

Adapting to the iPad, called education's 'equalizer',
USA Today, Alesha Williams Boyd,

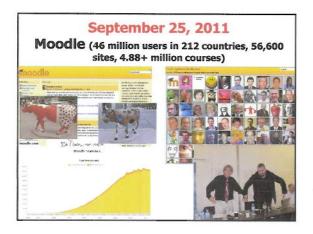
There are now about 40,000 educational
applications for the iPad, Apple reports.

Video can be used to practice social skills. Speech
recognition aids students who have writing
difficulties. The touch screen makes use easy for
children who have dexterity problems, Barry says.

"I think the key word for this is engagement,"
Barry says. "The engagement was just a lot
higher. I think it's adaptive to meet the needs of
individual students. I think it's an equalizer. I do
think it's a game changer."

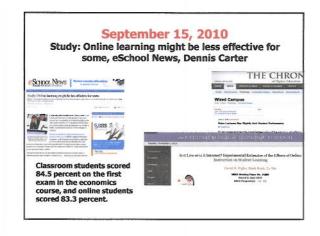
September 12th, 2011







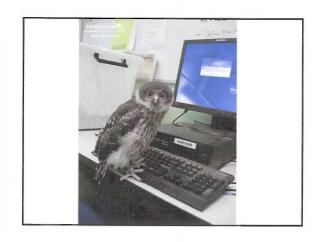








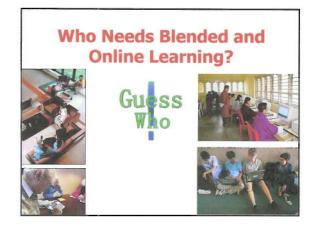


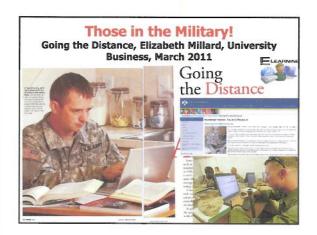


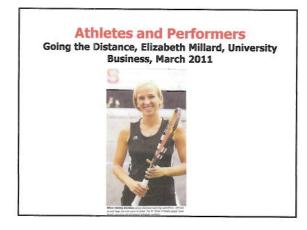
August 26, 2011 Collaborative Learning for the Digital Age, Cathy Davidson, Chronicle of HE, Collaborative Learning for the Digital Age

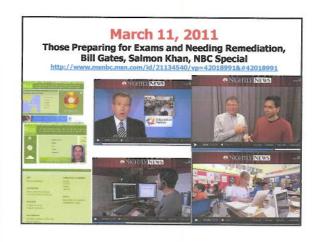
Collaborative Learning for the Digital Age, Cathy Davidson, Chronicle of HE, http://chronicle.com/article/Collaborative-Learning-for-the/1282829 "I want to suggest a different way of seeing, one that's based on multitasking our attention—not by seeing it all alone but by distributing various parts of the task among others dedicated to the same end. For most of us, this is a new pattern of attention. Multitasking is the ideal mode of the 21st century, not just because of information overload but also because our digital age was structured without anything like a central node broadcasting one stream of information that we pay attention to at a given moment. On the Internet, everything links to everything, and all of it is available all the time."

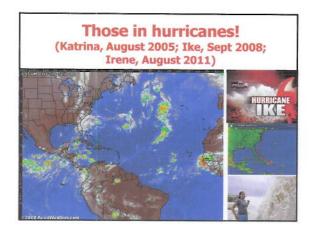
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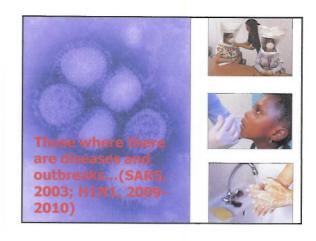




