Online Language Learning and Conversations (e.g., PaTalk, iTalki, Palabea, Babbel)  
http://www.paltalk.com/

How TED Connects the Idea-Hungry Elite, Fast Company, Anya Kamenetz, September 1, 2010  

August 10, 2010  
Flipboard pretties up social-media updates Facebook statuses and tweets fed into magazinelike format in free app for iPad  
Jefferson Graham, USA TODAY  

July 23, 2010  
India unveils $35 computer for students, CNN World, Harmeet Shah Singh  
Mobile Exercise Learning

But I am not Content!!!

Shovelware

Evaluation of Evidence-Based Practices in Online Learning: A Meta-Analysis and Review of Online Learning Studies

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

And I do not want to go back to shadow puppets!
Ed. Schools Lag Behind in Virtual-Teacher Training, Ian Quillen, Education Week, September 2010

"Video Primers in an Online Repository for e-Teaching and Learning" V-PORTAL, TravelinEdMan (27 free/open YouTube videos), September 2010

http://www.youtube.com/user/TravelinEdMan

May 24, 2010
Author Nicholas Carr, The Web Shatters Focus, Rewires Brains, Wired

http://www.wired.com/magazine/2010/05/W_nicholas_carr/

Marissa Mayer leads the company’s product-management efforts on search products, including search, maps, shopping, local, books, products news, Google Earth, Google Talk, Google Scholar, Google Health, Google Labs and more. She joined Google in 1999 as Google’s first female engineer and led the user interface and web server teams at that time. Her efforts have included designing and developing Google’s search interface, internationalizing the site to more than 100 languages, defining Google News, Google and Gmail, and launching more than 100 features and products on Google.com

Brewster Kahle, and Aaron Swartz, Open Library the Internet Archive

John Bivens, head of sales and support for On Demand Books, demonstrates the printing of a book from an Espresso Book Machine at Google headquarters.
Clay Shirky, NYU: How cognitive surplus will change the world, TED, June 2010

Does the Digital Classroom Enfeeble the Mind? By JARON LANIER, NY Times, September 16, 2010

Poll: Who is frustrated sometimes???

Online Education vs. Traditional Learning: Time to End the Family Feud, Mark David Milliron, Chronicle of HE, Oct 31, 2010

Question: What is the Web?
- An entertainment system?
- A writing aid?
- A communications system?
- A means to handle commercial transaction?
- A social networking device?

No, it is a learning tool!
Answer:
The Web of Learning

The Web of Learning

The Explosion of the Web 2.0

Today we have the Web 2.0

We are entering a jumping off point...

Life in the Cloud...?
It's Nature (i.e., technology) and Nurture (i.e., pedagogy)!

Its Nature AND Nuture
Technology
Pedagogy
People,
Society, Culture, etc.

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

Looking to the Past...

Technology of the 1980s

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

Nature: 10 Emerging Learning Technology Trends

1. New Interfaces

2. Inexpensive Laptops and Tablet Computers
OLPC, Marvell Join Forces, Announce sub-$100 Tablet by December 2010, Mike Prospero, May 27, 2010

3. 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. 18-17, 2010

4. E-Book Readers; July 29, 2010
Amazon unveils 3rd-generation Kindle e-book reader, USA Today, Edward C. Baig
5. Mobile Entertainment Systems, April 10, 2010: Seton Hill University, 2,100 students an iPad and freshmen a 13-inch MacBook laptop.
August 10, 2010: Can college students learn as well on iPads, e-books?, USA Today, Beth Markelein

7. Pocket Dictionaries, Campus Tech in China: Impressions From 3 Campuses, Jeff Young, September 9, 2010,
http://www.huffingtonpost.com/jeff-young-campus-tech-china_1.html

8. Social Networking Gaming (e.g., Farmville) For social networks, it's game on, USA Today, Jon Swartz, Thursday October 15, 2009

9. Mobile Learning, Will Technology Kill the Academic Calendar? Online, semester give way to students who set their own schedules, Marc Perry, Chronicle of Higher Education, October 10, 2010

Robert Johnson, who champions the open-format Learn Anytime program at a two-year college in Louisville, Ky., now plans to do likewise for Louisville's system of community and technical colleges. Mr. Johnson (above) checks students' e-mail while waiting for a flight. "Everything I need to do today, I can do on my phone," says student Johnson, who led the self-paced Learn Anytime program at Jefferson Community & Technical College, in Louisville, Ky. He often grades papers and communicates with students from a café near his home. Ford T. Smith, an adjunct faculty member at Jefferson Community & Technical College, spends no more time teaching open-format online classes that he calls his daughter Angel, after the course-management system.
10. Telepresence Systems (e.g., Cisco and HP)

We are not motivating students with the technologies that they love!

