

Frameworks for Blended Learning at the Edges of Technology-Enhanced Training: R2D2, TEC-VARIETY, and Extreme Learning

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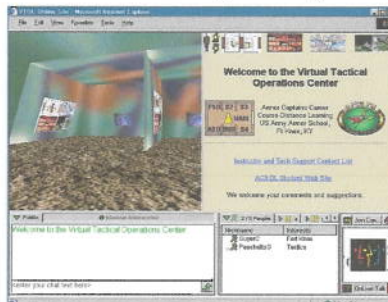
Reflection Back 10 Years



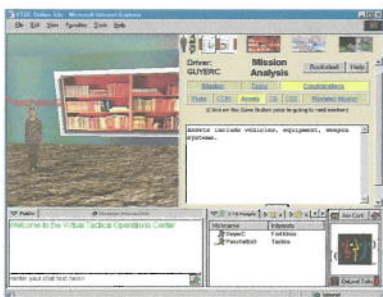
Blended Learning in the Army



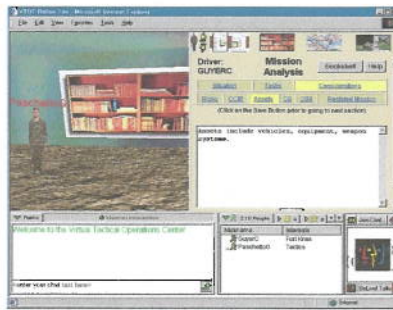
Virtual Tactical Operations Center (VTOC)



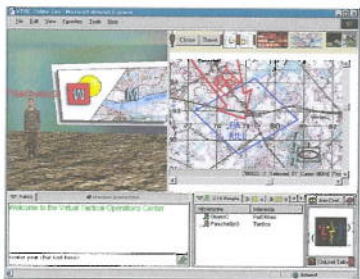
Collaborative Online Writing: Peer-to-Peer Document Collaboration



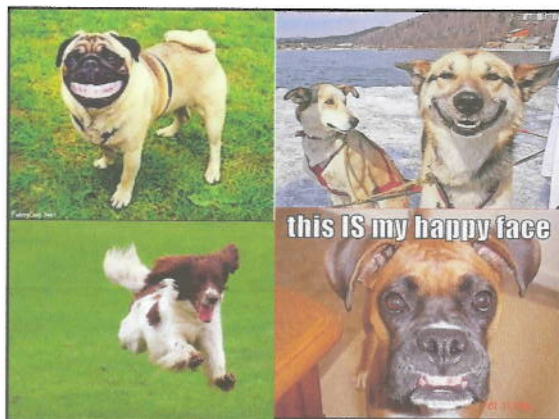
Document Sharing in the VTOC



Maps in the VTOC



Ten Years Later...

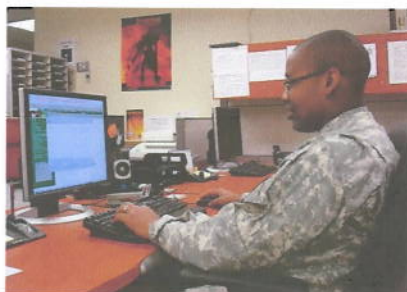


Dog Gets MBA, The Chronicle of Higher Ed, Unmuzzling Diploma Mills: Dog Earns M.B.A. Online, Marc Parry

Unmuzzling Diploma Mills: Dog Earns M.B.A. Online
By Marc Parry



Many in the Army are Smiling! Soldiers gain education and promotion points through Skillsoft



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

TED **WORDS WORTH** spreading

TALKS
 Clay Shirky: How cognitive surplus will change the world

COGNITIVE SURPLUS
 CREATIVITY AND PRODUCTIVITY IN A CONNECTED AGE

HERE COMES EVERYBODY
 TED TALKS

CLAY SHIRKY

September 5, 2010
Open Source goes to High School (Utah)
<http://www.youtube.com/watch?v=sowve-j3xGk>

Open Source goes to High School

Open High School of Utah
 meeting the needs of the 21st-century learner

DAVID WILSON
 Founding Member, Open High School of Utah
 Associate Professor, Brigham Young University

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

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

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

Revised September 2010

October 31, 2010
Online Learning: By the Numbers, Chronicle of Higher Education

Online Learning: By the Numbers

GROWTH AND TIPS OF ONLINE ENROLLMENT

Growth and Forecast for Online-Only Enrollment
 Millions of students

SELECTED DEMOGRAPHICS

These data apply to students in 2009 who were enrolled in any and all of the courses.

Age of Students

Gender

Percentage of Students Enrolled by Type of College, 2009

October 31, 2010
Online Education vs. Traditional Learning: Time to End the Family Feud
 Mark David Milliron, Chronicle of Higher Education

THE CHRONICLE
 of Higher Education

Online Learning

Online Education vs. Traditional Learning: Time to End the Family Feud

By Mark David Milliron

Online learning tools and techniques—ranging from lecture videos, flipped learning, and learning games to hybrid learning and asynchronous courses—have the potential to revolutionize education. They can help personalize learning, improve student engagement, and improve outcomes. But they also present new challenges. How can we ensure that online learning is a quality educational experience? How can we ensure that it is accessible to all students? How can we ensure that it is a viable alternative to traditional learning?

BILL & MELINDA GATES foundation

December 15, 2010
Mark Zuckerberg, Time Magazine, Person of the Year

Person of the Year
 TIME

PHOTOS

SOCIAL NETWORKING

Top social networking sites

Take a look at the top social networking sites in August (from most to fewest users):

- Facebook.com: 82.2 million
- MySpace.com: 64.2 million
- Twitter.com: 20.8 million
- Diigo.com: 17.4 million
- Chatterbox.com: 13.9 million
- Behance Pattern (partial list): 12.1 million
- MLB.com site: 11.4 million
- Windows Live Profile: 10.3 million


February 16, 2011
How Bill Gates' Favorite Teacher Wants to Disrupt Education, Gregory Ferenstein, Fast Company




February 16, 2011
Bill Clinton in Surprise Talk on Tech: It's the Institutions, Stupid, David Zax, Fast Company



March 3, 2011
Bill Gates Promotes Professor's Online Course at TED, Chronicle of HE, Jeff Young, The History of Everything
<http://www.bighistoryproject.com/>



March 13, 2011
Online Public University Plans to Turn Indiana Dropouts Into Graduates, Chronicle of HE, Eric Kelderman




Mr. Desormeaux, whose children, too, have homework, shares a mentor in the Western Governors U. Indiana program with 79 other students, each of whom receives a weekly call to discuss his or her progress in the online program.

