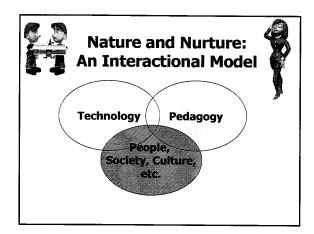


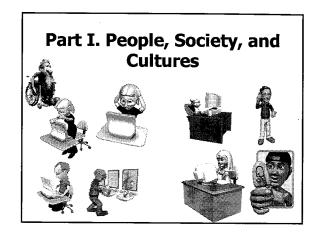


Effects of interactive multimedia in distance learning

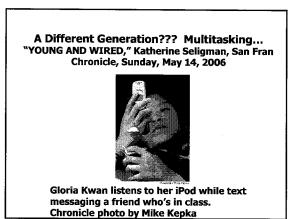
Giti Javidi and Ehsan Sheybani, 2004, In Proceedings of the IASTED International Conference WEB-BASED EDUCATION

"The advancement in technology is shaping every aspect of our life, including education. One decade ago, the Internet was not critical to education. However, now, it has become an integral part of learning process. Internet technology is having a dramatic effect on colleges and universities, producing what may be the most challenging period in the history of higher education."







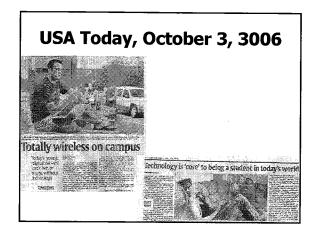


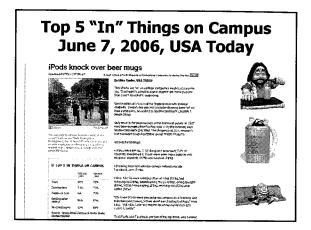


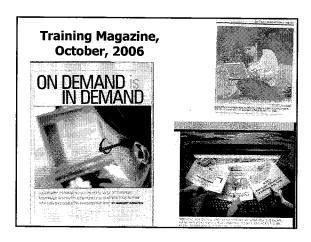
"YOUNG AND WIRED, Computers, cell phones, video games, blogs, text messages -- how will the sheer amount of time spent plugged in affect our kids?"

Katherine Seligman, San Fran Chronicle,
Sunday, May 14, 2006

Harker student Stephanie Lil (wearing a false nametag), during language class, recording her voice in Spanish for the teacher to evaluate later. Chronicle photo by Mike









Yahoo News Love me, love my blog," as Netorati couple-surf BY SARA LEDWITH Thu Aug 3, 8:30 AM ET



 Nick Currie and his girlfriend Shizu Yuasa (R) surf the internet over breakfast in Tokyo in this handout photo. "For my birthday, he upgraded my RAM and I thought it was incredibly romantic," writes Jess. Yahoo News Love me, love my blog," as Netorati couple-surf BY SARA LEDWITH Thu Aug 3, 8:30 AM ET

- Couple-surfing can apparently be as mundane as telling each other to take the trash out, as intimate as sharing a book by a blazing log fire, or as showy as a masked ball.
- "Our new relationship was often the subject of my LJ (blog) entries and I would often say things in there that I wouldn't tell him to his face," writes Kathryn.

 Another couple -- married for 12 years -- say that for a while they communicated through weblogs without ever discussing their feelings face to face.

Generations: Dealing with Boomers, Gen-X, and Beyond

N. Boyce Appel, April 1, 2005, Practice Management Digest

 Generalizations about Generations—Categorizations vs. Stereotypes

 Generational Group
 Born
 Age
 Stereotype

 Silent Generation
 1925 - 1942
 61 - 78
 Adaptive

Baby Boomers 1943 - 1960 43 - 60 Idealists
Thirteenth (Gen. X) 1961 - 1981 22 - 42 Reactive
Millennial (Gen. Y) 1962 - ? 13 - 21 Civic



Boomers, Gen-Xers, and Millennials: Understanding the "New Students", Diane Oblinger, Educause, July/August, 2003

Millennial Learning Preferences: (study of students age 12-17)

- 1. Email—81 percent
- 2. Instant messaging—70 percent
- 3. Internet for research—94 percent
- 1. Also blogs, PDA, cell phones, wikis, etc. University students:
- 1. Own a computer-84 percent