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

I even reflected on this for a moment...and then something magical happened...

1. Tone/Climate: A. Video Course Intros
(examples from Northern Virginia Community College and Indiana University KD (Online MBA) program)
Tae Yun Chow, Open U Malaysia, Making Art Lessons Come Alive with Web 2.0
http://www.youtube.com/watch?v=BG9rygj01Gxg
2. Encouragement, Feedback, etc.:
   A. Online Self-Testing (e.g., self-study in accounting, vocabulary, anatomy, chemistry, dissection, etc.)

3. Curiosity, Fun:
   A. Online Experiments (e.g., psychology)

3. Curiosity, Fun:
   B. Oceanographer touts deep sea web surfing (e.g., Nautilus Live allows people to not only learn about the expeditions but watch them live and listen to the scientists in the control rooms as discoveries are made, eSchool News, June 2010, Deep sea images reveal colorful life around the Raise, Aug 2010)

4. Variety, Novelty:
   A. Bridges to World of Expert and Practitioners (e.g., Watch or Listen to Online Conferences, Expert blogs, chats, interviews)

Arlington Racetrack

Jockey's are Important
5. Autonomy, Choice: A. Online Literature Search (Class Google Jockeys)
   (links to text, soundtracks, video clips, etc.)

6. Relevance, Meaningfulness:
   A. Tour an Online Oil Drilling Site or Role
   Play Situations (i.e., BP)

7. Interactive, Collaborative:
   A. Collaborative Groups (Google Docs, Ning,
   Google Groups, MSN Groups, Yahoo Groups)

8. Engagement, Effort:
   A. Synchronous and Asynchronous Events
   (e.g., Breeze + Video + Online Forum + Online
   Papers)

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

10. Yields Products, Goals:
    A. Student YouTube Products
    http://www.youtube.com/watch?v=nKvSbY2zOQ
    http://www.youtube.com/watch?v=QJyHf_w
    http://www.youtube.com/watch?v=DC50xqgSufP0
10. Yields Products, Goals: B. Video Blogs

TEC-VARIETY Model for Online Motivation and Retention
- Tone/Climate
- Encouragement, Feedback
- Curiosity
- Variety
- Autonomy
- Relevance
- Interactive
- Engagement
- Tension
- Yields Products

99 seconds: What have you learned so far?
- Solid and Fuzzy in groups of two to four

II. Addressing Diverse Learners

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

- Auditory and verbal learners prefer words, spoken or written explanations.

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.

Read 1a. Reading from Open Access Journals (e.g., PLOS)

Read 1b. Course Announcements
(e.g., Teaching with Twitter; Course announcements and following people (e.g., microblogging))

Read 1c. Podcast Reflections

Reflect 2a. Cultural Blogs (e.g., Dr. Kim Foreman, San Fran State University, Come and See Africa Blog; http://comeandseeafrica.blogspot.com)
Reflect 2b. Expert and Domain
Specific Blog Reflections
(English, Health, Business, etc. blogs)

Reflect 2c. Analyze Online Cases
(problems, solutions, etc.)

3. Visual Learners
• Visual learners prefer diagrams,
  flowcharts, timelines, pictures,
  films, and demonstrations.

Display 3a. Timeline Tools
(e.g., SMILILE from MIT, Learning Tools
from UBC)

Display 3b. Concept Mapping and
Timeline Tools (VUE, Bubbl.us, Cmap, Freemind,
Gliffy, Mindmeister, or Mindomo)

Display 3c. 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.)
4. Tactile/Kinesthetic Learners
- Tactile/kinesthetic senses can be engaged in the learning process through role play, dramatization, cooperative games, simulations, creative movement and dance, multi-sensory activities, manipulatives and hands-on projects.

Do 4a. Wikibooks, Wikipedia editing, wiki syllabi, wiki glossaries (students sign up for tasks) (Ron Owston, York Univ.)

Do 4b. Podcast Productions and Virtual Performances for students of pronunciation class (e.g., Tzu-Su Chen, Taiwan)

Do 4c. International and Global Education and Competitions (e.g., Global Game Jams, online role play, Global Videoconferencing)

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

[Diagram showing Technology, Pedagogy, People, Society, Culture, etc.]