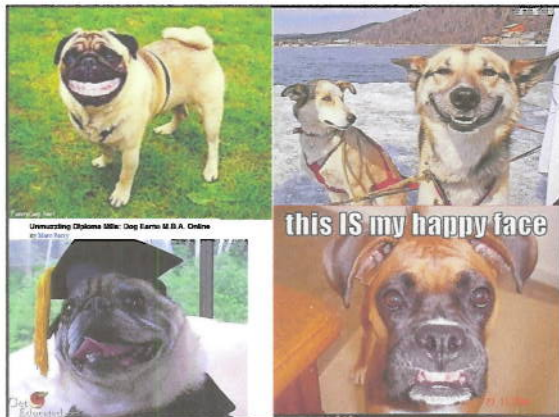


**I am Not Content:
The Future of Education Must Come Today**

Curtis J. Bonk, Professor, Indiana University
 cjbonk@indiana.edu
<http://mypage.iu.edu/~cjbonk/>



June 2010
Clay Shirky, NYU: How cognitive surplus will change the world, TED
http://www.ted.com/talks/clay_shirky_how_cognitive_surplus_will_change_the_world.html

September 2011
Meta-Analysis Update: Blended and Fully Online Still Best!

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

U.S. Department of Education
 Office of Planning, Evaluation, and Policy Development
 Policy and Program Studies Service

Prepared by
 Barbara Means
 Yukie Toyama
 Robert Murphy
 Marianne Bakia
 Karla Jones
 Center for Technology in Learning

December 15, 2010

Mark Zuckerberg, Time Magazine, Person of the Year

SOCIAL NETWORKING
Top social networking sites
Total unique visitors in August (from home, work, college)

| | |
|------------------------------------|--------------|
| Facebook.com | 62.2 million |
| MySpace sites | 64.2 million |
| Twitter.com | 20.8 million |
| Digg.com | 17.4 million |
| Classmates.com sites | 13.3 million |
| Behavioral Patterns (partial list) | 12.1 million |
| MyLife.com sites | 11.4 million |
| Workday Live Profile | 10.3 million |

January 14, 2011

South African teens get virtual mentoring from all over the world, By Danielle Berger, CNN, January 14, 2011

<http://www.cnn.com/2011/LIVING/01/13/cnnheroes.stokes/index.html?opt=T2>

February 16, 2011

How Bill Gates' Favorite Teacher Wants to Disrupt Education, Gregory Ferenstein, Fast Company

April 27, 2011

Moodle (41+ million users in 211 countries, 54,000 sites, 4.4+ million courses)

April 29, 2011

Shared Online Video (e.g., YouTube and the Royal Channel)

May 9, 2011

Defense Acquisition University, Training Courses: Reaching the Workforce

| | FY00 | FY01 | FY02 | FY03 | FY04 | FY05 | FY06 | FY07 | FY08 | FY09 | FY10 |
|--------------|---------------|---------------|---------------|---------------|---------------|----------------|----------------|----------------|----------------|----------------|----------------|
| Classroom | 20,859 | 25,489 | 24,368 | 28,192 | 29,684 | 34,587 | 35,697 | 33,191 | 35,861 | 39,568 | 45,864 |
| Web | 13,380 | 21,031 | 36,117 | 43,649 | 58,290 | 75,079 | 77,582 | 90,600 | 118,391 | 154,399 | 192,968 |
| Total | 42,239 | 46,520 | 60,485 | 71,841 | 87,974 | 109,666 | 113,279 | 123,791 | 154,252 | 193,967 | 238,832 |

April 20 Sep 10

May 9, 2011
Defense Acquisition University (DAU)
Training Courses

Going the Distance

624,854 FY10 Graduates
 26% increase over FY09 (494,588)

| Module Type | Count |
|---|-------|
| Business | 16 |
| Contracting | 61 |
| Engineering & Technology | 40 |
| Gov't Purchase Card | 4 |
| International | 6 |
| Logistics | 28 |
| Acquisition Management & Program Management | 33 |
| Requirements | 2 |
| Standard Procurement System | 48 |
| Harvard Business Modules | 7 |

May 15, 2011
The Quiet Revolution in Open Learning, Kevin Carey, The Chronicle of HE
<http://chronicle.com/article/The-Quiet-Revolution-in-Open/127545/>

THE CHRON
 of Higher Education

GUESS WHAT? CHASE COMMUNITY GIVING

Commentary

The Quiet Revolution in Open Learning

But I am not Content!!!

