Engage, Number One: This is the Next Generation

Dr. Curtis J. Bonk
Professor, Indiana University
http://php.indiana.edu/~cjbonk
cjbonk@indiana.edu

Audience Poll #1:
Has learning technology has ever transformed your life.

Looking to the Past…

Change not possible as an accountant…
(Life as a CPA, 1981-1986)

Knowledge Navigator (1987)
Apple Computer
http://www.youtube.com/watch?v=hb4AzF6wEoc

Fast Forward 25+ Years…
"Anyone can now learn anything from anyone at any time."

Learning is Changing
New Technologies = New Delivery Methods…

Learning Delivery
How Do You Deliver Learning?

I. Learning is More Technology Driven
Robots teaching English and Virtual Worlds
Dr. Meeyong Kim, Dajeon, Korea, May 2012

II. Learning is More Video-Based
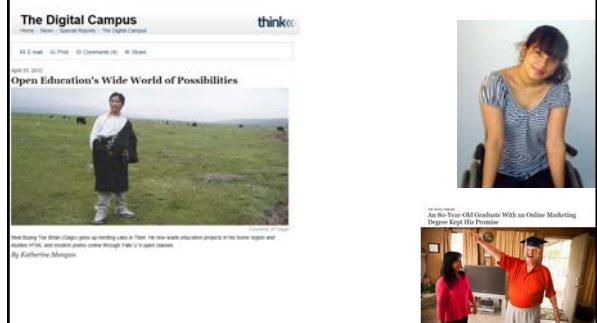**Adora Svitak, WFP Youth Representative - 2013 ECOSOC Youth Forum**

"Shaping tomorrow's innovators: Leveraging science, technology, innovation and culture for today's youth", 27 Mar 2013 - Statement by the World Food Programme Youth Representative, Ms. Adora Svitak at the 2013 ECOSOC Youth Forum.
http://webtv.un.org/meetings-events/economic-and-social-council/other-meetings/watch/adora-svitak-wfp-youth-representative-2013-ecosoc-youth-forum-shaping-tomorrows-innovators-leveraging-science-technology-innovation-and-culture-for-todays-youth/2257875055001

III. Learning is More Mobile
Brown, Keynote talk, "Learning in Hand With Mobile Technology," Wisconsin Distance Teaching and Learning Conference, August 10, 2012

	Beijing 2008	London 2012
Smartphones	139.3 million	657 million
Facebook	90 million	901 million
Twitter	<1 million	300 million
Tweets / day	1.1 million	140 million
Tablets	0	54.8 million
App store downloads	300+ million	25+ billion

Sources: Nielsen, eMarketer, Forrester, Apple

S. Korea. Medical University - BYOD
Moving from lecture-centered to student interaction centered model
Developed local evaluation rubrics

IV. Learning is More Open

The Digital Campus
Open Education's Wide World of Possibilities

An 80-Year-Old Graduate With an Online Marketing Degree Kept His Promise

V. Learning is More Massive
April 16, 2013 (NovoEd)
New MOOC Provider Says It Fosters Peer Interaction
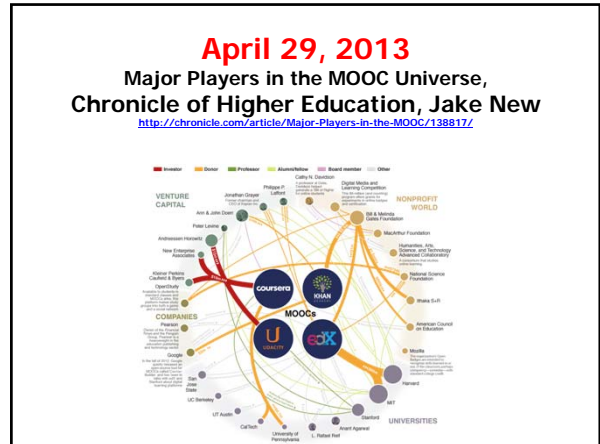Chronicle of Higher Education, Jake New
http://novoed.com/

April 29, 2013
Major Players in the MOOC Universe,
Chronicle of Higher Education, Jake New
http://chronicle.com/article/Major-Players-in-the-MOOC/138817/

On the Meaning of MOOC's
"Even though I only have a high-school degree, I'm a professional student."

VI. Learning is More Flipped

TALKS
Salman Khan: Let's use video to reinvent education

VII. Learning is More Empowering
iPad gives voice to kids with autism
Supraja Seshadri, CNN, May 14, 2012

iPad gives voice to kids with autism

Sharia Siddiqui uses an iPad to help her communicate.
Her father says it's "given her a sense of control she
never had."

VIII. Learning is More Social
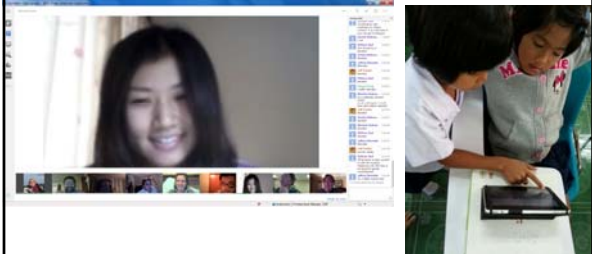**Facebook to help overhaul ICT curriculum,**
Money, Andrew Marszal, Telegraph, Oct. 19, 2012

IX. Learning is More Collaborative
Collaboration and Discussion in Google Hangouts or with iPad, Jan. 28, 2013
(Carrie Gong from Beijing Normal University)

X. Learning is More Modifiable
New Learning Space Designs

Especially at IU!

