Education 3.0: My, Our Learning World is Changing!

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Poll #1:

Are you interested in Education 3.0?

A = Yes B = No C = Not sure





March 2015

America's Skills Challenge: Millennials and the Future

Madeline Goodman, Anita Sands, and Richard Coley, ETS

AMERICA'S SKILLS CHALLENGE:

MILLENNIALS AND THE FILTURE

BY MADELINE J. GOODMAN, ANITA M. SANDS, RICHARD J. COLEY,
EDUCATIONAL TESTING SERVICE

OVERVIEW

Why Education 3.0?

(Global Education Leaders Program (GELP))
http://gelponline.org/

- Globalization and Demographic Shifts
- · Technological Revolution
 - Transfer of ownership to students
 - Collaborative learning technologies
 - Holistic change in complex and interdependent system
 - Higher-order thinking focus







Education 3.0

The Genesis and Emergence of Education 3.0 in Higher Education and its Potential for Africa, First Monday, by Derek Keats and J. Philipp Schmidt, March 2007

http://firstmonday.org/ojs/index.php/fm/article/view/1625/1540

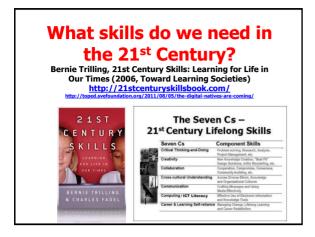


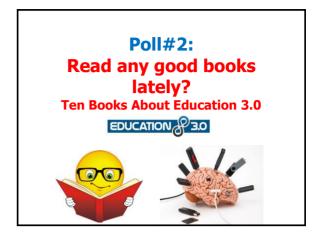
Table 1: Educational generations in higher education			
Characteristics	Education 1.0	Education 2.0	Education 3.0
Primary role of professor	Source of knowledge	Guide and source of knowledge	Orchestrator of collaborative knowledge creation
Content arrangements	Traditional copyright materials	Copyright and free/open educational resources for students within discipline, sometimes across institutions	Free/open educational resources created and resources created and reused by students across multiple institutions, disciplines, nations, supplemented by original materials created for them
Learning activities	Traditional, essays, assignments, tests, some groupwork within classroom	Traditional assignment approaches transferred to more open technologies; increasing collaboration in learning activities; still largely confined to institutional and classroom boundaries	Open, flexible learning activities that focus on creating room for student creativity; social networking outside traditional boundaries of discipline, institution, nation

Education 3.0: `Learning Psychology'—Embracing Better Ways to Teach

Jeff Borden, Pearson, October 28, 2013

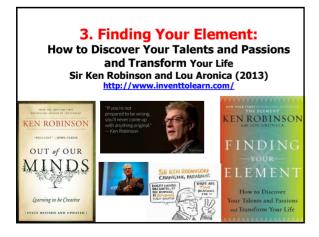
- · Calculations (active)
- · Compelling questions
- Communication of results
- · Critical Thinking
- No single theory, report, or strategy (Vygotsky + McGonigal + Mezirow + Knowles + Pink + Gardner + Wiggins + Etc.











Finding Your Element:

How to Discover Your Talents and Passions and Transform Your Life

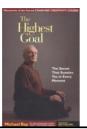
By Lou Aronica and Ken Robinson (2013) http://www.inventtolearn.com/

- 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



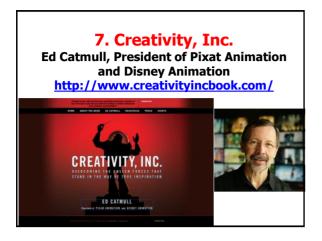


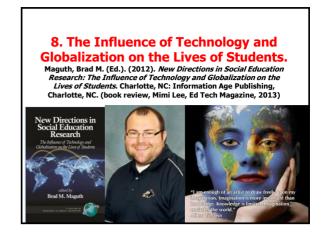
Mindset:

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?