Let's Reflect Back 10 Years...

Virtual Tactical Operations Center (VTOC)

Shovelware



May 24, 2010
Author Nicholas Carr, The Web Shatters Focus, Rewires Brains, Wired
http://www.wired.com/magazine/2010/05/ff_nicholas_carr/

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

Classroom students scored 84.5 percent on the first exam in the economics course, and online students scored 83.3 percent.

January 23, 2011
As the Web Goes Mobile, Colleges Fail to Keep Up, Chronicle of Higher Ed, Josh Keller
<http://chronicle.com/article/Colleges-Search-for-Their/126016/>

| Year | Percentage |
|------|------------|
| 2008 | 10.2% |
| 2009 | 28.0% |
| 2010 | 43.0% |

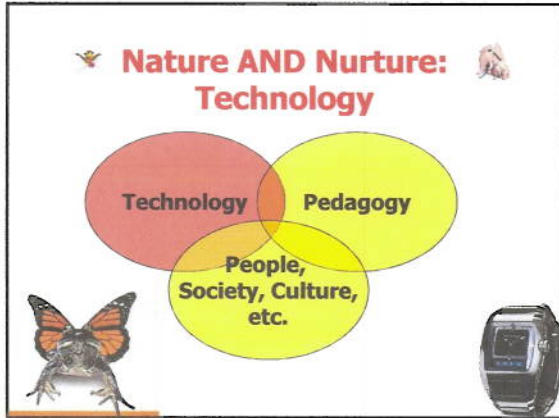
"I used it to sign up for classes. I used it to check e-mails," says Laura Patterson, a junior at Nevada State College, about her iPhone. "I used it all the time, for everything." More than 40 percent of all college students, like Nevada State's Laura Patterson, used mobile devices to get on the Internet every day last year, compared with 10 percent in 2008.

February 27, 2011
Actually Going to Class, for a Specific Course? How 20th-Century. New learning technologies prompt a rethinking of traditional course structure, Chronicle of HE, Jeffrey R. Young

"There's not really much need for teachers anymore," since so much material is online, says Dekunle Somade, a senior at the U. of Maryland at College Park.

March 13, 2011
iPads Could Hinder Teaching, Professors Say, Chronicle of HE, Ben Wieder

At Pepperdine U. Timothy Lucas, an assistant professor of mathematics, shows a class how to use iPads for calculus. Linda Johnson, an assistant professor of biology at Chatham U., for her plant-physiology



#1. Tablet Computers Hit (iPad)

April 10, 2010: Seton Hill Univ, 2,100 students an iPad and freshmen a 13-inch MacBook laptop
Feb 1, 2011: An Android Tablet Made Just for School, David Zax, Fast Company

Includes screenshots of news articles from CNN World and photos of individuals using tablet devices.

#2. Pocket Dictionaries and 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. 16-17, 2010

Includes screenshots of digital textbook interfaces and photos of students in a classroom setting.

#3. Video Conferencing/Webcaming

December 20, 2010: Skype for iPhone adds two-way video calling, CNet Reviews

Includes screenshots of video conferencing software and a table of video streaming services.

| Service | Users |
|---------------------------|--------------|
| Google (YouTube) | 14.3 billion |
| Hulu | 727 million |
| Yahoo | 588 million |
| Vevo | 649 million |
| Viacast | 497 million |
| Microsoft | 455 million |
| AOL | 345 million |
| Bbox | 247 million |
| Fox Interactive (MySpace) | 208 million |
| CBS | 137 million |

#4. Social Networking Gaming

December 24, 2010: CityVille 16.8 million daily users, FarmVille's 16.4 million. CityVille 61.7 million monthly users, FarmVille 56.8 million users. Mashable.

"CityVille" is Now Bigger than "FarmVille"

Includes screenshots of the FarmVille and CityVille social networking games.

#5. E-Book Readers
January 28, 2011: Amazon: Kindle Books Finally Eclipse Paperbacks, Doug Aamoth
March 2, 2011: Why Amazon would be smart to give away the Kindle, March 4, 2011, CNN Tech, Amy Gahrn

Whether a surge in e-book sales can be sustained and what effect it could have on traditional bookstores remains to be seen.