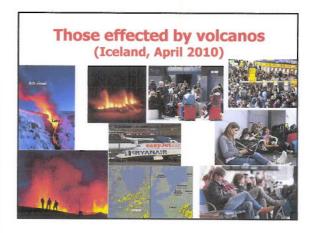




















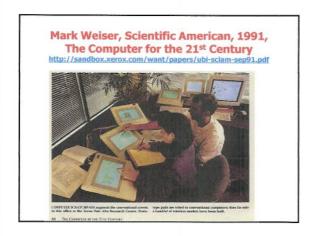










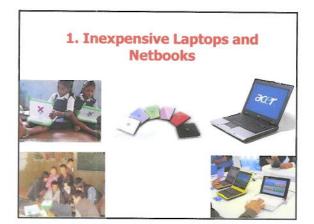


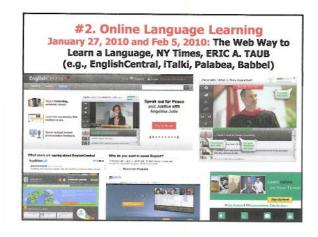




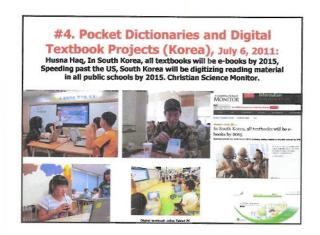














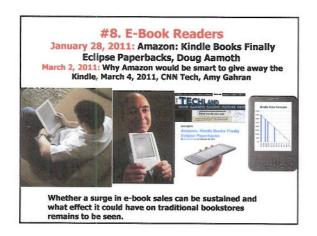




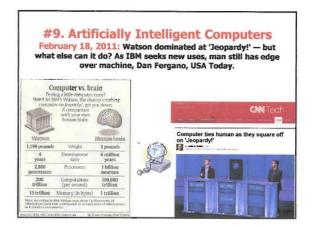












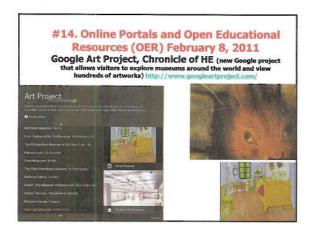


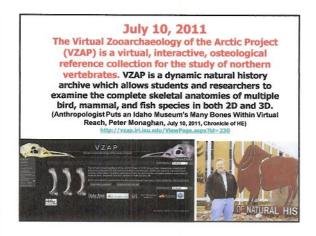


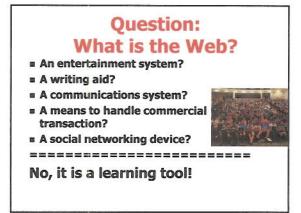


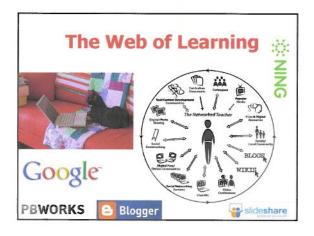


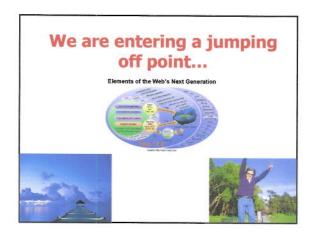




























- 1. Pipes: The availability of tools and infrastructure for learning.
- 2. Pages: The availability of free educational content and resources (OER—Open Educational Resources).
- 3. Participatory Learning Culture: A move towards a culture of open access to information, international collaboration, and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









Framework #1: TEC-VARIETY for Online Motivation and Retention

- 1. Tone/Climate: Psych Safety, Comfort, Belonging
- Encouragement, Feedback: Responsive, Supports
- 3. Curiosity: Fun, Fantasy, Control
- Variety: Novelty, Intrigue, Unknowns
- 5. Autonomy: Choice: Flexibility, Opportunities
- Relevance: Meaningful, Authentic, Interesting
- Interactive: Collaborative, Team-Based, Community
- Engagement: Effort, Involvement, Excitement
- Tension: Challenge, Dissonance, Controversy
- 10. Yields Products: Goal Driven, Products, Success, Ownership