XI. Learning is More Bendable
Flexible displays bend what's possible for computers, Jon Swartz, USA Today (May 4, 2012)
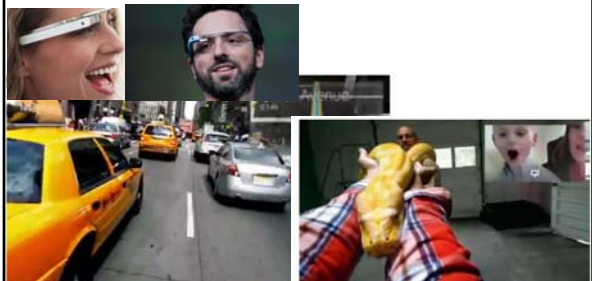

Components of the wrist-worn display prototype developed at HP Labs are shown in this illustration. When completed, the device will incorporate a working flexible display powered by solar cells.
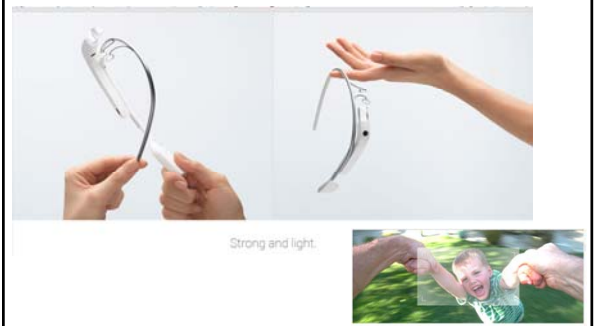
XII. Learning is More Streamed
April 9, 2013
Computer fashions face social test: Can wearable computers fit in? Scott Martin, USA Today
http://www.usatoday.com/story/tech/2013/04/06/google-apple-iwatch-glass-jawbone-iphone-nike-microsoft-samsung/1979419/

Google Glass
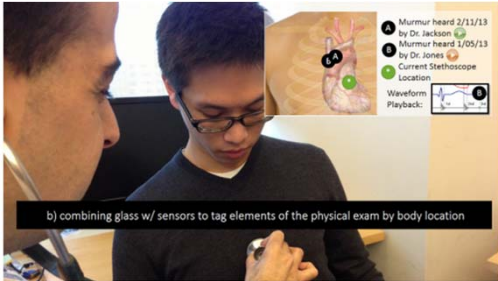**http://www.google.com/glass/start/what-it-does/**

Strong and light.

March 13, 2013
Will Google Glass find a home in healthcare?
HER Intelligence, Jennifer Bresnick
http://www.fiercemobilehealthcare.com/story/google-glasses-could-have-strong-potential-healthcare-use/2013-03-18

b) combining glass w/ sensors to tag elements of the physical exam by body location

[Credit: Mozziyar Etemadi via Google+]

Google Glass could change Healthcare,
Julie Moore, April 3, 2013
Blue Sky Medical Staff Software
http://www.incrowdnow.com/2013/02/google-glass-what-would-you-do-with-it/

1. **Help deaf people to "see" what others are talking about.**
2. Communicate with deaf people by showing a live transcription.
3. Real-time medical history taking app that would record & upload doctor/patient interactions
4. Notify the deaf when a loud noise identifies a hazard outside of their field of view

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Google Glass – what would you do with it?,
Kathleen Poulos, In Crowd Blog, February 22, 2013
http://www.incrowdnow.com/2013/02/google-glass-what-would-you-do-with-it/

Kathi Browne, founder of the Healthcare Talk Community, imagines how a physician might use Google Glass…
1. In place of a stethoscope, more sanitary and never cold
2. As a means to communicate securely with other physicians
3. To magnify moles or injuries
4. Administer visual tests to several patients at one time
5. Screen patients for glaucoma
6. Access info… CPT codes, drug information, research articles
7. Record office visits via hands-free dictation
8. As a tool in bio-feedback therapy
9. Make a telemedicine consult possible

How Google Glass could revolutionize medicine,
Timothy Aungst, iMedicalApps, March 11, 2013
http://www.imedicalapps.com/2013/03/google-glass-medicine/

1. A nurse scans the medication they are about to give the patient and confirms the correct drug and right patient by overlaying their patient profile with the person in front of them.
2. A student brings up their notes and lab reports as they present their patient case to their attending, with data available in real time.
3. An oncologist can overlay the MRI scan over a patient, and show the patient and their family where the cancer exists.

How Google Glass could revolutionize medicine,
Timothy Aungst, iMedicalApps, March 11, 2013
http://www.imedicalapps.com/2013/03/google-glass-medicine/

1. A pharmacist is able to scan medications and verify the proper drugs after comparing the drug with images available in the database, ensuring the right drug is dispensed.
2. A physical therapist can see past sessions with a patient from previous recordings, overlaying their current range of motion, identifying changes as well as progression.
3. Any healthcare professional could walk up to a patient's bed and instantly see all their vitals such as pulse, BP, O2 Sats, etc.

How Google Glass could revolutionize medicine,
Timothy Aungst, iMedicalApps, March 11, 2013
http://www.imedicalapps.com/2013/03/google-glass-medicine/

1. An emergency responder arriving at a motor vehicle accident is able to live stream to the emergency department the status of the patients and the associated trauma suffered to a patient. The ER is then able to assemble and prepare for a patient's emergency treatment.
2. A surgeon live streams to residents and students a live surgery.

How Google Glass could revolutionize medicine, Timothy Aungst, iMedicalApps, March 11, 2013
http://www.imedicalapps.com/2013/03/google-glass-medicine/

1. A visiting nurse seeing a patient in their own home video records and captures images of the patient's wound (for which they are caring for) and sends them back to the physician.
2. A resident's physical exam of a patient is streamed back to an attending physician, who can critique their work and make recommendations on questions to ask in real time.

XIII. Learning is More Personal
iPotty Aims To Entertain Toddlers During Toilet Training, Mashable, Kate Freeman (January 10, 2013)
http://mashable.com/2013/01/10/ipotty/

XIV. Learning is More Global
(Book Review by Dr. Mimi Miyoung Lee: Ed Tech Magazine, May-June 2013)
(e.g., TakingItGlobal (TIG), RoundSquare, etc.)
RoundSquare (http://www.roundsquare.org/) and Taking it Global (http://www.tigweb.org/)
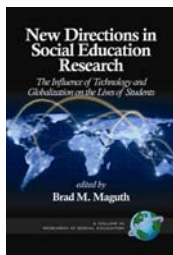
Learning is Changing the World
(Book Review: Ed Tech Mag, May-June 2013)
Walter Bender, Charles Kane, Jody Cornish, and Neal Donahue (2012). *Learning to Change the World: The Social Impact of One Laptop Per Child*. NY: Palmgrave Macmillan.
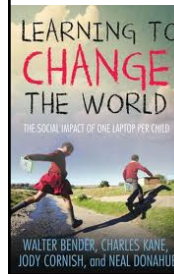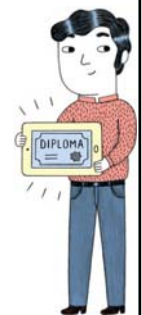

XV. Learning is More Web-Based
April 15, 2013
Google boss: Entire world will be online by 2020, Doug Gross, CNN
http://www.cnn.com/2013/04/15/tech/web/eric-schmidt-internet/index.html?hot=ho_t3