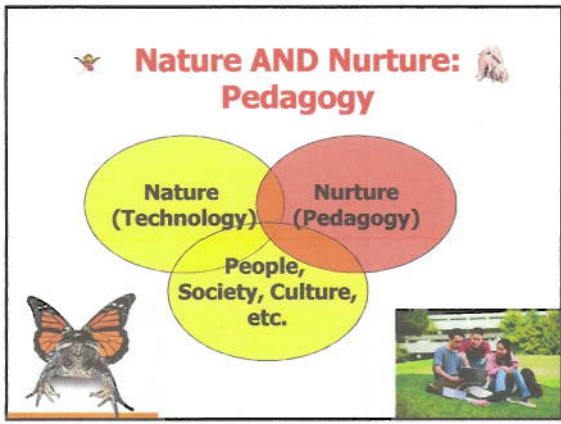
#6. Group Video Chat, February 28, 2011: SocialEyes delivers group video chat , USA Today, Feb 28, 2011, Jon Swartz, <http://www.socialeyes.com/>

SocialEyes delivers group video chat

#7. Mobile Apps, May 13, 2011: USA Today, Mary Beth Marklein
http://www.usatoday.com/story/education/2011-05-12/iphone-apps-college-students_n.htm

Apps make college easier to access

#8. Augmented Reality, May 17, 2011: USA Today, Edward Baig, May 17, 2011, Augmented reality has potential to reshape our lives.



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

NING

Google™

PBWORKS Blogger slideshare

We are entering a jumping off point...

Elements of the Web's Next Generation

Is the World Flat or Open ?



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)

Audience Participation!

1. WE

2. ALL

3. LEARN!!!

Triple Learning Technology Convergence of "WE-ALL-LEARN"

- Pipes:** The availability of tools and infrastructure for learning.
- Pages:** The availability of free educational content and resources (OER—Open Educational Resources).
- Participatory Learning Culture:** A move towards a culture of open access to information, international collaboration, and global sharing.

Learning on the Land...

(e.g., UCLA Summer Digs Program, armchair archaeology)

Learning on the Sea...

(May 2010, Jessica Watson became the youngest person ever to sail solo, non-stop and unassisted around the world.)

Abby Sunderland's blog

Learning on the Ice...

(e.g., Ice Stories and the Last Ocean Project
<http://www.lastocean.com/> and <http://lastocean-project.org/>; Cassandra Brooks)

Nature AND Nurture: Pedagogy

Frame work #2: The R2D2 Model


Carlis J. Bonk | Kai 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.

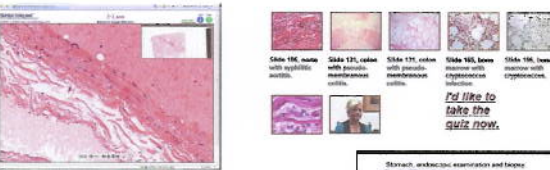




Read 1. Reading from Open Access Journals and Listen to Open Access Podcasts




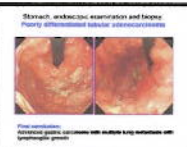



Reflect 2. Analyze Online Cases (problems, solutions, etc.)


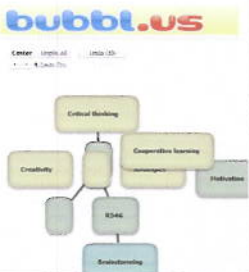


Slide 10c, none with epithelial nuclei. Slide 11c, none with pseudo-membranous cells. Slide 11b, none with pseudo-membranous cells. Slide 10b, none with epithelial nuclei. Slide 10a, none with epithelial nuclei.

Put like to take the quiz now.

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

```

    graph TD
      A[Central thinking] --- B[Creativity]
      A --- C[Cooperative learning]
      A --- D[Problem Solving]
      B --- E[Problem Solving]
      C --- E
      D --- E
      E --- F[Problem Solving]
    
```

Do 4. Simulations, Animations, and Role Play






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

Ok, Million Dollar Question: How do you motivate online learners? What Words come to mind?

