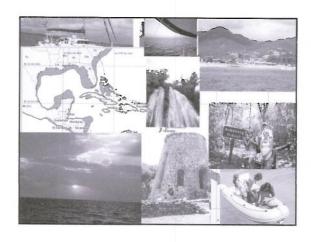
LEARN!!!













Total and Online Enrollment in Postsecondary Institutions Fall 2002 through Fall 2006

Sor Deages Granting Indicational

	Total	Annual Growth Rate Total	Students Taking at Least One	Annual Growth Rate Online	Online Enrollment as Percent of Total
*all 2002	16.611.710	NA NA	1,602,970	Enrollment	Enrollment
Fall 2003	16,930,479	1.7%	1,971,397	NA 23.0%	9.7%
Fall 2004	17,272,043	2.2%	2,329.733	18.2%	13.5%
=all 2005	17,428,500	0.9%	3,180,050	36.5%	18.2%
PMI 2006	17,647,720	1.3%	3,486,331	9.7%	19.8%

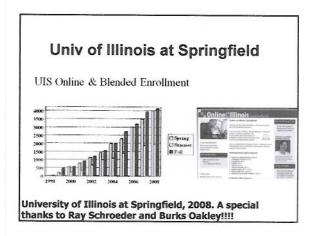
SOURCE: Online Matter: Eve Years of Growth in Online Learning (October 2007)

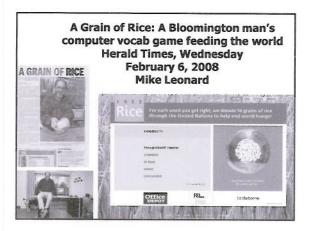
Sara Cordell, professor of English at the University of Illinois-Springfield, says she feels online students become better writers because they get so much practice. NPR Special, Nov 29, 2007, Larry Abramson.

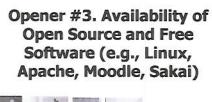
Larry Abramson. (67% of US Colleges and universities offer online courses; 35% offer fully online programs.)



Free and Open Courses (Connectivism from George Siemens and Stephen Downes, 18 enrolled, 2,000+ sitting in) Knowing Knowledge CONNECTIVISMA CONNECTIVE EXCUSED FIGURE CONNECTIV













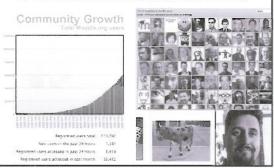
Trend #3. Availability of Open Source and Free Software.
What happens then?

WE

<u>A</u>LL









Wendy Ermold is a scientific programmer and field technician for the Polar Science Center. She primarily works jointly with Mike

Steele in the study of Arctic Circulation, and the mechanisms controlling it. She joined the Polar Science team in 1998.

Opener #4. Leveraged
Resources and OpenCourseWare
(OCW) (e.g., free courses from
MIT, Utah State, CORE, OOPS)