April 20, 2013
Two Cheers for Web U!
A. J. Jacobs, New York Times
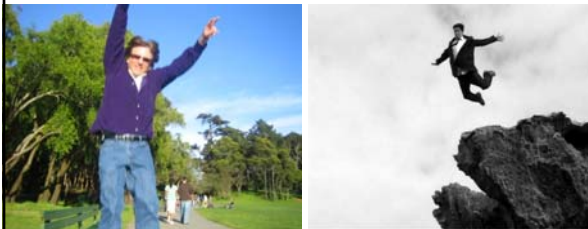http://www.nytimes.com/2013/04/21/opinion/sunday/grading-the-mooc-university.html?pagewanted=1&_r=3&emc=eta1&
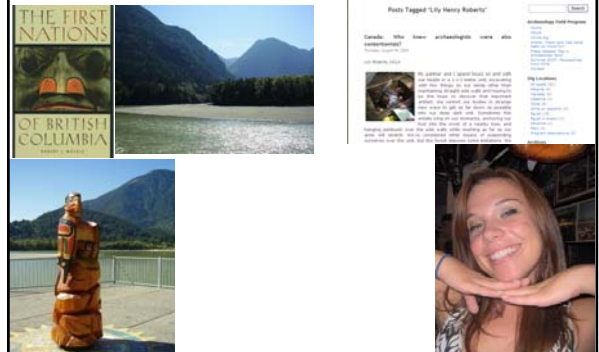
The Web of Learning
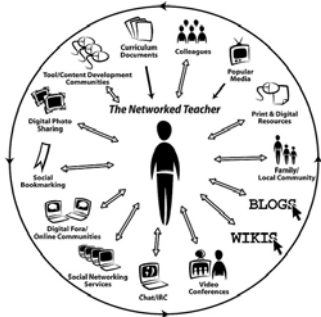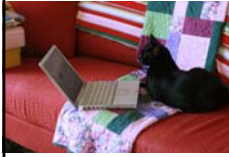
It is very open!
(Norway, the Philippines, Saudi Arabia, etc.)

We are entering a jumping off point…

I'm an Armchair Indiana Jones…

Framework #1: WE-ALL-LEARN:
Ten Forces that Opened the Learning World

- **W**eb Searching in the World of e-Books (i.e., Darwin)
- **E**-Learning and Blended Learning
- **A**vailability of Open Source and Free Software (e.g., Moodle)
- **L**everaged Resources and OpenCourseWare (e.g., MIT)
- **L**earning Object Repositories and Portals (i.e., shared content)
- **L**earner Participation in Open Info Communities (YouTube)
- **E**lectronic Collaboration and Interaction (sync and async)
- **A**lternate Reality Learning (Online Massive Gaming, Simulations, and Virtual Worlds; e.g., Second Life)
- **R**eal-Time Mobility and Portability (e.g., iPhone)
- **N**etworks of Personalized Learning (Blogs, RSS)

What did Jean-Luc Picard say?

That's right, Engage!

How can technology address diverse learner needs?

Framework #2: The R2D2 Model

Curtis J. Bonk | Ke Zhang
Empowering Online Learning
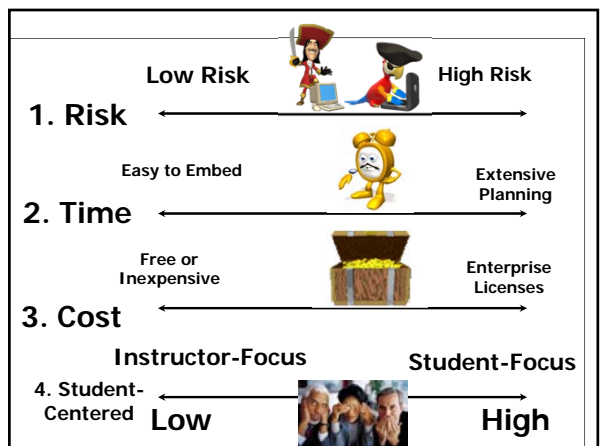100+ Activities for Reading, Reflecting, Displaying & Doing

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.

1. **Risk** — Low Risk ←→ High Risk
2. **Time** — Easy to Embed ←→ Extensive Planning
3. **Cost** — Free or Inexpensive ←→ Enterprise Licenses
4. **Student-Centered** — Instructor-Focus (Low) ←→ Student-Focus (High)

Read 1a. Twitter Fed Class Discussions

Read 1b. Grammer Checkers
(e.g., Grammarly
http://www.grammarly.com/

Read 1c. Interactive Stories
(e.g., Meograph
http://www.meograph.com/)

Read 1d. Online Crossword Puzzles
(e.g., http://www.eclipsecrossword.com/)

Read 1e. Talking Dictionaries for Rare Languages
The Wall Street Journal, February 18, 2002
http://online.wsj.com/article/SB10001424052970204880404577228982976760026.html#articleTabs%3Dvideo

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
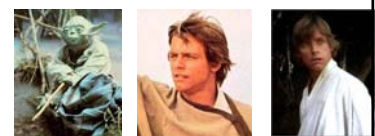
Reflect 2a. Workplace Internship, Practicum, and Field Reflections

Reflect 2b. Cultural Blogs (e.g., Dr. Kim Foreman, San Fran State University, Come and See Africa Blog; http://comeandseeafrica.blogspot.com/)

Reflect 2c.
Virtual Timelines with Media
http://simile.mit.edu/timeline/
http://www.usatoday.com/tech/news/story/2011-09-22/steve-jobs-dies/50672498/1

Reflect 2d.
Interactive Timeline Tools
(e.g., MLK Memorial Timeline)
http://www.usatoday.com/news/destinations/story/2011-08-25/Martin-Luther-King-Jr-Memorial-in-Washington-A-closer-look/50136470/1?csp=34news

Reflect 2e. Scenario Learning
(e.g., Krispy Kreme Management 101)
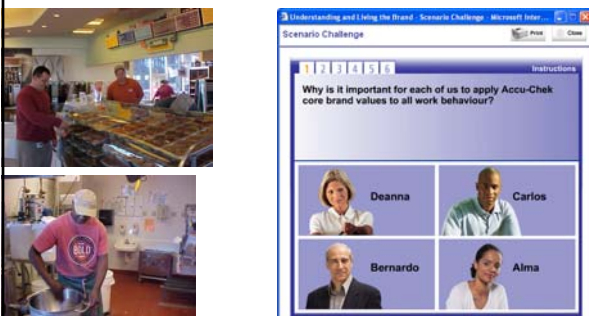
3. Visual Learners

- **Visual learners prefer diagrams, flowcharts, timelines, pictures, films, and demonstrations.**
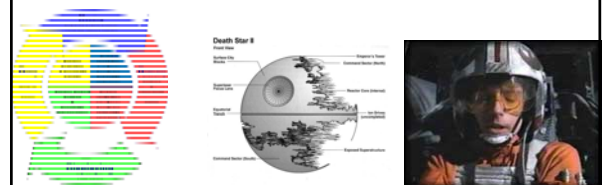
Display 3a. Wordle

APedagogy of Abundance or a Pedagogy to Support Human Beings? Participant
Support on Massive Open Online Courses, IRRODL, Kop, Fournier, & Sui Fai Mak,
November 2011
http://www.irrodl.org/index.php/irrodl/article/view/1041/2025

Figure 4. PLENK2010 Wordle.