Framework #3: 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

1. Tone/Climate: A. Video Course Intros
 (examples from Northern Virginia Community College and Indiana University KD (online MBA) program)
 Yun Yun Chow, Open U Malaysia, Making Art Lessons Come Alive with Web 2.0
<http://www.youtube.com/watch?v=BO9rqJD1GXo>

3. Curiosity, Fun:
A. Online Games

8. Engagement, Effort:
A. Dr. Monica Rankin's class, UT Dallas, Cuban Revolution (April/May 2011)
<http://www.youtube.com/watch?v=ocQMf1kPo98>

10. Yields Products, Goals:
A. Create Own Channel in YouTube
 (e.g., my channel "TravelinEdMan")
<http://www.youtube.com/user/TravelinEdMan>

TEC-VARIETY Model for Online Motivation and Retention

Tone/Climate
Encouragement, Feedback
Curiosity

Variety
Autonomy
Relevance
Interactive
Engagement
Tension
Yields Products

Tinkering, Tottering, or Totally Extreme?

Tinkering

Tinker #1. Webcast Lectures
 (Tegrity, Echo360, Mediasite, etc.)

Tinker #2. Simulations and Video Animations and Self-Testings

Tinker #3. Anchored Instruction with Shared Online Video

This slide shows a collection of video thumbnails from YouTube, including a TED Talk by Steve Jobs. The TED Talk slide is prominent, featuring the text 'TED TALKS IDEAS WORTH SPREADING' and a photo of Steve Jobs.

Tinker #4. 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.)

This slide displays two screenshots of digital library portals. The left screenshot shows a world map with various data points and links. The right screenshot shows a document viewer interface with a large image of a historical document and a 'DIGITAL GALLERY' section.

Tottering

This slide features a photograph of children playing on a seesaw in a park. Below the photo is a cartoon illustration of a seesaw with a bear sitting on it.

Totter #1. Class Synchronous Sessions and Asynchronous Sessions with Experts

(Breeze/Adobe Connect Pro, Elluminate, WebEx, Dim Dim)

This slide shows screenshots of video conferencing software. The top left shows a two-person session, the top right shows a grid of multiple participants, and the bottom right shows a session with two participants and a chat window.

Totter #2. Global Class Videoconferencing

(e.g., The seminar was structured on a series of videoconferences and virtual classes on e-learning platform, organized by the Major of the Health and Veterinary Corps of Italian Army Lorenzo TIDU, Veterinary of the Task Force South of the Regional Command West, which is strongly involved in the specific field in favor of populations of the villages in the province of Parah.)

This slide contains a collage of photos. It shows several people in a video conference, a large screen displaying a presentation, and a group of people in a meeting.

Totter #3. Wikibooks, Wikipedia editing, wiki syllabi, wiki glossaries

(Ron Owston, York University, Toronto)

This slide features a collage of images. On the left, a group of people is celebrating with their arms raised. On the right, there is a 'Web 2.0' logo, a lightbulb icon, and the 'WIKIBOOKS' logo.

Totter #4. Video Blogging and Podcasting

Hey Jude: don't make it bad
Take a sad song and make it better

Totally Extreme Learning

HURRICANE IKE

NASTI Earthquake

Totally Extreme #1. Live Science

(Nautilus Live allows people to watch expeditions live & listen to scientists in control rooms a discoveries made)

NAUTILUS LIVE

Kid's World

Dr. Jane Mangan
University of Otago

Totally Extreme #2. Adventure Learning

(e.g., GeoThentic, Earthducation, Polar Husky, GoNorth; Aaron Doering, Univ of Minnesota)

The road chose me

DAILY UPDATE: 1-13-11

veArts

Totally Extreme #3. Telepresence and Teleportec Systems

(e.g., Cisco and HP)

Totally Extreme #4. MBAs from War Zones...!

E LEARNING

HUNDREDD

Knowledge Network, Faculty & Research

It is both Nature AND Nurture as well as PEOPLE!!! Technology is just part of the Equation

Technology **Pedagogy**

**People,
Society, Culture,
etc.**

Small inset images: a group of people in a classroom on the left and a group of people in a meeting on the right.

Any Extreme Questions and Comments?

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

Small inset images: a yellow smiley face on a beach, a person in a dark suit holding a glowing sword, a person in a suit holding a glowing sword, and a book cover titled 'The Future'.