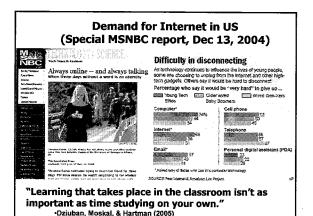
Freshmen Arrive Bearing Gadgets and Great Expectations September 22, 2006 Chronicle of Higher Ed

 Students will spend 27.5 percent more on electronic purchases this year than last year, according to a report on the National Retail Federation's annual Back-to-College Consumer Intentions and Actions Survey. That's \$10.46-billion, in a category that includes flat-panel TV's, video-game consoles, laptops, and, of course, digital music players.



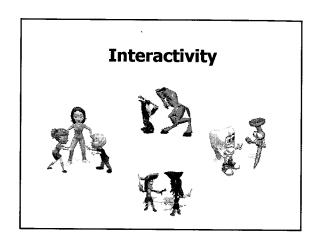
Better Technology in High Schools Raises Students' Expectations, George Washington Univ., Sept 22, 2006, Chronicle of HE, JEFFREY R. YO<u>UNG</u>

• Just a few aisles down at the bookstore, Meenoch Kim, another freshman, said upper-level classrooms in her high school, back in Knoxville, Tenn., also had Smart Boards. She prefers PowerPoint presentations over writing on chalkboards, she said, because instructors' handwriting is "messy," and she often cannot read it.



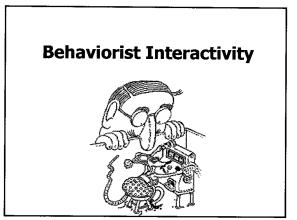
Generation Raised on the Internet Comes of Age, MSNBC, Dec., 13, 2004, Martha Irvine

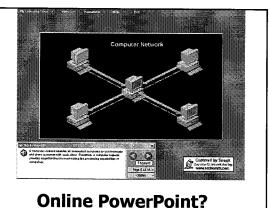
• For 21-year-old William Herbert, the Internet has replaced newspapers and TV weather reports (he visits Weather.com every morning). He pays his bills online, registers for classes, books airline and train tickets, checks TV listings, buys movie tickets and gets travel directions.



Simulation: Boomer

- Life experienced at a slower pace promotes an expectation of "it's ok to wait." Learning experienced from an early age as lecture with drill and practice without stimulation/response. Gaming as part of a learning context may be considered less effective because it is less "serious" and in some cases can be distracting.
- Older people prefer less interaction than younger people in distance education (Kearsley, 1995).





Interactivity Online

- Animations in small files (Macromedia (Adobe) Flash)
- Capture desktop activities (Matchware Screencorder)
- Collaborative writing (Writely.com, Jotspot)
- · Desktop audio recordings (Audacity; iLife)
- Group Forums (Yahoo! Groups, Google Groups)
- Instant Messaging (AIM, MSN, Yahoo!)Noncollaborative writing (Blogger, Pitas)
- Photo Storage (Flickr)
- PP Slides with animation and narration (Articulate)
- VoIP (Skype and Google Talk) voice and text
- Web meetings (Ivisit)
- Wikis (PB Wiki, MediaWiki)



Simulation: Xer

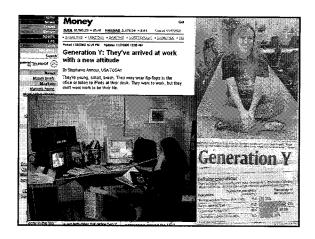
 Conditioned to expect immediate gratification (they grew up with drive-through fast food, remote controls, automatic teller machines and microwave ovens), and an expectation that learning should be stimulating and fun (Sesame Street). Generation Xers crave stimulation and expect immediate answers and feedback.

Simulation: Xer

 Genxers have a rapid-fire information consumption capability. Rushkoff argues that many of the things for which this generation is maligned, such as short attention spans and lack of ability to concentrate on a single task at once are not problems but actually brilliant coping mechanisms for a world overloaded with information.