Display 3b. Interactive Maps
(adults with college degrees by county, May 7, 2012)

http://todayscampus.com/article/Keith_Hampson_Interviews_Josh_Keller_on_Interactive_Graphics_for_Higher_Education
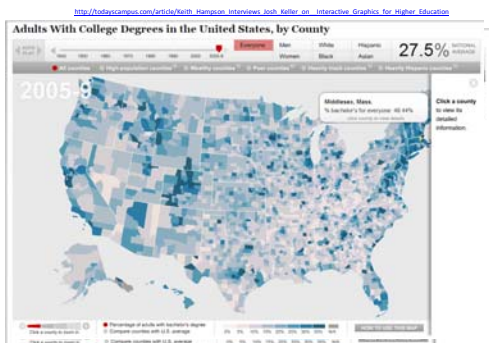
Display 3c. More Interactive Maps
Where and Who the College Graduates Are,
Chronicle of HE, February 24, 2013
http://chronicle.com/article/WhereWho-the-College/137551/?cid=at&utm_source=at&utm_medium=en
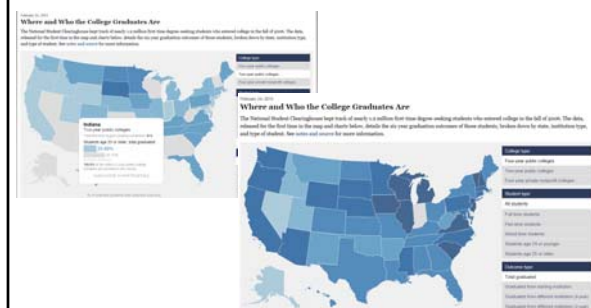
Display 3d. More Interactive Maps
(e.g., New USDA climate zone map reflects northward warming trends,
By Janice Lloyd, USA TODAY, January 26, 2012)
http://www.usatoday.com/news/nation/environment/story/2012-01-26/USDA-climate-zone-map/52787142/1
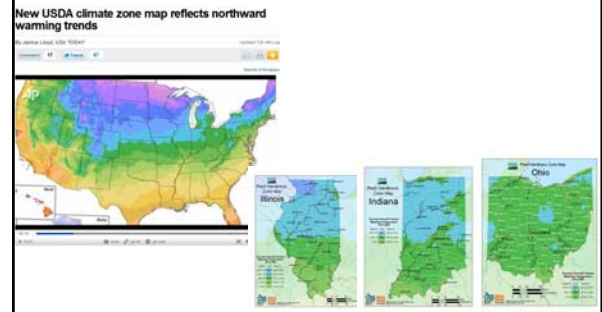
Display 3e. More Interactive Maps
USGS (US Geological Survey)
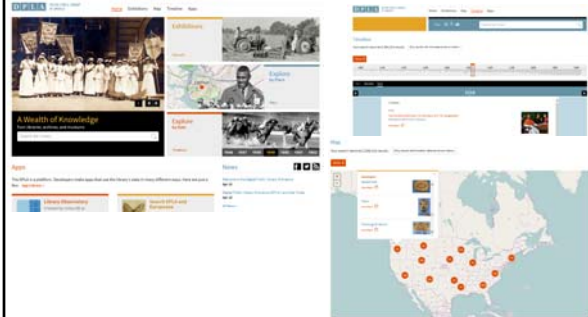(Biodiversity Serving Our Nation or BISON)
http://bison.usgs.ornl.gov/
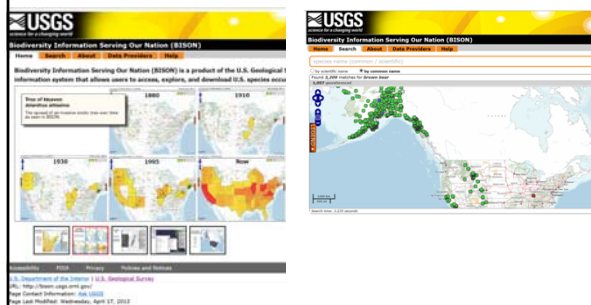
Display 3f. Unique OER
(e.g., Dead Sea Scrolls)

http://www.deadseascrolls.org.il/explore-the-archive
http://www.deadseascrolls.org.il/explore-the-archive/search?q=site_en:"Qumran,_Cave_4"
http://www.deadseascrolls.org.il/home
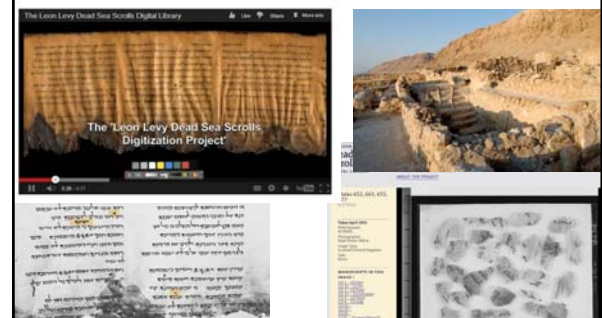
Display 3g. **Visual Library Search**
DPLA (Digital Public Library Of America)
http://dp.la/

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

Display 3i. Human Embryology Animations
(Valerie O'Loughlin, Indiana University)

Display 3j. Online Timelines
(US Presidents)

Display 3k. Video Art Tutorials
ArtMaker.com
http://artmaker.com

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. Podcast Productions and Shows