March 16, 2011
California student from Japan finds family alive on YouTube



But I am not Content!!!



Shovelware

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

July 25, 2010
Professors' Use of Technology in Teaching, Jeffrey Young, Chronicle of Higher Education

Percent of faculty who:

Category	Never use it	Use it occasionally	Use it frequently	Do not know what it is
Course management systems (Blackboard, Canvas, etc.)	2%	22%	76%	0%
Proctor detection tools (Turnitin, etc.)	4%	38%	58%	0%
Collaborative writing software (Blackboard, etc.)	5%	35%	60%	0%
Blogs	1%	12%	87%	0%
Student response systems (Clicker, etc.)	3%	27%	70%	0%
Videoconferencing or Internet phone chat (Zoom, etc.)	4%	24%	72%	0%
Video games, simulations, or virtual worlds (Second Step, etc.)	3%	18%	79%	0%


August 9, 2010
Bill Gates Predicts Technology Will Make 'Place-Based' Colleges Less Important in 5 Years, By Jeff Young, Chronicle of HE

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.

December 30, 2010
The year we stopped talking Sharon Jayson, USA Today
http://www.usatoday.com/printedition/news/20101230/1year30_cv.art.html

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/>




Percentage of Students Who Use Mobile Devices Daily to Access the Internet

Year	Percentage
2008	10.2%
2009	29.4%
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 17, 2011
US internet access still a problem: Gov't says up to 10 pct in US lack good Internet,
Joelle Tesslar, AP Technology Writer




US internet access still a problem
 Gov't says up to 10 pct in US lack good Internet.
 Updated: Tuesday, 17 Feb 2011 4:34 PM EST
 Posted: Tuesday, 17 Feb 2011 4:34 PM EST

JOELLE TESSLAR AP Technology Writer

WASHINGTON (AP) — Gov't says as many as 10 percent of U.S. households lack good Internet connections that are fast enough to stream video, use social media and other kinds of services. New broadband connections that are too slow to meet their needs are some of the conclusions from the Commerce Department's published report, released on Tuesday, on what types of high-speed Internet services are available — or missing — in every last corner of the country.

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



THE CHRONICLE of Higher Education

HOW COLLEGE ARE TAKING LECTURE CAPTURE TO A NEW LEVEL


Technology

Actually Going to Class, for a Specific Course? How 20th-Century.

How learning technologies prompt a rethinking of traditional course structure.

"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.


10 Blended Models



Blended Model #1. Face-to-Face Primary
(online is for remediation of supplement)



Blended Model #2. Rotation
(students alternate FTF and Oline instruction)



Blended Model #3. Flex
 (curriculum primarily online with
 instructors available FTF)



Blended Model #4. Online Lab
 (lab or field experience component
 of course is online)



Blended Model #5. Self-Blend
 (students decide on which courses
 they take online or which portion
 of the course is online)



Blended Model #6. Online Driver
 (courses primarily online and
 physical facilities used to
 supplement or as needed)



Blended Model #7. Bookend
 (first and last part of the course is online and
 middle portion is online; AMA Special Report,
 Blended Learning Opportunities
 Alison Rossett (2006))



Blended Model #8. Anchor
 (start with FTF or what students
 are familiar with and then move to
 online)



Blended Model #9. Field (combine FTF and online as needed...mix and match)

Table 1. What Might Go in the Blend

Live face-to-face (formal) <ul style="list-style-type: none"> Instructor-led classroom (F2F) Workshops Coaching, mentoring On-the-job (OTJ) training Work-based problems 	Live face-to-face (informal) <ul style="list-style-type: none"> Collegial relationships Work teams Apprenticeships
Virtual collaboration/asynchronous <ul style="list-style-type: none"> Live e-learning classes Coaching, mentoring Instant messaging, SMS 	Virtual collaboration/synchronous <ul style="list-style-type: none"> Online communication and discussion boards Listserve Blog, wiki, podcasts
Self-paced learning (print, CD/DVD, electronic, wireless) <ul style="list-style-type: none"> Online modules Online resource links Simulations and scenarios Assessments and self-assessments Workbooks, readings 	Performance support <ul style="list-style-type: none"> Online help systems Print job aids Online knowledge databases Documentation Performance support tools

Adapted from (Bassett, Douglas, & France, 2004, July)

Blended Model #10. Degrees of Humanness (rely on computer-based feedback and interaction at first and switch to human feedback later on)

4 Learning Labs
Learning Labs, Classroom, Mentoring, Role Playing, Coaching

3 Collaborative Learning
Live Virtual Asynchronous programs, e-Labs, Communities of Interest, Practices and Projects

2 Interactive Learning - Simulation
Class Cases, Simulations, Scenario based problem solving

1 Performance Support & Best Practice Reference
QuickStarts, WebCasts, Web Tools, Best Practice Repositories, Web Pages & Objects

Recent Reports on Blended

<http://www.dtic.mil/cgi-bin/GetTRDoc?Location=U2&doc=GetTRDoc.pdf&AD=ADA495731>

U.S. Army Research Institute for the Behavioral and Social Sciences
Research Report 1802
Training Digital Skills in Distributed Classroom Environments: A Blended Learning Approach
Jennifer S. Tucker
U.S. Army Research Institute
David M. McGivern, Bruce C. Lebrecht, Christopher B. Strain, and Andy Parrault
Northrop Grumman Corporation
Amanda N. Gasselman
Columbus State University
Gannett Research Fellows Program
March 2009

Recent Reports on Blended

<http://www.projectred.org/uploads/The-Rise-of-K-12-Blended-Learning.pdf>

THE RISE OF K-12 BLENDED LEARNING
By Michael E. Horn and Hojatollah Shaker
2009 contributors from this handbook: Bruce Nelson, and Jay Silverlight
January 2011

99 Second Break for questions or reflections on models...

Nature AND Nurture: Technology

But new technologies hit us now everyday!