Simulation: Xer

 "The skill to be valued in the twentyfirst century is not the length of attention span, but the ability to multitask - to do many things well at once.... [and] the ability to process visual information very rapidly." (Rushkoff, 1996:50)



Learner Control: Boomer

 The traditional instructor-focus is what is expected. The instructor determines what is important to learn and how it should be learned. Consistency and control are maintained with the "tell me, tell me, tell me" approach.

Learner Control: Xer

- Xers expect a range of options, in terms of what they learn and how they learn it.
 They require autonomy and flexibility for their own learning. They demand a variety of instructional methods from which they can choose to learn, e.g., videotapes, selfpaced modules, interactive CDs.
 - "Online gives me something to do when I'm bored with the professor."
 - "I respect myself more as a selfteacher."
 - Dziuban, Moskal, & Hartman (2005)

Neomillenial Learning Styles

Planning for Neomillennial Learning Styles: Implications for Investments in Technology and Faculty Chris Dede, H*arvard University, Educause, 2005*

- Fluency in multiple media--value all types of communication, activities, experiences, not a single best medium
- Actively seek, collect, and synthesize experiences, rather than absorb a single best
- Active learning and collective reflection
- Non-linear and associated webs of learning
- Co-design of learning experiences for individual needs and preferences not precustomized

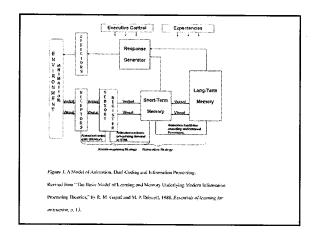


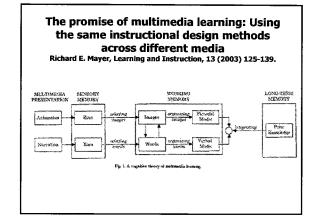
Neomillenial Learning Styles
Planning for Neomillennial Learning Styles: Implications for
Investments in Technology and Faculty
Chris Dede, Harvard University

- Blended/personalized places (not specialized computer labs)
- Mobile wireless computing
- Avatars and personal agents
- Smart objects
- Virtual worlds
- Augmented reality



Dual Coding Theory Revised from "The Basic Medical of Learning and Messeny Underlying Nederla Processing December' by R. M. Cheese and M. P. Descenti SMSE Francisco of Learning St. Accommodate p. 15.





Verbal and Visual Systems

 The verbal system specializes in processing and storing linguistic information (words, sentences, etc.,).
 Information is stored in discrete, sequential units. In contrast, the visual system specializes in processing and storing image or 'picture-like' representations. The promise of multimedia learning: Using the same instructional design methods across different media

Richard E. Mayer, Learning and Instruction, 13 (2003) 125-139.

A review of research on the design of multimedia explanations:

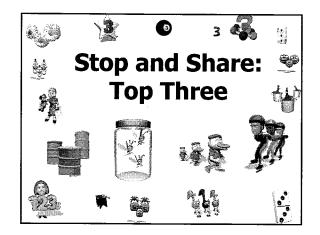
- (a) a multimedia effect: in which students learn more deeply from words and pictures than from words alone—in both book-based and computer-based environments,
- (b) a coherence effect: in which students learn more deeply when extraneous material is excluded rather than included—in both book-based and computer-based environments,

The promise of multimedia learning: using the same instructional design methods across different media
Richard E. Mayer, Learning and Instruction, 13 (2003) 125-139.

- (c) a spatial contiguity effect: in which students learn more deeply when printed words are placed near rather than far from corresponding pictures—in both book-based and computer-based environments, and
- (d) a personalization effect: in which students learn more deeply when words are presented in conversational rather than formal style—both in computerbased environments containing spoken words and those using printed words.

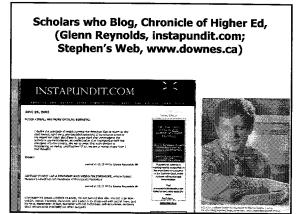
Animation Research

- Rieber (1990) suggests that animations help with gaining attention, presentation, and practice
- Animations help emphasize important information (Hannafin & Peck, 1988)
- Attention-getting graphics help make relationships between ideas clear (Levin, Anglin, & Carney, 1987)
- Dynamic visual displays tend to be more effective than static (Park & Hopkins, 1993).