Do 4b. Community Oral Histories (e.g., The History Harvest, December 21, 2012)
http://historyharvest.unl.edu/collections
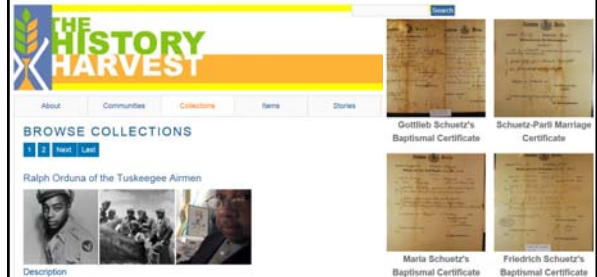
Do 4c. Student Expertise (e.g., Learnist)
http://learni.st/category/featured#/category/featured
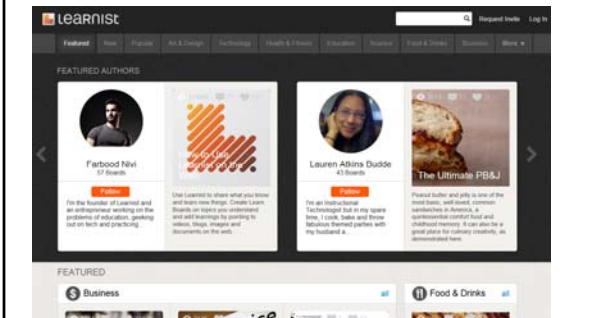
Do 4d. Student Class Documentaries
Umida's R546 Documentary Project
http://www.youtube.com/watch?v=EMLTzqCV_5A

Do 4e. Negotiate Meanings Online
(e.g., MeetingWords: http://meetingwords.com/)
MeetingWords is a simple text editor for the web.
Your text is saved on the web, and more than one person can edit the same document at the same time. Everybody's changes are instantly reflected on all screens.
Work together on meeting notes, brainstorming sessions, homework, team programming and more!

Do 4f. Student Collaborative Knowledge Building and Sharing
(e.g., Popplet: http://popplet.com/

Do 4g. Student Mobile App Creation
The App Builder: http://www.theappbuilder.com/
Mintian Guo (April 2013): http://myapp.is/r685final
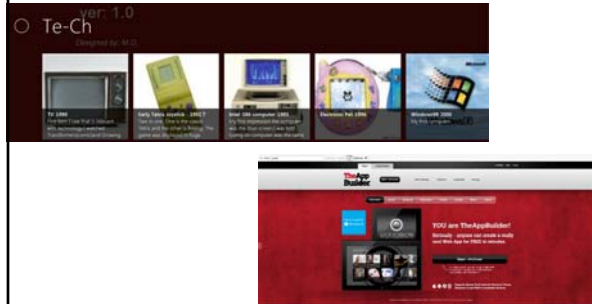
Poll #2: What phase of the R2D2 Method will you use most?

A. Read (Auditory and Verbal Learners)
B. Reflect (Reflective Learners)
C. Display (Visual Learners)
D. Do (Tactile, Kinesthetic, Exploratory Learners)
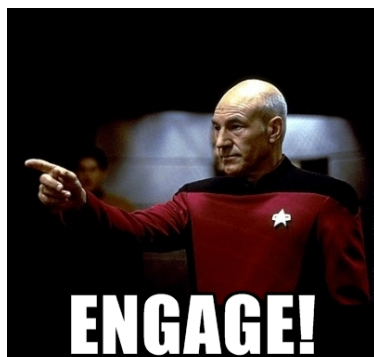

Poll #3: How many new ideas did you get from Part 1?

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.
7. More than 10.
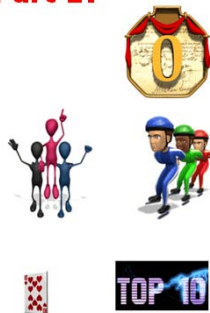
What was it that he said?

That's right, Engage!

ENGAGE!

Where would we all like to work?

ENGAGE UNIVERSITY

Sleepy U?

April 15, 2012
Can Colleges Manufacture Motivation?, Dab Berrett, Chronicle of Higher Ed
http://chronicle.com/article/Can-Colleges-Manufacture/131564/

April 15, 2012

Can Colleges Manufacture Motivation?

By Dan Berrett

Vancouver, British Columbia

Motivation is often thoug[ht] inborn personality trait w[hich] absence helps explain why [some] succeed while others fail t[o]

Recent research, includin[g] here at the annual meetin[g] Educational Research Ass[ociation]

Nancy L. Ford

How do we engage online?

Ok, Million Dollar Question: What words come to mind when I say that I want to motivate learners?

Motivation Research Highlights
(Jere Brophy, Michigan State University)

1. Supportive, appropriate challenge, meaningful, moderation/optimal.
2. Teach goal setting and self-reinforcement.
3. Offer rewards for good/improved performance.
4. Novelty, variety, choice, adaptable to interests.
5. Game-like, fun, fantasy, curiosity, suspense, active.
6. Higher levels, divergence, dissonance, peer interaction.
7. Allow to create finished products.
8. Provide immediate feedback, advance organizers.
9. Show intensity, enthusiasm, interest, minimize anxiety.
10. Make content personal, concrete, familiar.

Intrinsic Motivation

"...innate propensity to engage one's interests and exercise one's capabilities, and, in doing so, to seek out and master optimal challenges

(i.e., it emerges from needs, inner strivings, and personal curiosity for growth)

See: Deci, E. L., & Ryan, R. M. (1985). *Intrinsic motivation and self-determination in human behavior*. NY: Plenum Press.

Framework #3: TEC-VARIETY for Online Motivation and Retention

1. **T**one/Climate: Psych Safety, Comfort, Belonging
2. **E**ncouragement, Feedback: Responsive, Supports
3. **C**uriosity: Fun, Fantasy, Control
   …
4. **V**ariety: Novelty, Intrigue, Unknowns
5. **A**utonomy: Choice: Flexibility, Opportunities
6. **R**elevance: Meaningful, Authentic, Interesting
7. **I**nteractive: Collaborative, Team-Based, Community
8. **E**ngagement: Effort, Involvement, Excitement
9. **T**ension: Challenge, Dissonance, Controversy
10. **Y**ields Products: Goal Driven, Products, Success, Ownership