September 15, 2010 Timeline of Technology for Teaching, NY Times

<http://www.nytimes.com/interactive/2010/09/15/magazine/classroom-technology.html?ref=magazine>

Technology of the 1980s

Radio Shack TRS-80 Model III
 Introduced: July 1980
 Price: US \$699 base model
 US \$2495 w/ 5.25" dual drives
 CPU: Z80 2.50, 2.03 MHz
 RAM: 4K, 8K max
 Ports: Cassette tape, expansion, serial
 Display: 12 inch BW monitor, 64 X 16 text
 Storage: 0, 1, or 2 internal 170K floppy drives
 External cassette @ 500 / 1500 baud
 OS: BASIC in ROM, TRS-DOS on disk

Things That Became Obsolete This Decade

December 11, 2009, Silicon Alley Insider

Gadgets that Changed Everything This Decade

December 9, 2009, Jay Yarow, Silicon Alley Insider

16 Learning Technology Trends

November 14, 2010, [www.technologyforlearning.com](#)
 Another Benefit of Robot Teachers: No 'Moral Problems'
 By Jeff Young

1. Inexpensive Laptops and Netbooks

2. Online Language Learning

January 27, 2010 and Feb 5, 2010: The Web Way to Learn a Language, NY Times, ERIC A. TAUB (e.g., EnglishCentral, iTalki, Palabea, Babbel)

3. 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

Samsung: Galaxy Tab has leg up on Apple iPad, By Stephen Shankland, CNET, September 3, 2010

Feb 8, 2011: CNN HP unveils TouchPad tablet, two phones, Mark Milian, CNN,
Feb 15, 2011: Widescreen tablets are coming soon, Mark Milian, CNN

4. Mobile (e.g., iPad) News

August 10, 2010: Flipboard pretties up social-media updates Facebook statuses and tweets feed into magazine-like format in free app for iPad; Jefferson Graham, USA TODAY
February 1, 2011: A peek at The Daily's iPad news app (\$40/year); CNN Tech, Mark Milian

5. Pocket Dictionaries

September 9, 2010: Campus Tech in China: Impressions From 3 Campuses, Jeff Young
<http://chronicle.com/MagPost/Campus-Tech-in-China-/26817/>

I didn't see any laptops in use here, though the three Korean exchange students I sat with proudly produced their favorite educational gadgets: portable electronic dictionaries that can hunt down words in Chinese, Korean, English, and Japanese. Language learning has the best use of technology here, according to some professors I've talked to this week, and electronic stores sell what seems like hundreds of varieties of digital dictionaries.

6. 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

7. Mobile Music December 10, 2010: Virtual Bands, Choirs, Singers, etc. iBand Rocks Tunes on iPads and iPhones; PadGadget.

8. Video Calling/Conferencing/Webcaming December 20, 2010: Skype for iPhone adds two-way video calling, CNet Reviews

9. 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"

10. E-Book Readers January 28, 2011: Amazon: Kindle Books Finally Eclipse Paperbacks, Doug Aamoth http://www.usatoday.com/life/books/news/2011-01-05-1Aebooksales05_ST_N.htm

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

March 2, 2011: Why Amazon would be smart to give away the Kindle, March 4, 2011, CNN Tech, Amy Gahran http://articles.cnn.com/2011-03-04/tech/amazon-free-Kindle_1_buzzes-mobile-book-e-reader-e-book-market?_sa=PM:TECH

12. New Interfaces

February 18, 2011: Telekinesis 2.0, David Zax, Fast Company

BrainDriver
How to drive with your Brain

13. Artificially Intelligent Computers

February 18, 2011: Watson dominated at 'Jeopardy!' — but what else can it do? As IBM seeks new uses, man still has edge over machine, Dan Fergano, USA Today.

Computer vs. brain
Feeling a little computer envy? Don't let IBM's Watson, the champ-crushing computer on Jeopardy!, get you down. A comparison with your own human brain.

Watson	Human brain
1,190 pounds	3 pounds
4 years	6 million years
2,800 processors	1 billion neurons
200 trillion computations (per second)	100,000 trillion
15 trillion Memory (in bytes)	1 trillion

Notes: According to IBM Watson's own data, 1 trillion bytes of information took four years to create (pace of information) and 4 quadrillion such elements.

Computer ties human as they square off on 'Jeopardy!'

14. 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

SAN FRANCISCO — The brains behind digital-media pioneer **socialEyes** are at it again — with a new, two-way video service on Facebook.

SocialEyes, which identifies today as bringing live video for swaths of people at once to Facebook users and others, is now more collaborative on apps, chat about common interests or even learn to play an instrument remotely.

"The new is connect to friends in real time, on your social graph," says co-founder Rob O'Brien of the first service, which he stepped down as CEO of socialEyes and now the creative director of Facebook.

"This is a richer way to connect," O'Brien says.

Robert Williams, who has worked off and on with O'Brien for about 20 years, is CEO of socialEyes.

The 10-person start-up, based here, has raised \$5 million in venture capital.

15. iPad 2, March 2, 2011: Steve Jobs' surprise appearance a 'big deal', CNN Tec, Mark Milian, March 2, 2011,

http://www.cnn.com/2011/TECH/gadgets/03/02/steve.jobs.lead2/index.html?hpt=hp_tech

Steve Jobs' surprise appearance a 'big deal'

Apple's Jobs unveils the iPad 2

16. Mobile Expert Tutors, April 7, 2011:

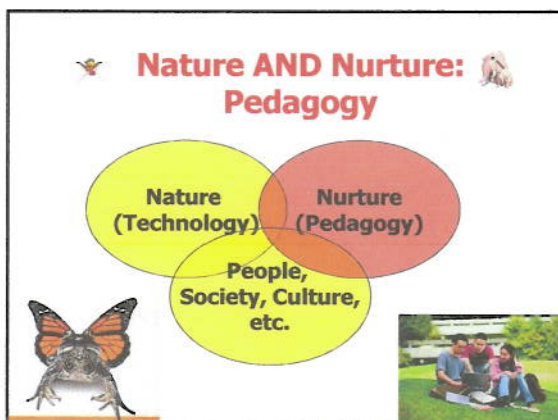
Tutor.com Releases First Ed App that Connects Students to an Expert Tutor

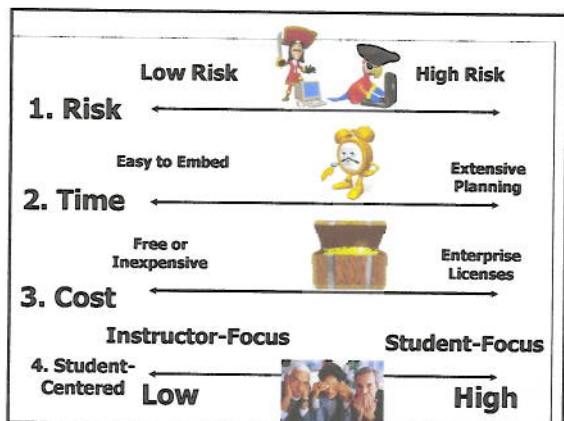
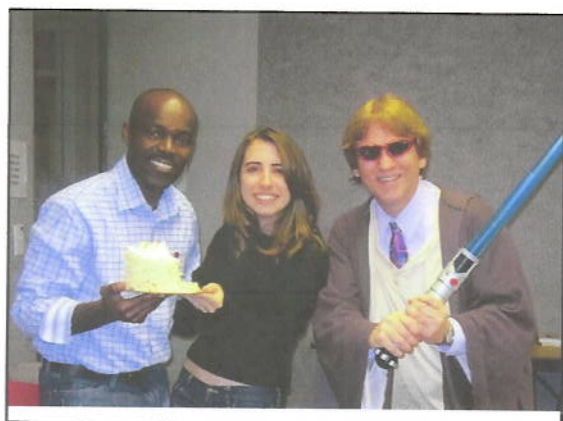
Tutor.com To Go™ Releases the First Education App that Connects Students to an Expert Tutor