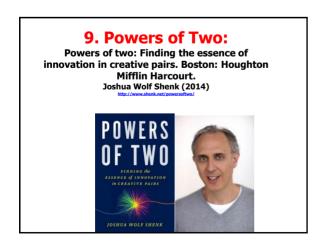












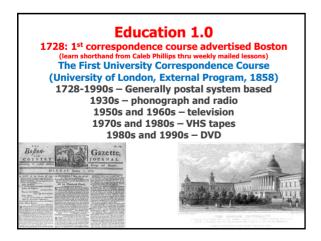


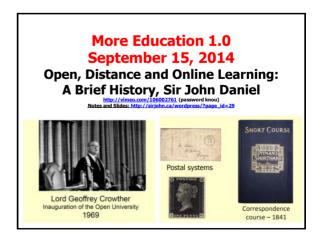


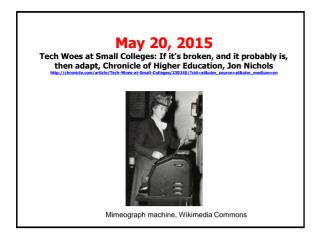






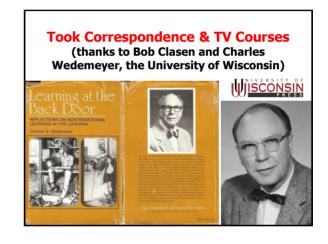




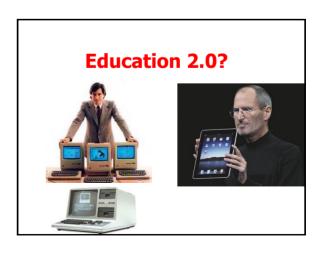


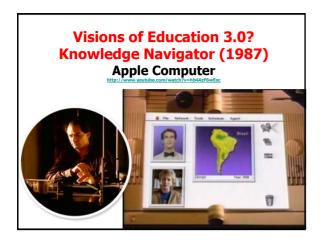




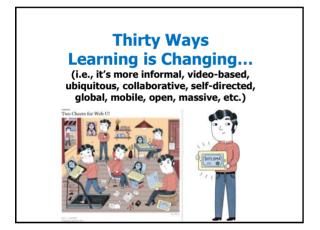








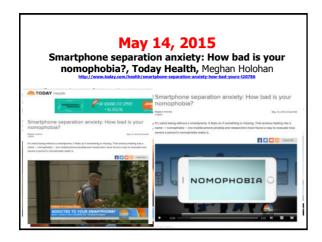








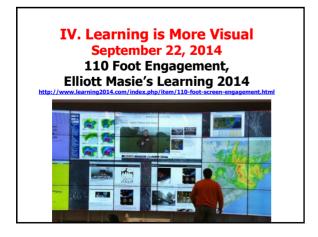














VI. Learning is More Game-Based October 21, 2014

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





A technician uses virtual reality to test out new military hardware before it's ever put into production.

VIII. Learning also is More Collaborative March 26, 2014

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



IX. Learning is More Social October 24, 2014

Facebook launches Rooms app for anonymous sharing of interests.

USA Today, Jessica Guynn



X. Learning is More Adventurous **Aaron Doering, Chasing Seals, TEDx** http://chasingseals.com/



XI. Learning is More Direct from Experts **February 2, 2015**

Here Comes Professor Everybody: The 'sharing economy' meets higher education, Chronicle of Higher Education, Jeffrey R. Young



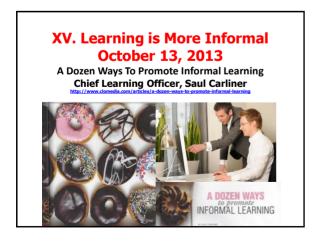
Kevin deLaplante, an associate professor at Iowa State U., makes an average of \$2,500 per month teaching from his home studio (above) on sites like Udemy.

























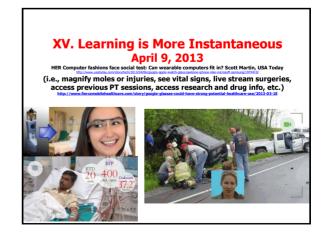


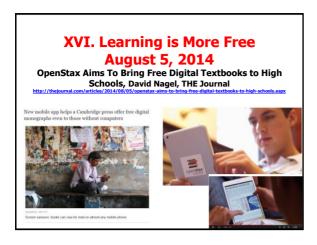








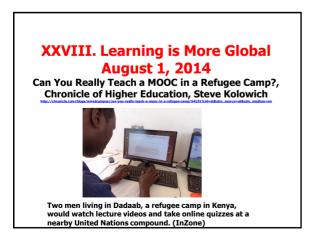










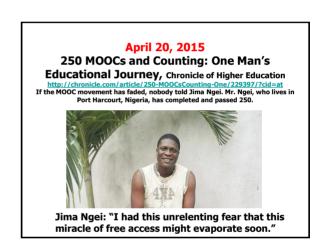










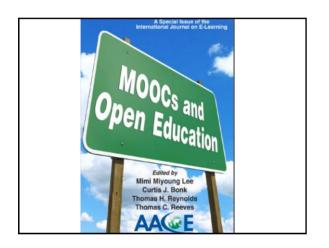


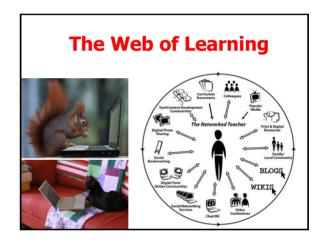




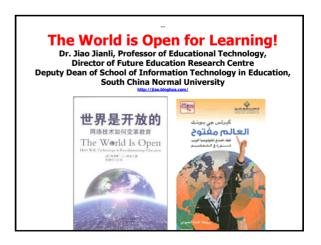














Framework: WE-ALL-LEARN: Ten Forces that Opened the Learning World



- 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, Simulations, and Virtual Worlds; e.g., Second Life)
- Real-Time Mobility and Portability (e.g., iPhone)
- Networks of Personalized Learning (Blogs, RSS)

