MAKE IT SO

I just Love It when they "make it so!"
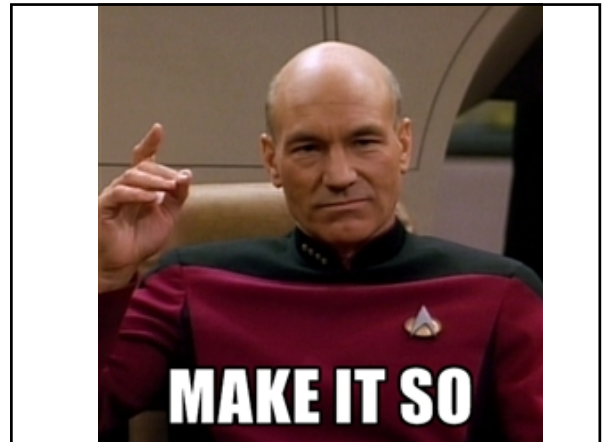
Examples of TEC-VARIETY

1. **T**one/Climate: A. React to Maps

**The happiest and saddest states according to Twitter
Heather Kelly, CNN Tech, February 19, 2013**
http://www.cnn.com/2013/02/19/tech/social-media/twitter-happiness/index.html
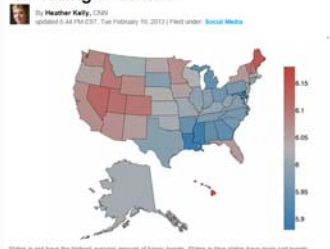
1. **T**one/Climate: B. Share Visuals

(e.g., Panoramio,
http://www.panoramio.com/)
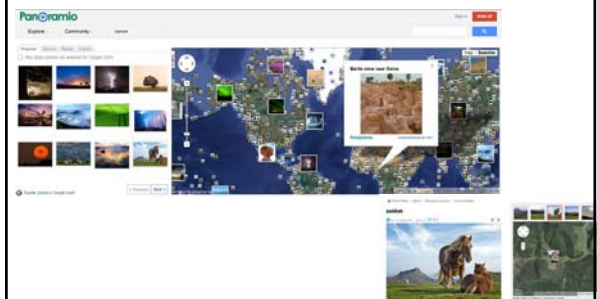
2. **E**ncouragement, Feedback, etc.: A. Create Screencasts
(Jing, GoView, Screenr, slide from Zaid Ali Alsagoff [zaid.alsagoff@gmail.com])

2. **E**ncouragement, Feedback, etc.: B. Voice Feedback
Vocaroo; http://vocaroo.com/
http://vocaroo.com/i/s1m1j73yDJnV

2. **E**ncouragement, Feedback, etc.: C. Blog and Website Polling
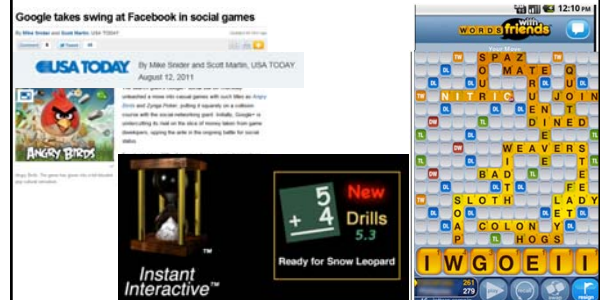**(e.g., Poll Everywhere, BlogPolls, BlogPoll, MicroPoll)**
http://www.polleverywhere.com/
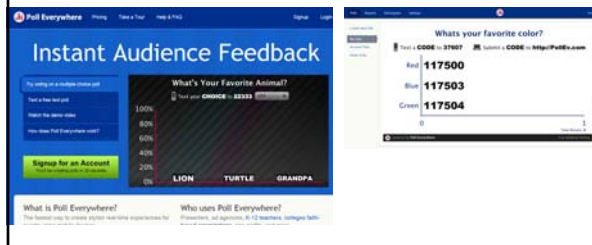
2. **E**ncouragement, Feedback, etc.: D. Vocab Sushi ($25 for 3 months)
http://www.vocabsushi.com/

2. **E**ncouragement, Feedback, etc.: E. Quizlet (online quiz tools)
http://quizlet.com/
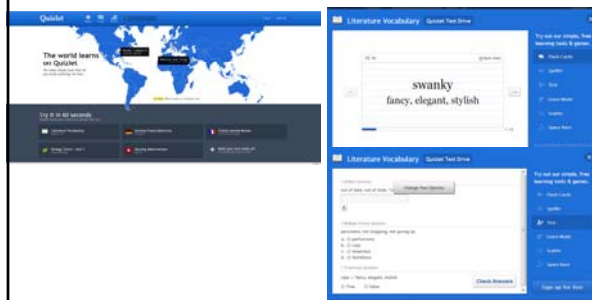
3. **C**uriosity, Fun: A. Online Social Networking Games
(e.g., scrabble, hangman, etc.)

3. Curiosity, Fun: B. Online Database Activities (e.g., WolframAlpha)
http://www.wolframalpha.com/

3. Curiosity, Fun: C. Track a Scientist, Scholar, Celebrity, Writer
(e.g., Biography.com, biography online, FamousPeople.com)

3. Curiosity, Fun:
D. Blog Adventures
Tracing the fate of Algal Carbon Export in the Ross Sea, Antarctica TRACERS: The NBP13-02 Cruise, February 12 to April 5, 2013
http://tracers-nbp1302.blogspot.com/p/the-project.html
From: Cassandra Brooks [cbrooks1@stanford.edu]
Sent: Thursday, January 31, 2013 12:09 AM
Subject: I'm heading out today to New Zealand, then flying to Antarctica where we pick up our NSF icebreaker. We'll be at sea for about 54 days.

3. Curiosity, Fun:
E. Something in the News
(e.g., Fauja Singh, 101, finishes last race, February 24, 2013)
http://espn.go.com/sports/endurance/story/_/id/8979487/fauja-singh-101-caps-career-10k-hong-kong

Fauja Singh, 101, finishes last race

4. Variety, Novelty, Fun, Fantasy:
A. Timers (Random.org, Stopwatches, coins, playing cards, dice, Countdown Timers, Stopwatch Bombs, etc.; http://www.online-stopwatch.com/countdown-timer/)

5. Autonomy, Choice:
A. Online Resource Search (Class Google Jockeys)
(links to text, soundtracks, video clips, etc.)

5. Autonomy, Choice:
B. Web Exploration Assignments

1. Complete Works of Charles Darwin Online: http://darwin-online.org.uk/
2. The Complete Works of William Shakespeare: http://shakespeare.mit.edu/
3. Edgar Allan Poe Society of Baltimore: http://www.eapoe.org/
4. Einstein Archives Online: http://www.alberteinstein.info/
5. Federal Resources for Educational Excellent project: http://free.ed.gov/
6. Global Text Project: http://globaltext.org/
7. iBerry (Open Courseware Directory): http://iberry.com/
8. Jane Austen: http://www.janeausten.org/
9. The Jane Goodall Institute: http://www.janegoodall.org/
10. Timeless Hemmingway: http://www.timelesshemingway.com/

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5. Autonomy, Choice:
C. Commonwealth of Learning, March 2013
http://www.col.org/news/Connections/2013Mar/Documents/Connections_March2013.pdf

ONLINE COURSE DEVELOPMENT FOR TEACHER EDUCATION IN JAMAICA

Workshop on OER use and re-use for teacher educators in Jamaica

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5. Autonomy, Choice:
D. Center for Open Educational Resources and Language Learning
http://www.coerll.utexas.edu/coerll/
LRC (Language Resource Center)
http://www.nflrc.org/

Poll #4:
Which of the first 5 motivational principles will you use the most?