NEW YORK (April 7, 2011) — Tutor.com, the largest online learning and homework help service, today announced the release of its first mobile app, Tutor.com To Go™. The app is available for iPhone, iPad and iPod touch.

Now, with the release of Tutor.com To Go™, students can connect to expert tutors from anywhere, anytime, on their mobile devices. The app allows students to connect to expert tutors from anywhere, anytime, on their mobile devices. The app allows students to connect to expert tutors from anywhere, anytime, on their mobile devices.

Tutor.com To Go™
for iPhone, iPad & iPod Touch



Read 1a. Listen to Podcast Shows

The collage includes a statue of a soldier, a 'MILITARY PODCAST' logo, a 'MILITARY HISTORY PODCAST' logo, a 'MILITARY' magazine cover, and a screenshot of a podcast player interface with a list of episodes.

Read 1b. Online Article Portals and Databases

<http://r685articledatabase.weebly.com/>
<http://ella.slis.indiana.edu/~bahaloc/r685/>
http://php.indiana.edu/~cibonk/Syllabus_R685_Spring_of_2011.htm

The screenshot shows a website titled 'ARTICLE DATABASE FOR R685 CLASS' with a search bar, a list of articles, and a sidebar with navigation options. A small image of three children looking at a laptop is also visible.

Read 1c. Wikibook or Wikipedia Editing or Critiques

- Ask students to critique a wikibook or page from Wikipedia

The screenshot shows a Wikipedia page with a blue header, a search bar, and a main article area with text and a small image of a bird.

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

The diagram shows a circular flow of four learning styles: Reflective, Observational, Active, and Kinesthetic. Below it are three portraits of people: a man in a blue jacket, a woman in a yellow top, and a man in a white shirt.

Blogging Questions

- Who has a blog?
- Who regularly reads other people's blogs?
- Who assigns blogging tasks?
- Who has created a video blog?
- Who thinks it is an utter waste of time to blog?

Four small video player thumbnails are placed around the text, each showing a man speaking into a microphone.

Reflect 2a. Blogging Reflections

A photograph of a person in a camouflage jacket sitting at a desk, looking at a laptop screen. The background is a window with a view of trees.

Reflect 2b. Critical Friend Blog Postings (Kristen and Susan)

My Personal Reflections on Web 2.0

R685: The Web 2.0

Reflect 2c. Scenario Learning (Option 6, Bloomington, IN)

Scenario Learning

Reflect 2d. Workplace and Field Reflections...MM

Workplace and Field Reflections

DAU Mission Assistance in the Workplace

Action learning to enhance performance

Efforts	FY09	FY10
Consulting	176	215
RDT	94	8
Targeted Training	307	363
Total	577	586

Reflect 2e. Free OpenCourseWare of Open Educational Resources (e.g., watch or Listen to Online Courses or Programs on Disaster Preparedness and other areas)

Center for Persons with Disabilities

Online Courses Address Emergency and Disaster Preparedness

On-line Courses for Independent Living Center Staff I

Reflect 2f. Videos on Book Websites (e.g., Brain Rules, John Medina)

brain rules

12 Principles for Surviving and Thriving at Work, Home, and School

JOHN MEDINA

Buy Brain Rules Now in Paperback

Train Fakes DVD Trailer

Exercise: Brain Game #1

Urgo: Brain Game #2

John Medina Author: Brain Rules

3. Visual Learners

- Visual learners prefer diagrams, flowcharts, timelines, pictures, films, and demonstrations.

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

Display 3b. Visual presentations (e.g., Prezi)

<http://prezi.com/i1mhh159xd46/is-the-world-open/>
<http://prezi.com/8h7grxlyaymv/the-world-is-open/>

Display 3c. World Trends and Indices (e.g. Worldmapper)

Display 3d. Download and Use Online 3D Sketches (Google SketchUp; download <http://sketchup.google.com/3dwarehouse>)

Display 3e. Videos for clinical education (Sungkyunkwan University School of Medicine, www.mededu.or.kr)

Display 3f. Anchored Instruction (find anchoring event (YouTube, CNN, BBC, TeacherTube, CurrentTV)

Display 3g. Radical Cartography
<http://www.radicalcartography.net/index.html?chicago0dot>

Boston City Limits annexations and landfill, 1804-1912

4. Tactile/Kinesthetic Learners

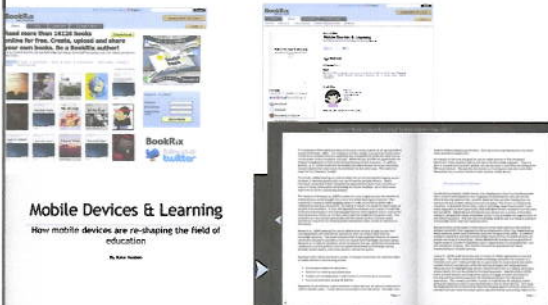
- Tactile/kinesthetic senses can be engaged in the learning process are role play, dramatization, cooperative games, simulations, creative movement and dance, multi-sensory activities, manipulatives and hands-on projects.

