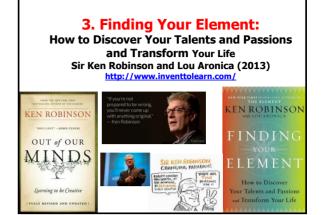




2. Invent to Learn: Making, Tinkering, and Engineering in the Classroom Sylvia Libow Martinez & Gary Stager (2013) http://www.inventtolearn.com/. Invent To Learn Making, Tinkering, and Engineering in the Classroom By Sylvia Libow Martinez & Gary Stager Lore decreases and Read Read Read Control Control By Sylvia Libow Martinez & Gary Stager Lore decreases, the make more readering and Engineering in the Classroom By Sylvia Libow Martinez & Gary Stager Lore decreases, the make more readering and Engineering in the Classroom By Sylvia Libow Martinez & Gary Stager Fortunately for educations, the make movement coverage with the natural incidence of children



Finding Your Element:

How to Discover Your Talents and Passions and Transform Your Life By Lou Aronica and Ken Robinson (2013) http://www.inventtolearn.com/

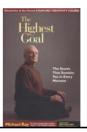
- Find your zone (deep in the throes of exploration and personal passion)
- Think differently (make fresh connections and analogies; avoid groupthink)
- · Do something, develop your creative ideas
- Use your imagination, play with ideas
- · Free and open exchange of ideas
- Encourage expression of personal ideas/feelings



4. The Highest Goal:

The Secret That Sustains You in Every Moment Michael Ray (2004)

http://creatinginnovators.com/



The Highest Goal:

The Secret That Sustains You in Every Moment Michael Ray (2004)

http://creatinginnovators.com/

- Find real meaning
- Become a generative leader
- What makes you feel connected, motivated, sustained
- · Travel your own path
- · Go beyond passion and success
- Relate from your heart
- Turn fears into breakthroughs



5. Creating Innovators:

The Making of Young People Who Will Change the World

Tony Wagner (2012)

http://creatinginnovators.com/



Creating Innovators

Tony Wagner (2012) http://creatinginnovators.com/

- Play
- Passion
- · Purpose and life goals
- Open cultures of innovation and interdisciplinary problem solving
- Collaboration
- · Intrinsic motivation



6. Mindset: The New Psychology of Success Carol Dweck (2006) http://mindsetonline.com/index.html http://mindsetonline.com/testyourmindset/step1.php MINDSET Word or suchshift plaged lish. Insulfish grad world by profession. No North Regarder North Re

Mindset:

The New Psychology of Success Carol Dweck (2006)

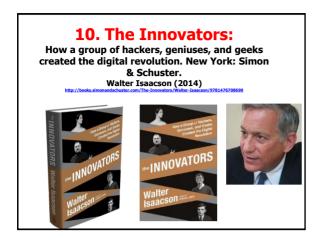
- Growth vs. fixed (i.e., entity) theories of intelligence
- · Intelligence is not fixed
- · Practice, practice, practice
- · Do not blame others
- · Learning goals over performance goals
- · Asks: What can I learn from this?
- Asks: How can I improve?









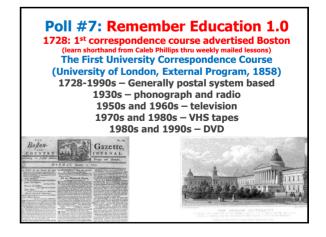


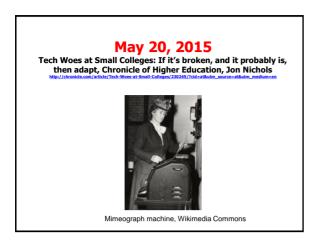






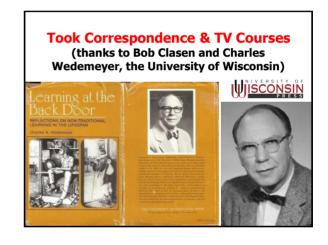










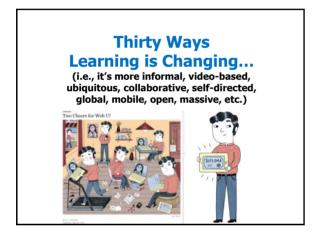








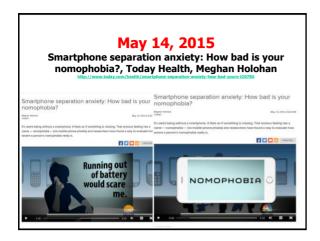








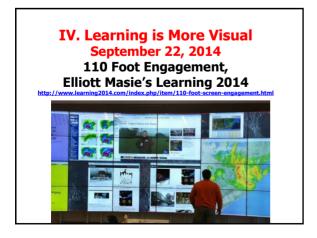














VI. Learning is More Game-Based October 21, 2014

Sexy iPad Air 2 is fabulous but not a must upgrade, Edward Baig, USA Today



VII. Learning is More Immersive April 2, 2015

The Quest to Put More Reality in Virtual Reality, Review: Samsung rises to challenge with Galaxy S6 and S6 Edge, Edward Baig, USA Today