A. Tone/Climate

B. Encouragement/Feedback

C. Curiosity/Fun

D. Variety/Novelty

E. Autonomy/Choice/Flexibility

Poll #5:
Any light bulbs going off in your head so far…?

A. Yes definitely

B. Maybe

C. No

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6. Relevance, Meaningfulness:
A. Multimedia Glossaries
Ozgur Ozdemir, December 2012
http://r685glossary.shutterfly.com /

6. Relevance, Meaningfulness:
B. Summary Web Resource
Umida Khikmatillaeva, Creating a Global Classroom World is Open for Language Learners
http://hikmatnoma.wix.com/globalclassroom#!home/c2df

7. Interactive, Collaborative:
A. Online Language Learning
(Skype, MSN, ECpod, Mixxer, Livemocha, Babbel, KanTalk etc.)

7. Interactive, Collaborative:
B. Online Teams
Paul Km, Stanford: Oct 28, 2012
17,380 students. I haven't met f2f. I am shocked to see students from places where Internet is very limited. You will find students from even Zanzibar!!! Many teams are formed and they meet f2f in the region where they live.
http://venture-lab.org/education/
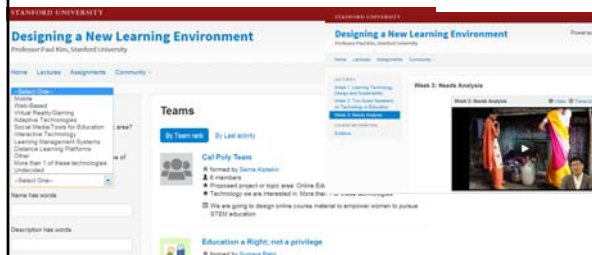
7. Interactive, Collaborative:
C. Collaboration and Discussion in Google Hangouts
(January 29 and February 25, 2013)

8. Engagement, Effort: A. Arab spring: an interactive timeline of Middle East protests, The Guardian, Garry Blight, and Sheila Pulham, July 12, 2011
http://www.guardian.co.uk/world/interactive/2011/mar/22/middle-east-protest-interactive-timeline

8. Engagement, Effort:
B. Life on Timeline.
How Jimmy Wales' Wikipedia Harnessed the Web as a Force for Good, Ted Greenwald, March 19, 2013, Wired Magazine
http://www.wired.com/wiredenterprise/2013/03/jimmy-wales-wikipedia/2/
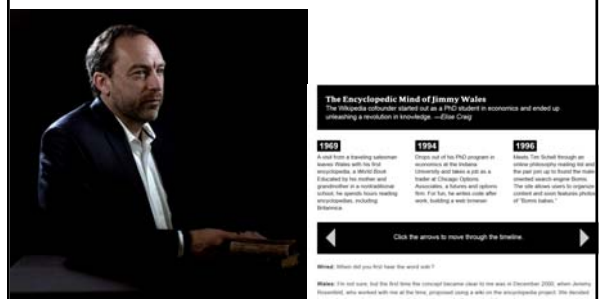
8. Engagement, Effort:
**C. Timelines with Oral Histories, Slavery
and the Making of America Time and Place,
PBS**
http://www.pbs.org/wnet/slavery/timeline/1857.html

8. Engagement, Effort:
D. Interactive Simulations
http://phet.colorado.edu/en/simulation/energy-skate-park
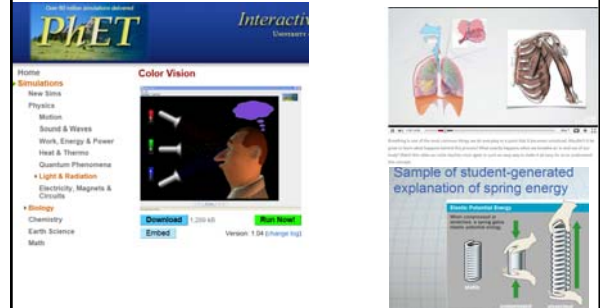
8. Engagement, Effort:
E. Cyber-Anatomy
http://www.cyber-anatomy.com/

8. Engagement, Effort:
F. Visualizing Emancipation (**June 12, 2012**,
Chronicle of HE, Angela Chen, Interactive Map Traces Slaves' Path to Emancipation)
http://dsl.richmond.edu/emancipation/
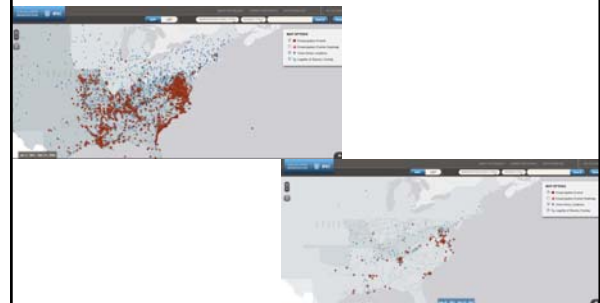
8. Engagement, Effort:
G. Visualizing Careers
Harrison Ford takes the field in '42'
Scott Bowles, USA Today, April 11, 2013
http://www.usatoday.com/story/life/movies/2013/04/10/harrison-ford-jackie-robinson/2001783/

9. Tension, Challenge, etc.:
A. Cage Match or Debate
MOOCs at SXSWedu (Curt Bonk & Chuck Severance)
http://chronicle.com/blogs/wiredcampus/at-south-by-southwest-education-event-tensions-divide-entrepreneurs-and-educators/42777