Do 4a. Podcast Productions and Shows

Do 4b. Simulations and Animations

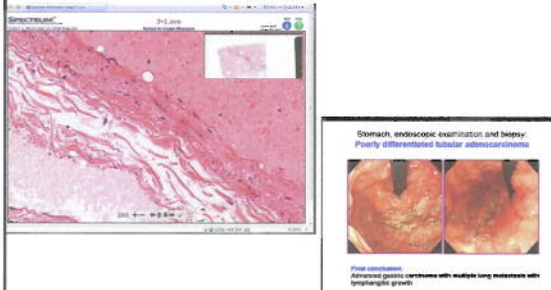
Do 4c. Virtual Worlds

Do 4d. Uploading Mobile Books
 (e.g., BookRix, <http://www.bookrix.com/>)



Mobile Devices & Learning
 How mobile devices are re-shaping the field of education

Do 4e. Virtual Microscopes (Sungkyunkwan University School of Medicine, www.mededu.or.kr)



Stomach, endoscopic examination and biopsy:
 Poorly differentiated tubular adenocarcinoma

Final conclusion:
 Advanced gastric carcinoma with multiple lung metastases with lymphovascular growth

Do 4f. Virtual Quizzes
 (www.mededu.or.kr)




Do 4g. Create Blogs (e.g., Dr. Kim Foreman, San Fran State University, Come and See Africa Blog; <http://comeandseeafrica.blogspot.com/>)



Come and See Africa (CASA)
 The 2009-2010 Africa Study Abroad Program

Poll #1: How many ideas did you get from this part of the talk?

- None—you are an idiot.
- 1 (and it is a lonely #).
- 2 (it can be as bad as one).
- 3-5
- 6-10
- Higher than I can count!



99 Seconds Stop and Share: Top Three Things you can use!



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



May 9, 2011, USA Today



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.



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



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.



I even reflected on this for a moment...and then something magical happened...



Magic #1: 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>

2. Encouragement, Feedback, etc.:
A. Online Self-Testing (e.g., self study in accounting, vocabulary, anatomy, chemistry, dissection, etc.)

3. Curiosity, Fun:
A. Online News
 (Giant jellyfish, Tiny T. rex, and Ardi)

3. Curiosity, Fun:
B. Online Games

3. Curiosity:
C. March 11, 2011, Tsunami hits Japan
<http://www.cnn.com/video/?/video/world/2011/03/11/nat.nhk.japan.sendai.tsunami.nhk&ref=NS1>

4. Variety, Novelty: A. Cool Resource Provider or Tech Demos

P540 Cool Resource Provider and Moderator Sign Up Sheet

Reminder people are working with the case assignments it is possible to connect content that is more than 1000 miles away from you. Please make sure you are working with the local provider of the sign up sheet for reviewing your browser history before you start your case and don't forget to log out.

Sign Up Sheet

Please put your name in the box for the **ONE WEEK** that you want to be the moderator. Only complete one box (either for IC or Adult Learning, NOT both).


Please complete, please write the general topic before clicking the submit button.

Week **IC-23 Educational Learning** **Adult Educational Learning**

1. Introduction to the Study of Learning

2. Substructure

3. Social Learning Theory

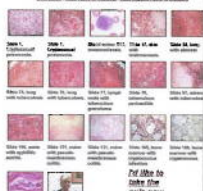


5. Autonomy, Choice: A. Online Cases (e.g., Mark Braun, IU)

PATHOLOGY CASES - CLINICAL CASES

Below are 28 online cases. If you are seeing a real patient, the subjects will give you their histories and the laboratory and X-ray departments are ready to assist you. They will send email notes on each page and the email address will click on each one. Each case has an index so you can determine your progress about you have to know. The job at the end of each case will help reinforce the major points in each exercise.

1. A case of fever	12. A young woman with scoliosis
2. A man with chronic cough	13. A woman with morning stiffness
3. Middle aged man with chest pain	14. Man with enlarged lymph nodes
4. A man presents with cough	15. A man with a knee bleed
5. The man complains of dysphagia	16. A woman with a neck mass
6. Man with abdominal pain	17. A man with a neck mass
7. A middle aged man with neck pain	18. Infectious mononucleosis
8. This elderly man has chest pain	19. This year we got with enough
9. A young woman with a breast mass	20. Infectious mononucleosis
10. An elderly man with a fracture	21. Infectious mononucleosis
11. A case of conjunctivitis of the eye	22. Infectious mononucleosis
12. A woman with vaginal bleeding	23. Infectious mononucleosis
	24. Infectious mononucleosis
	25. Infectious mononucleosis
	26. Infectious mononucleosis
	27. Infectious mononucleosis
	28. Infectious mononucleosis





6. Relevance, Meaningfulness: A. Tour an Online Oil Drilling Site or Role Play Situations (i.e., BP)

<http://www.youtube.com/watch?v=ts45BkAnqTs>


Open newroom learning

About
Learn. Create. Share. All for free.

There is a lot of learning going on in the world. It's time to share it. This is the place to go to find out what's going on in the world. It's time to share it. This is the place to go to find out what's going on in the world. It's time to share it. This is the place to go to find out what's going on in the world.



6. Relevance, Meaningfulness: B. Business Wikis



Quote from 7 Effective Wiki Uses and the Companies that Benefit from Them

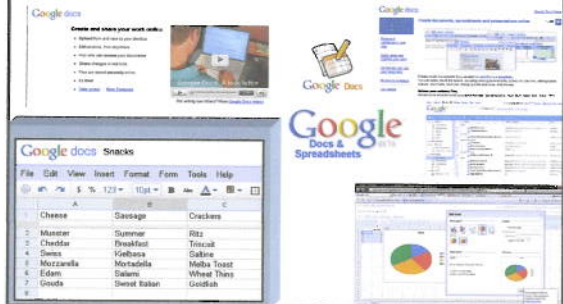
- **SAP:** On the [SAP Developer Network Wiki](#) the, "main criteria for choosing to put content in the wiki is its volatility and dynamics, extendability and/or collaborative character. Ask yourself the question, if you want others to be able to change, extend, regroup, add, etc. your contribution." That's an excellent question to ask, especially for content that's going on a public wiki.

6. Relevance, Meaningfulness: C. Internal Wikis for Knowledge Management (e.g., Intelpedia)

Per Josh Bancroft, Intel engineer and the creator of Intelpedia at Intel: "Imagine that you could have all the features and functionality that Wikipedia has on your own internal wiki."
"In the four-plus years that Intelpedia has been up and running, I have had exactly zero reported instances of an unwanted edit — of some-one spamming or vandalizing or doing something inappropriate." JD Lasica, July 8, 2010 interview with Josh,
<http://www.socialmedia.biz/tag/intelpedia/>