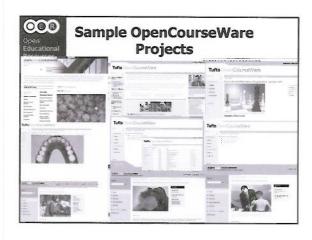






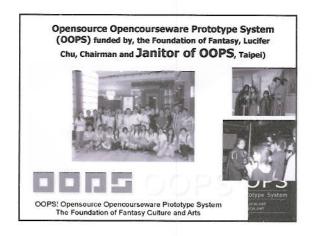


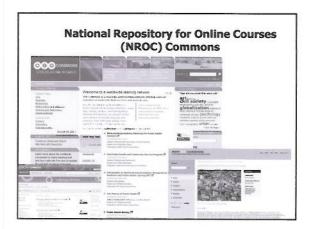




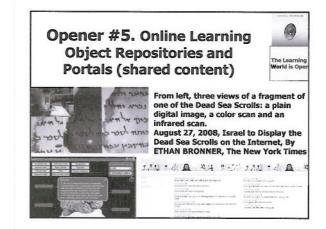


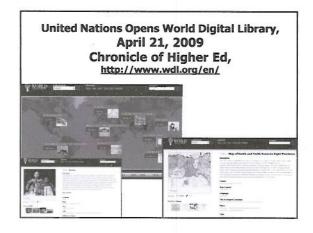


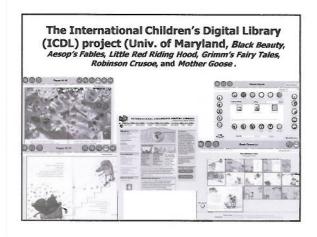


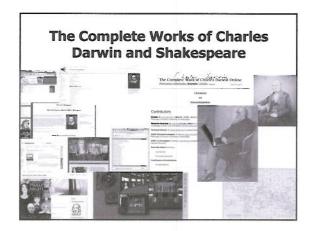


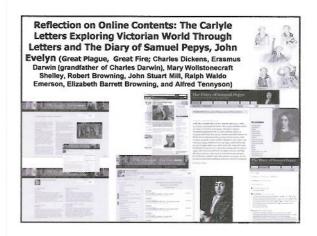




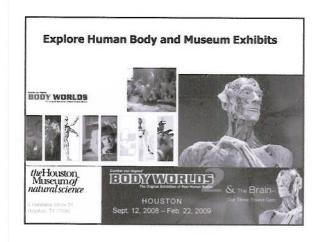


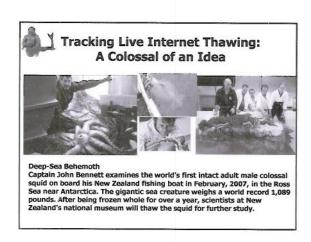










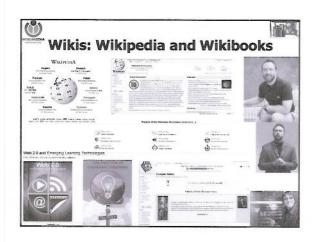






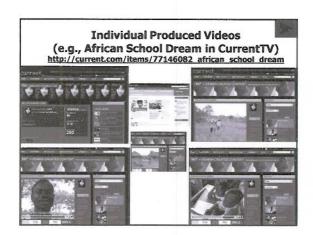






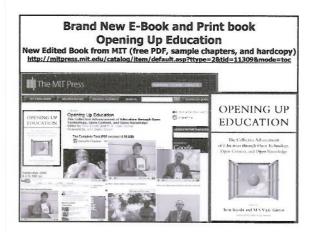




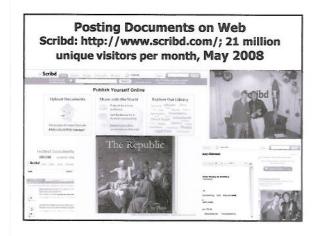




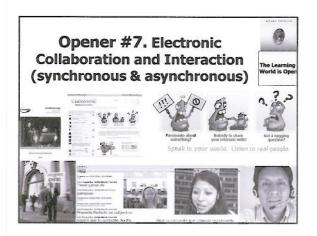


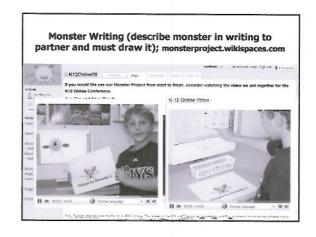








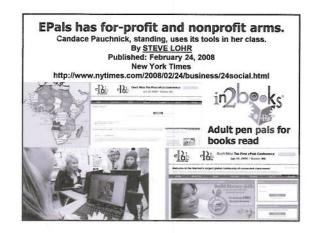






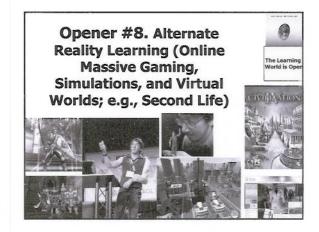






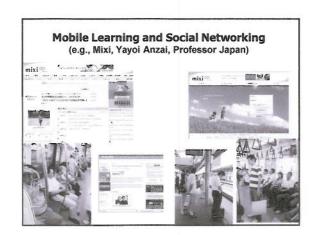














Ocarina, Leaf Trombone lead big parade of iPhone apps, April 21, 2009, USA Today Jefferson Graham

http://www.usatoday.com/tech/wireless/phone s/2009-04-21-apple-iphone-ocarina_N.htm

- Their Ocarina, a 99-cent application that turns the iPhone into a virtual flute, has become one of the iPhone's best-selling apps — to the tune of nearly \$800,000. Now out is the sequel, the Leaf Trombone World Stage.
- "We believe in the potential of interactive sound; we believe that everyone is inherently creative; and we want to unlock that creativity in everyone," says Wang, 31. "We want to find new types of ways to connect people, using the technology we have before us."

Alexandria in our Pockets! What if every early elementary kid could have a terabyte (1,000 gigabytes or 1 trillion bytes) of data on a thumb drive? (Wired Magazine, October 26, 2007 says it will be possible in a few years; research from Arizona State)