Trend #1: Blogging (75,000 new blogs each day, USA Today, March 27, 2006) Q2 2000 Q3 2000 115,000 Growth Rate **Hosted Blog Growth** Q2 2001 Q3 2001 Q4 2003 Q1 2002 Q2 2002 Q3 2002 Q4 2002 Q1 2003 Q2 2003 Q3 2003 Q4 2004 Q4 2004 Q4 2004 Q5 2004 951,000 1,200,000 606% 126% 131% 105% Q3 2004 Q4 2004 Q1 2005 Q2 2005 Q3 2005 16,200,000 21,500,000 31,600,000 March Saputa Wardt Saputa March Saputa Saputa March Saputa March Saputa



Stephen Downes (2004)

"A blog...is and has always been more than the online equivalent of a personal journal. Though consisting of regular (and often dated) updates, the blog adds to the form of the diary by incorporating the best features of hypertext: the capacity to link to new and useful resources. But a blog is also characterized by its reflection of a personal style, and this style may be reflected in either the writing or the selection of links passed along to readers. Blogs are, in their purest form, the core of what has come to be called *personal publishing*. (p. 18)."

According to Linda Evarts (2003)

"Web logs — blogs for short — are the surprise wedding of the informational capacity of journalism and the speed of instant messaging....Composed of short and frequently updated postings arranged in chronological order, blogs are Web sites similar to online journals, offering information on topics ranging from foreign policy to poetry."

Brandon Hall, Chief Learning Officer Magazine, July 2006

"A blog is a Web journal containing dated entries on a given topic or scheme. They can include search, feedback from readers and links to other sites. They can be written by one person or a group. Blogs can be used to share a viewpoint, enable collaborative discussion, present new product ideas, or explain ongoing news or changes."

Not Just an American Phenomemon



Tuesday » October 10 » 2005

China says number of blogs tops 34 million with 55

Canadian Press

Tuesday, September 25, 2006

BEIJING (AP) - The number of blogs in China has topped 34 million, more than 30 times as many as the country had four years ago, news reports said Tuesday.

Some 17.5 million people in China consider themselves Web log writers, while S5 million regularly read them, newspapers and the Xinhua News Agency said, dong a report by the government's China Internet Network Extormation Centre.

Web logs are hugely popular in China, where the government controls all media and the Internet offers most people the only public forum for expressing opinions Most blogs deal with pop culture, travel, family matters and other nonpolitical subjects.

Educational use of Blogs

For instructors

- Professional practice
- Networking and knowledge sharing
- Course management tool
-

For students

- Reflections or journals
- Dialogue with peers
- Group work
- Communicate with instructor

Edit-Me

Use of Weblogs (especially English writing class)

- 1. Instructor or Tutor blog: resources, information, space to chat
- 2. Learner blog: reflections, sharing links and pics, fosters ownership of learning
- 3. Partner blog: work on team projects or activities
- Class blog: international exchanges, projects, PBL
- 5. Revision: review and explode sentences from previous posts, add details
- 6. Nutshell: summarize themes or comments across blogs
- 7. Blog on blog: reflections on feelings, confusions, and experiences with blogs

SWHS SPARTANART COMPUTER GRAPHICS THURSDAY AUGUST 31 2008 Projects, projects Pick one from each of the following lists. These are projects you need to complete over the next week... List 1 --Movie poster design (for your favorite movie)

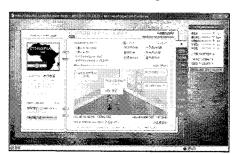
Blogger Software: You have many choices!

- 1. Blogger: http://www.blogger.com/
- 2. Diaryland: http://www.diaryland.com/
- 3. Live Journal: http://www.sixapart.com/livejournal/
- 4. Movable Type:
- http://www.sixapart.com/movabletype/
- 5. Pitas: http://www.pitas.com/6. TypePad: http://www.sixapart.com/typepad/pricing
- 7. Xanga: http://www.xanga.com/

Screen shot of Cyworld. A famous South Korean blog service.