7. Interactive, Collaborative:
A. Collaborative Documents (Google Docs)



8. Engagement, Effort:
A. Flash, 3-D Visualization, & Laboratory Software



8. Engagement, Effort:
B. Cross-Institutional Wikibook Project (e.g., IU and the University of Houston)



9. Tension, Challenge, etc.:
A. Ethical Debates



10. Yields Products, Goals:
A. Photo Festivals and Competitions (e.g., COFA at UNSW, Scrapblog, flickr, etc.)



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



10. Yields Products, Goals: C. Employee Film Competitions (Deloitte Film Festival)

Alt: <http://www.youtube.com/user/DeloitteFilmFest>

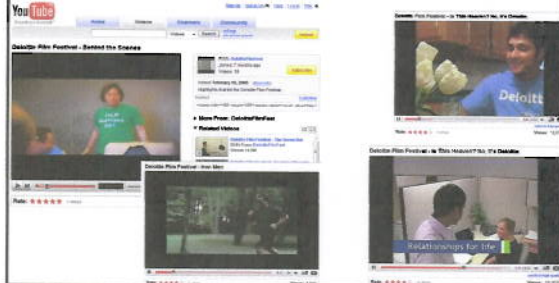
Is This Heaven: http://www.youtube.com/user/DeloitteFilmFest#p/u/14/k4Wh_n5e7c

Dude Whard's My Proposal: <http://www.youtube.com/user/DeloitteFilmFest#p/u/4/e113u7G5Hrs>

Behind the Scenes: <http://www.youtube.com/user/DeloitteFilmFest#p/u/0/W7eX-5e2aHk>

The Green Dot: <http://www.youtube.com/watch?v=10h1Bub30Y>


Kid Fakes Job Interview: <http://www.youtube.com/watch?v=b9ghb6-17f8&feature=related>



TEC-VARIETY Model for Online Motivation and Retention


Tone/Climate
Encouragement, Feedback
Curiosity

Variety
Autonomy
Relevance
Interactive
Engagement
Tension
Yields Products




Poll #2: How many ideas did you get so far?

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.



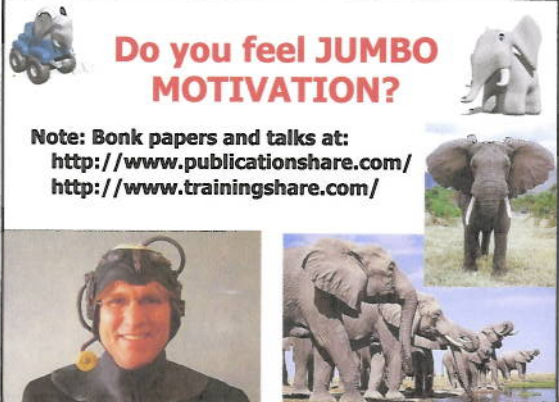
99 seconds: What have you learned so far?

- Solid and Fuzzy in groups of two to four




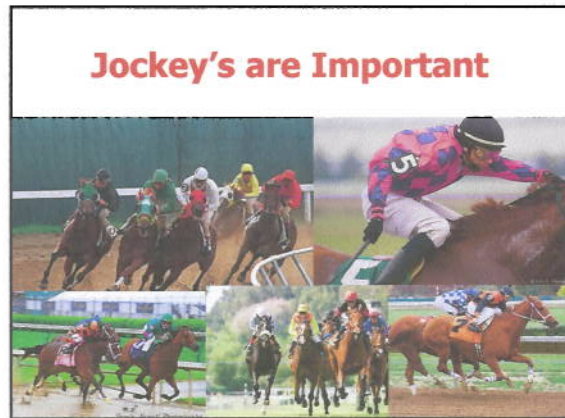
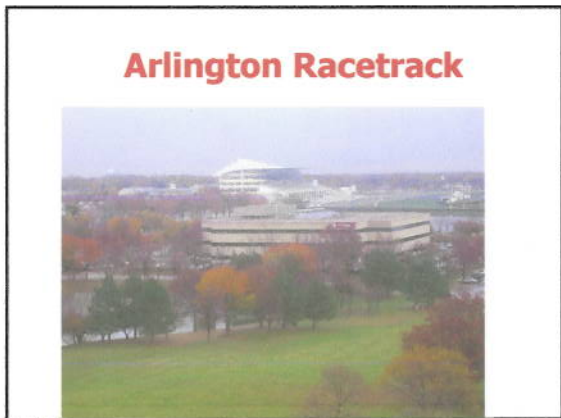
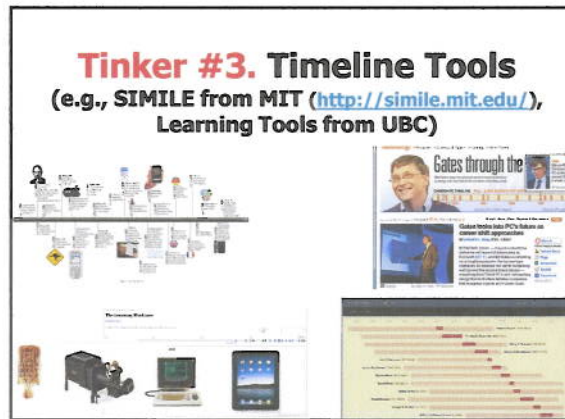
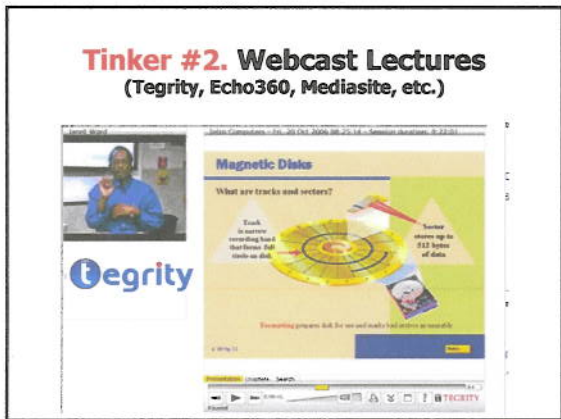
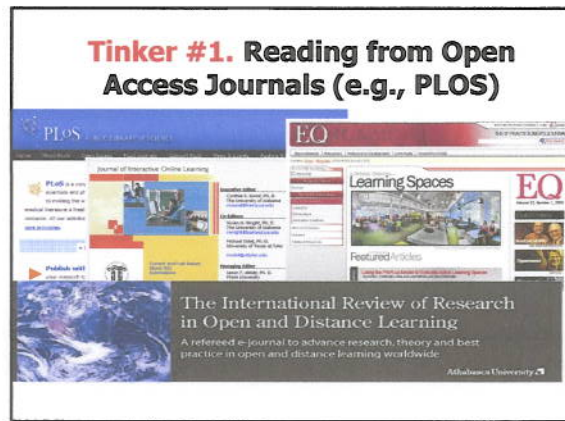
Do you feel JUMBO MOTIVATION?