NextVR crewmembers set up their virtual reality cameras at an NBA game, allowing viewers of the live event to see the game from a variety of positions in the arena.

VIII. Learning also is More Collaborative March 26, 2014 Flat Connections: Welcome to Flat Connections - Learning

Flat Connections: Welcome to Flat Connections - Learning about the world, with the world http://www.flatconnections.com/

Global Collaboration Projects that Go Way Beyond Skype



October 7, 2013

6 collaborative writing applications for group projects or papers, Casey Brown, Elon University

http://blog.doi.ok/lichologi/f-collaborativ-writing-suplication-for-group projects-ac-paper/.

MeetingWords, Google Docs, NowComment, MixedInk

Service of the factor of the f

IX. Learning is More Social October 24, 2014

Facebook launches Rooms app for anonymous sharing of interests,



X. Learning is More Adventurous May 7, 2015

Aaron Doering, Chasing Seals, TEDx http://chasingseals.com/ https://twitter.com/chasingseals













































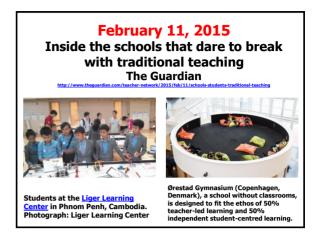










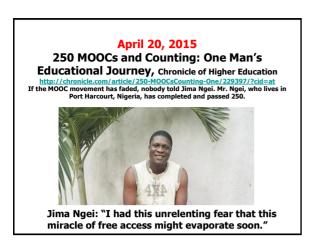


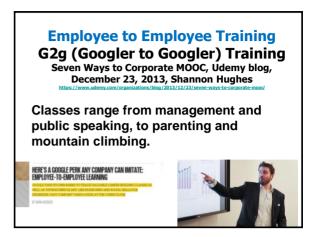








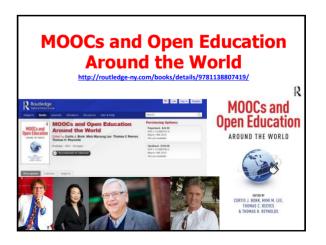


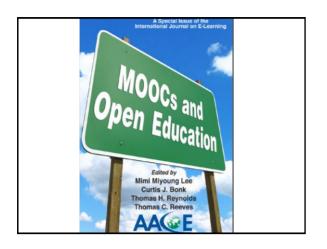


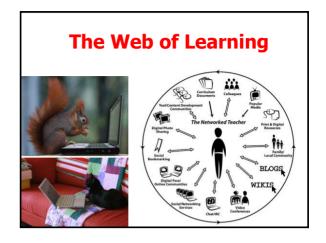








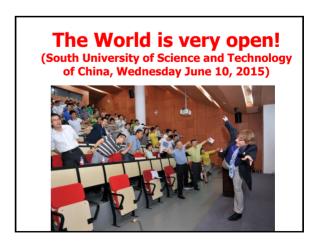












Framework: WE-ALL-LEARN: **Ten Forces that Opened the Learning World**

World

Open

- 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)
- **E**lectronic 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)

The World is Wide Open! (South University of Science and Technology of China, Wednesday June 10, 2015)

Audience Participation!



Ok, how do you now view the instructor in the Open World of Education 3.0?



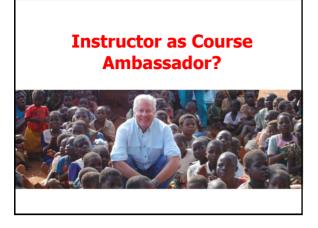


From Instructor as Credit Manager...

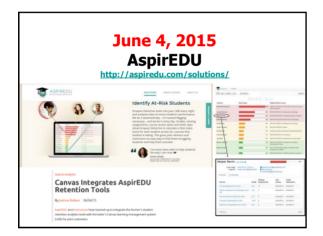


To Instructor as Orchestra **Conductor or Concierge?**











Framework: TEC-VARIETY 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