--Book cover design (for your favorite book)

CD cover design (I ke the title of a sono h

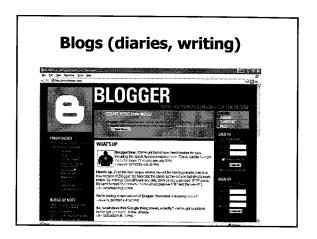


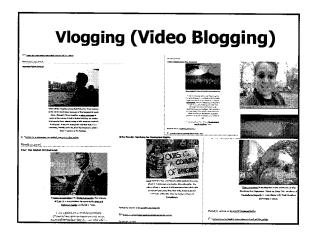
New Pew Survey Defines Today's Bloggers Jimmy Moore, July 22, 2006

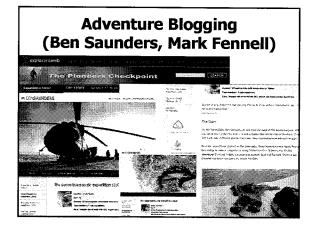
- Among the different kinds of blogs out there, here is the breakdown:
- Personal life 37 percent (can you say MySpace.com?)
- Political 11 percent
- Entertainment 7 percent
- Sports 6 percent
- News/Current Events 5 percent
- Business 5 percent
- Technology 4 percent
- Religion/Faith 2 percent
- Health 1 percent

Pew Research Group New Pew Survey Defines Today's Bloggers Jimmy Moore, July 22, 2006

- Most bloggers are young, 18-30 year olds
- Most bioggers spend hours on Internet per day
- Most bloggers share their personal experiences
- Most bloggers write daily or almost daily
- Most bloggers LOVE to write and are good at it
- Most bloggers never published their writings b4
- Most bloggers have a full-time job (and it's not blogging!)







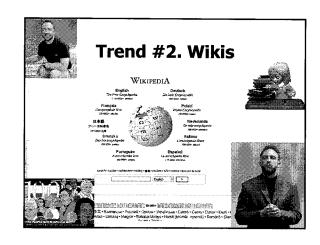


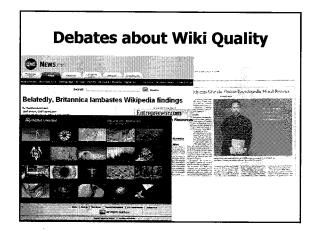












Brandon Hall, Chief Learning
Officer Magazine, July 2006
"A wiki is a collection of Web
pages that can be easily viewed
and modified by anyone,
providing a means for sharing
learning and collaboration."

Brandon Hall, Chief Learning Officer Magazine, July 2006

"Wikis can be used to create content on-the-fly, as a repository for information and for archiving group learning. Benefits include speed, simplicity and a sense of ownership among participants."

For Teachers New to Wikis

- Wikis are free, online writing spaces.
- Wikis use simple formatting rules, so no HTML understanding required.
- Highly collaborative composing and creativity
- Authors do not claim ownership
- Published online
- Wikis provide a history and anyone can revisit prior versions of text

For Teachers New to Wikis

- Wikis are a writing space
- · Writers build upon, edit, and revise
- Power and authority reside in the community not in an individual
- Permissions can be set to limit readers and writers who participate

How use in teaching

- 1. Provide space for free writing
- 2. Debate course topics and readings
- 3. Share resources (websites, conferences, writing, etc.)
- 4. Maintain group progress journal
- 5. Require group or class essay
- 6. Have student revise Wikipedia pages
- 7. Write a wikibook

Wiki Resources/Options

- Wikipedia
- Wikibooks
- Wiktionary
- Wikiversity
- Wikispecies
- Wikiquote
- Wikinews

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What is a wiki?

• What I Know Is ∰: ∰:







- collaborative web-writing
- cross class/
 - interdisciplinary projects
- project spaces

What is a wiki?