Note: Bonk papers and talks at:
<http://www.publicationshare.com/>
<http://www.trainingshare.com/>



Tinkering, Tottering, or Totally Extreme?





Tinker #4. Online Literature Search (Class Google Jockeys) (links to text, soundtracks, video clips, etc.)

A collage of various online resources, including text documents, images, and a person sitting at a desk with a large curved screen displaying a presentation. The word 'TAO' is visible in the bottom left corner of the collage.

Tinker #5. Video Animations and Self-Testings

A screenshot of a YouTube video player showing a 3D medical animation of a human mouth and throat. The video title is "Amazing 3D medical animation!". To the right, there is a thumbnail for "3D Human Anatomy" with a small anatomical diagram.

Tinker #6. Anchored Instruction with Shared Online Video

A screenshot of a YouTube video player showing a video titled "B. F. Skinner - Modelagem". The video shows a person in a dark setting, possibly a classroom or laboratory, engaged in an activity. The YouTube interface includes search, share, and upload buttons.

Tinker #7. Pubcasts. (videos of authors of scientific papers and science; e.g., SciVee)

Two screenshots of SciVee videos. The left one shows a woman in a green shirt in a laboratory setting, with the title "The Oxygens - Introducing Neandertal Species to the Classroom". The right one shows a woman in a white jacket, with the title "MacArthur Fellow 2008: Sally Temple, neuroscientist".

Tinker #8. Collaborative Groups (Google Docs, Ning, Google Groups, MSN Groups, Yahoo Groups)

Screenshots of collaborative tools. On the left is a Google Docs interface showing a document being edited. On the right is a Ning in Education interface showing a network of users. Below these are the logos for Ning, Google, and a stylized blue network diagram.

Tinker #9. Track Life of a Scientist or Famous People (e.g., Brian J Ford, independent scientist)

A YouTube video player showing a video about Brian J Ford. The video title is "The Brian J Ford...". Below the video player is a promotional graphic for "Inter Micro 2010 Chicago, Illinois" with the text "An Evening with Brian J Ford" and "12 July 2010".

Tinker #10. 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.)

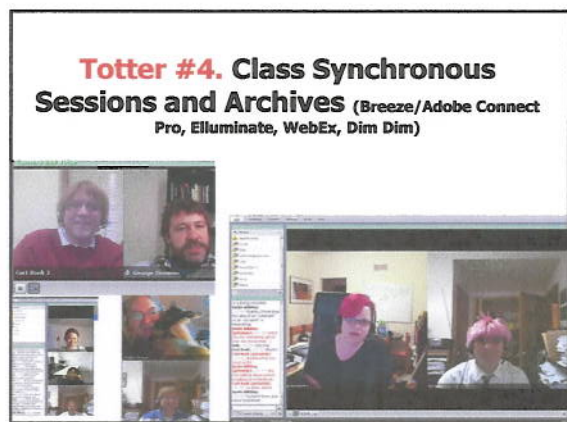
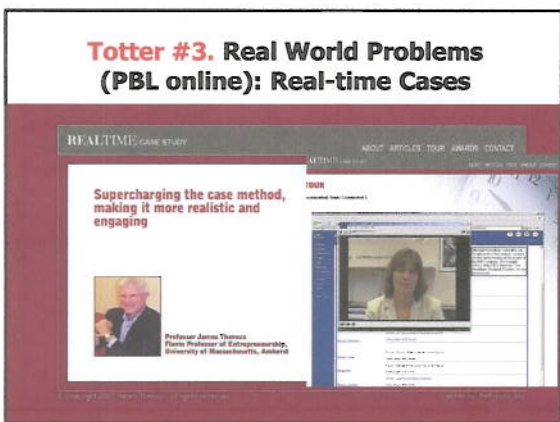
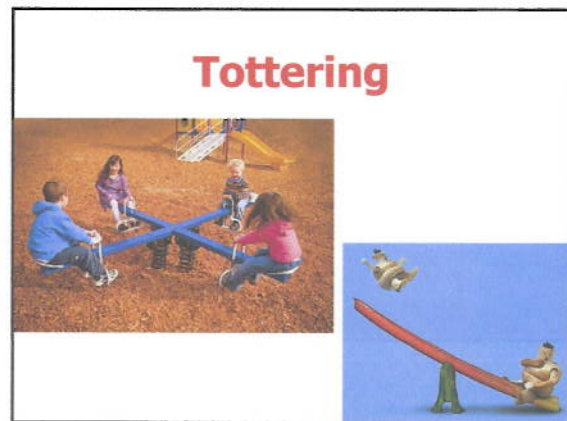
Tinker #11. Online Experiments
 (e.g., psychology)

Tinker #12. Educational Simulations

Tinker #13. Online Role Play
 (e.g., Tulane University, Exercise for Renewable Energy, Freeman Sch. of Business, roles include power traders and utility dispatchers, etc.)

Tinker #14. Podcast Reflections

Tinker #15. Expert and Domain Specific Blog Reflections
 (English, Health, Business, etc. blogs)



Totter #5. Global Class Videoconferencing

Students are shown in a classroom setting participating in videoconferencing. The images illustrate various aspects of the global class experience, including students interacting with large screens and using laptops in a meeting room.

Totter #6. Videoconferencing in Remote Lands

(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 Farah.)

The images illustrate videoconferencing in remote lands. On the left, a group of people is shown in a room with laptops, likely participating in a videoconference. On the right, a soldier in military gear is shown interacting with a dog in a field, representing the remote location of the seminar.

Totter #7. Combining Asynchronous and Synchronous Events

The images show a video conference interface with multiple participants. A presentation slide titled "PALESTINE" is visible, illustrating the combination of asynchronous and synchronous events.

Totter #7b. Asynchronous and Synchronous Events (e.g., William and Mary, March 3, 2011)

The image shows a screenshot of a video conference interface with multiple participants in a grid layout, illustrating asynchronous and synchronous events.

Totter #8. Online Language Learning and Conversations (e.g., PalTalk, iTalki, Palabea, Babbel)

The images show various online language learning platforms and a person using a headset, illustrating online language learning and conversations.

Totter #9. Course Announcements (e.g., Teaching with Twitter; Course announcements and following people (e.g., microblogging))

The images show social media interfaces like Twitter and Facebook, along with a "Follow me!" sign, illustrating course announcements and following people.