9. Tension, Challenge, etc.:
B. Final Four Competitions; i.e., Math March Madness
Greg Toppo, March 26, 2013, USA Today
http://www.stargazette.com/article/20130326/NEWS02/303260008/Fibonacci-Final-Four-Math-March-Madness-coming
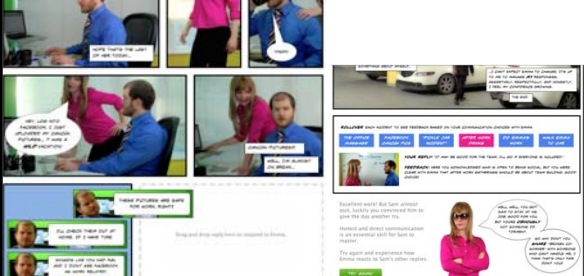
Fibonacci Final Four? Math March Madness coming

Tim Kelley watches student Joseph Park compete live via computer in a math competition. / Jack Gruber, USA TODAY

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9. Tension, Challenge, etc.:
C. Articulate Storyline
http://articulate.demos.s3.amazonaws.com/broken_co-worker/story.html

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9. Tension, Challenge, etc.:
D. Peer Discussion on Final Projects
(from Paul Kim's MOOC, Stanford)

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9. Tension, Challenge, etc.:
E. Peer Ratings on Final Projects
(from Paul Kim's MOOC, Stanford)

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10. Yields Products, Goals:
A. Student YouTube Products
Qi Li: R685 Gangnam Style, December 2012
http://www.youtube.com/watch?v=7Q429IqxZaU&feature=youtu.be

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10. Yields Products, Goals:
B. Interactive Timelines
(e.g., The Big Sleep, Kate Hurd)
http://hurdinsuranceagency.com/thebigsleep/

10. **Y**ields Products, Goals:
C. Wikibook Chapter
http://en.wikibooks.org/wiki/Web_2.0_and_Emerging_Learning_Technologies/Andragogy_and_Technology
http://en.wikibooks.org/wiki/Web_2.0_and_Emerging_Learning_Technologies

10. **Y**ields Products, Goals:
D. Final Product Presentations
(on IQ Wall, April 22, 2013)
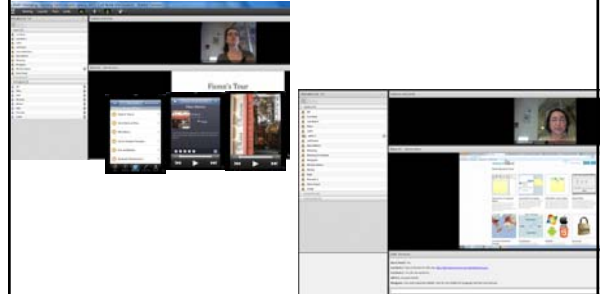
10. **Y**ields Products, Goals:
E. Final Product Presentations
(on IQ Wall, April 22, 2013)
Piercarlo Abate
http://www.youtube.com/watch?v=_-TUR2HO9aU

10. **Y**ields Products, Goals:
F. Final Product Presentations
(on IQ Wall, April 22, 2013)
Final project, Mark Millard
Big Ideas in Distance and Flexible Learning (HD)
http://www.youtube.com/watch?v=RAH8RG8YfL0&feature=youtu.be

10. **Y**ields Products, Goals:
F. Final Product Presentations
(on IQ Wall, April 22, 2013)
Final project, Mark Millard
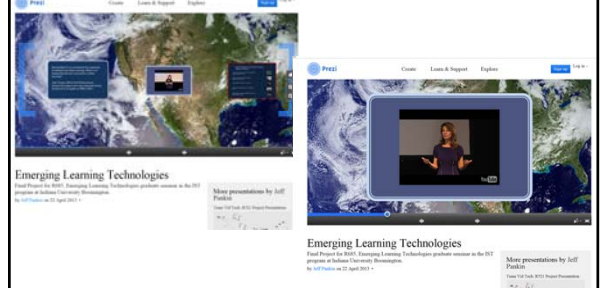### Big Ideas in Distance and Flexible Learning (HD)
http://www.youtube.com/watch?v=RAH8RG8YfL0&feature=youtu.be

10. **Y**ields Products, Goals:
G. Final Product Presentations
Jeff Pankin, MIT, Prezi, Emerging Learning Technologies
http://prezi.com/tzbawrqjrnzf/emerging-learning-technologies/?auth_key=4ec2f45a718fab699b35ea460e91a46d9e1bdac7

10. Yields Products, Goals:
H. Final Product Presentations
Jeffrey Barnette
http://prezi.com/-ijzyothst-r/r685-final-project/

10. Yields Products, Goals:
I. Final Product Presentations
Kristen Needler, Self-Directed Simulation
http://www.youtube.com/watch?v=aT-YZj-b8-g

Poll #6:
Which of the last 5 motivational principles will you use the most?

A. Relevance/Meaningfulness
B. Engagement/Effort
C. Interactive/Collab/Community
D. Tension/Challenge/Dissonance
E. Yielding Products/Goals

Commitments:
Stop and Share:
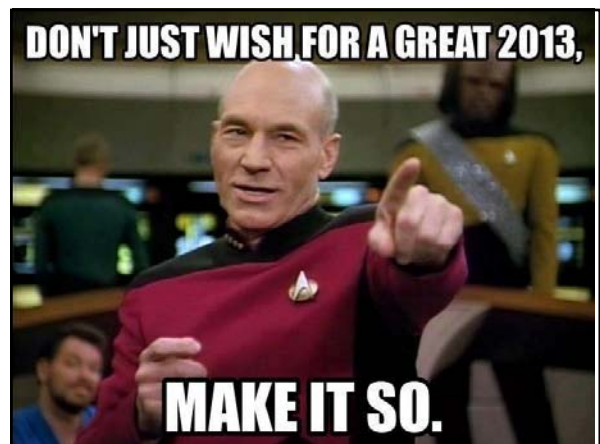**Which principle(s) of TEC-VARIETY will you use?**

Tone/Climate
Encouragement, Feedback
Curiosity

Variety
Autonomy
Relevance
Interactive
Engagement
Tension
Yields Products

Poll #7:
Do you feel "MOTIVATED" to try any of this out?
A. Yes, both
B. Yes, R2D2
C. Yes, TEC-VARIETY
D. Neither

DON'T JUST WISH FOR A GREAT 2013,
MAKE IT SO.

Are you happy now?

Stop and Share:
Three Words from Today's Session!

3 3 3 3 3 3 3 3 3 3

Any Questions?
Try the R2D2 Model!
Try TEC-VARIETY too...

Slides at: TrainingShare.com
Papers: PublicationShare.com
Book: http://worldisopen.com/
Email: curt@worldisopen.com