- Ward Cunningham, in 1995
- · The name, wiki, is based on the Hawaiian term wikiwiki, meaning "quick"



Wiki Software

- · Wiki software is a type of collaborative software that runs a Wiki system.
 - Java based:
 - http://sourceforge.net/projects/friki
 - Perl based (Twiki)
 - http://twiki.org/
 - PHP based http://www.qwikiwiki.com/
 - PHP & MySQL http://www.mediawiki.org/

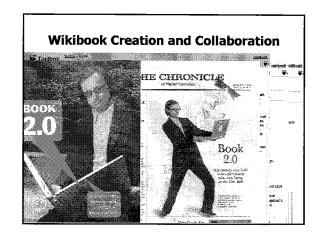
Wiki farm

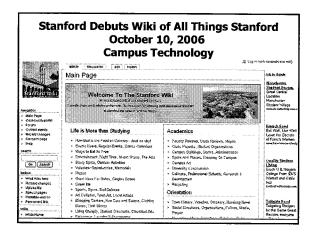
- · A "Wiki farm" refers to a server or a collection of servers that provides wiki hosting, or a group of wikis hosted on such servers.
 - http://www.seedwiki.com/ (public, WYSIWYG)
 - http://pbwiki.com/ (password-protected, text editor)
 - http://www.jot.com/ (password-protected, WYSIWYG)

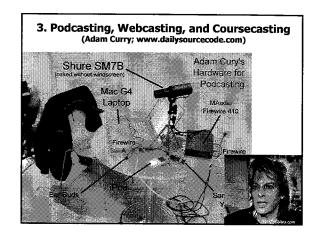
How to choose?

- Source code (Text editors vs. WYSIWYG)
- Access control (password vs. open to public)
- Editing control (various levels of editing controls)
- Free vs. license fee
- RSS awareness
- Advanced features (spell-check, emoticons, blogging, polling, calendar)

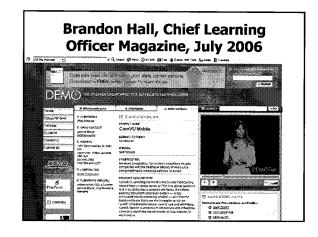
Wikibook Research Gender of Wikibookians Female Male Female











Playfuls.com July 15, 2006



Nielsen/NetRatings announced that 6.6 percent
of the U.S. adult online population, or 9.2 million
Web users, have recently downloaded an audio
podcast. Also 4.0 percent, or 5.6 million Web
users, have recently downloaded a video podcast.
These figures put the podcasting population on a
par with those who publish blogs, 4.8 percent,
and online daters, 3.9 percent. However,
podcasting is not yet nearly as popular as viewing
and paying bills online, 51.6 percent, or online job
hunting, 24.6 percent.

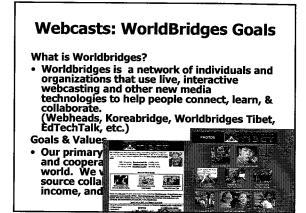
Learning TRENDS by Elliott Masie - September 18, 2006. #402 - Updates on Learning, Business & Technology. 52,889 Readers - http://www.masie.com - The MASIE Center.

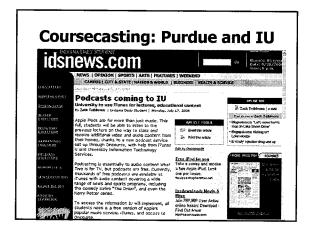
Fingertip Knowledge Podcast & Transcript:
One of my focus points these days is
Fingertip Knowledge. You and I and most
of our colleagues are increasingly using
search engines, from Google to Corporate
Intranets, to "walk" our way to the
information or knowledge that we need.

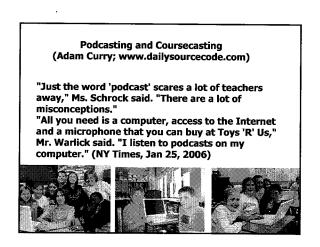
Podcast (and Transcript) about the implications of Fingertip Knowledge and the Learning Field:

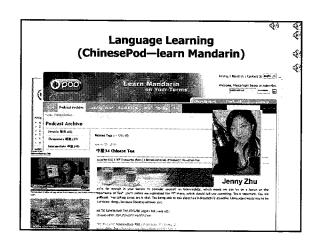
http://www.learning2006.com/university/ (Duration: 20 Minutes)

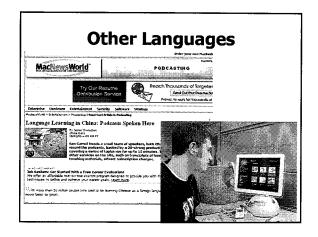














Podcast Guides

- Short, to the point
- Not loaded with URLs and other stuff to write down--put that in the blog
- Informal, friendly, conversational