Totter #10. Wikibooks, Wikipedia editing, wiki syllabi, wiki glossaries
(Ron Owston, York University, Toronto)

Web 2.0 and Emerging Learning Technologies
From Wikibooks: The open content textbooks initiative

Totter #11. Student YouTube Products

<http://www.youtube.com/watch?v=xiwS1ryPzsQ>
http://www.youtube.com/watch?v=x3FJy4Pn_E
<http://www.youtube.com/watch?v=eD1awpaSuP0>
http://www.youtube.com/watch?v=BP75DNkyCYMe&as=player_profilepage


Totter #12. Podcast Productions and Virtual Performances for students of pronunciation class
(e.g., Tzu-Su Chen, Taiwan)

Totter #13. Video Blogging

Totter #14. YouTube as Class

Totter #15. Collect Student Data for Shared Online Videos (e.g., Michael Wesch, Kansas State)


Totally Extreme Learning



This collage features various educational elements: a person working at a computer workstation, a graphic for 'HURRICANE IKE' with a red arrow, a man in a military-style uniform reading a book, a volcanic eruption with silhouettes of people in the foreground, a group of students sitting on the floor in a classroom, and a map of the Pacific region with labels for 'Cap Hatter', 'HATTI', 'Lili Cliffs', and 'Pitcairn Prince'.

Totally Extreme #1. Live Science


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



This collage illustrates live science through various media: a screenshot of the 'NAUTILUS LIVE' interface, a man in a blue shirt speaking, a person in a control room, a close-up of a person's hands working with a specimen, a group of people around a table, and a 'KLANG' logo.

Totally Extreme #2. Immediate Science

Ida (a transitional species) 47-Million-Year-Old Fossil the Missing Link? (May 20, 2009)



This collage focuses on paleontology and evolutionary biology: it features a fossil of a spider-like creature with the text 'UNCOVERING OUR EARLIEST ANCESTOR', a skull, a dinosaur, and a snippet of a news article titled 'Ida's World' with a photo of a man.

Totally Extreme #3. Armchair Archeology


UCLA Summer Digs Program



This collage shows archaeological activities: an excavation site with a person working, a skull, a person in a control room, a group of people at a dig site, and a close-up of a fossil.

Totally Extreme #4. Google Earth


Archeology (David Thomas, Archeologist, La Trobe University, Australia)



This collage highlights the use of Google Earth in archeology: it includes a 'Discovery' news article, a person at a computer, and various landscape and archeological site images.

Totally Extreme #5. Adventure Learning,

GeoThentic, Earthducation, Polar Husky, GoNorth (Aaron Doering, Univ of Minnesota), Impossible to Possible, Ray Zahab



This collage represents adventure learning through various digital and physical experiences: a person at a computer, a person in a control room, and various outdoor scenes including a person on a mountain and a group of people.

What lies beyond effectiveness and efficiency? Adventure learning design (Doering & Veletsianos, 2008)

128 A. Doering, G. Veletsianos / Journal of

FIG. 1. Adventure learning model.

Totally Extreme #6. 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

Totally Extreme #7. The LAST OCEAN Website and The Last Ocean Project
<http://www.lastocean.com/> and <http://lastocean-project.org/>; Cassandra Brooks

Totally Extreme #8. Adventure Learning (cars and bikes)
 Dan Grec and Mark Beaumont

Totally Extreme #9. 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?hpt=TL2>

Totally Extreme #10. On-Demand Multi-Participant Synchronous Conferencing

Totally Extreme #11. International and Global Education and Competitions
 (e.g., Global Game Jams, online role play, Global Videoconferencing)

Global Game Jam

Totally Extreme #12. Learn Anytime, Always On/Mobile. Will Technology Kill the Academic Calendar? Online, semesters give way to students who set their own schedules, Marc Parry, Chronicle of Higher Ed, October 10, 2010

Robert Johnson, who championed the open-format Learn Anytime program at a two-year college in Louisville, Ky. checks students' e-mail while waiting for a flight. "Everything I need to do today, I can do on my phone," says Robert Johnson...He often grades papers and communicates with students from a cafe near his home.

Totally Extreme #13. Pocket School and Videoconferencing in Developing World
 (Paul Kim, Stanford, Rwanda, August 2010, Kigali Institute of Education linking up with universities in India and Cameroon through Satellite Internet video conferencing system. They were discussing Java programming.)

Totally Extreme #14. Telepresence and Teleportec Systems (e.g., Cisco and HP)

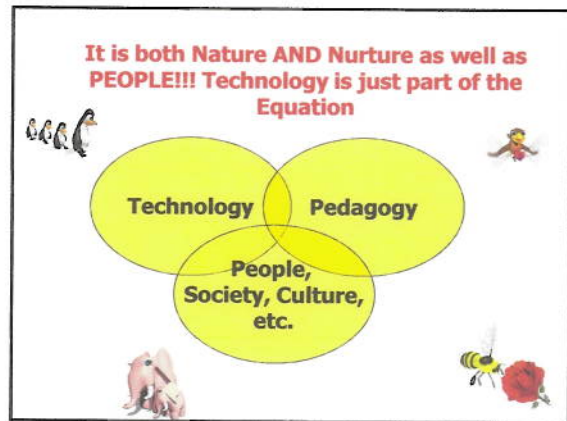
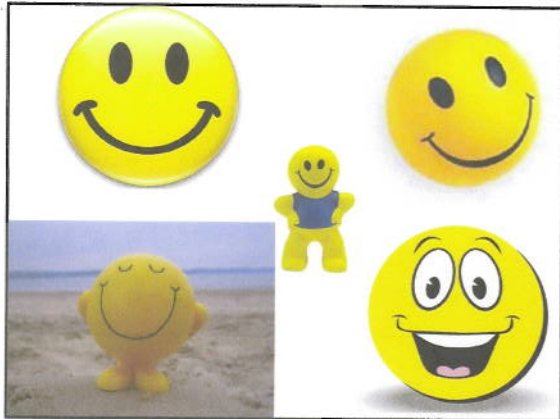
The Next Generation of Video Conferencing

Totally Extreme #15. Space tourism comes closer to fruition, USA Today, April 27, 2011, Charisse Jones
http://www.usatoday.com/travel/flights/2011-04-26-space-tourism-travel_n.htm

Poll #3: Is your brain mush?

1. Yes.
2. No.
3. Not sure yet...

HELLO HELLO



Any Extreme Questions and Comments?
Slides at: TrainingShare.com
Papers: PublicationShare.com
Book: <http://worldisopen.com/>
Email: curt@worldisopen.com

A small globe icon with two figures standing next to it. Below the text are three small images: a person in a dark suit holding a sword, a person in a dark suit holding a book, and a person in a dark suit holding a gun. The text "The Future" is visible in the top right of the third image.