



I managed to get everything sorted out in Huatulco and was out of the marina by about 1:00 in the afternoon. I weaved my way out of the tricky entrance by following my old track on the chart plotter. When I got out of the harbor I got slammed by 15 knots on the nose once again keeping me from where I wanted to go.

I tacked out to sea and picked out some way points to route me around the maze of sea mounts about 8 miles offshore. After a couple of hours of sailing along, my radar started to pick up a huge patch of squalls about 10 miles off of my bow. I went into the cockpit to take a look and the whole horizon was blackened by the approaching squalls and the lightning was lighting up the



WE-ALL-LEARN:

Ten Forces that Opened the Learning World



- Web Searching in the World of e-Books (i.e., Darwin)
- E-Learning and Blended Learning
- Availability of Open Source and Free Software (e.g., Moodle)
- Leveraged Resources and OpenCourseWare (e.g., MIT)
- Learning Object Repositories and Portals (i.e., shared content)
- Learner Participation in Open Info Communities (YouTube) Electronic Collaboration and Interaction (sync and async)
- Alternate Reality Learning (Online Massive Gaming, Simulations, and Virtual Worlds; e.g., Second Life)
- Real-Time Mobility and Portability (e.g., iPhone)
- Networks of Personalized Learning (Blogs, RSS)



Audience Participation!

1. WE



2. ALL



3. LEARN!!!

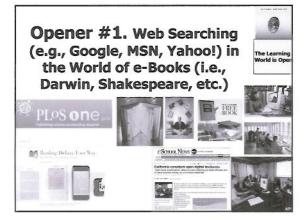
Triple Learning Technology
Convergence of
"WE-ALL-LEARN"

 Pipes: The availability of tools and infrastructure for learning.



3. Participatory Learning Culture: A move towards a culture of open access to information, international collaboration, and global sharing.





Trend #1. Web Searching in the World of e-Books. What happens then?

WE





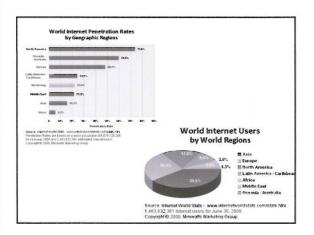


LEARN!!!

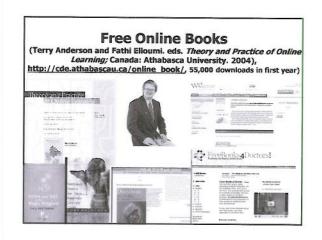


Norm Kamikow Editor in Chief, CLO, April 2009, page 4

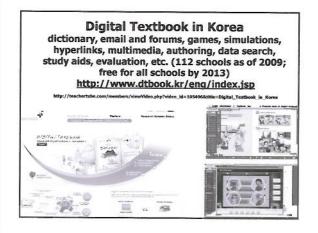
- Recently, I read a startling statistic: More than 53 trillion digital pages will exist online by 2010.
- I found this metaphor, based on commonly accepted measures of time, explaining order of magnitude between a million, a billion and a trillion. A million seconds was 12 days ago. A billion seconds ago, it was roughly May 1977, a span of 32 years. A trillion seconds ago, the Stone Age started.

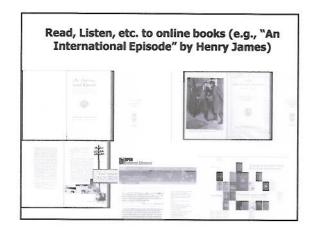




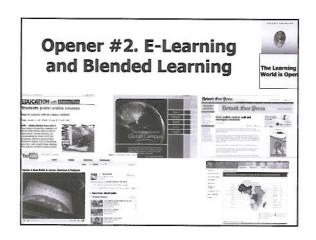




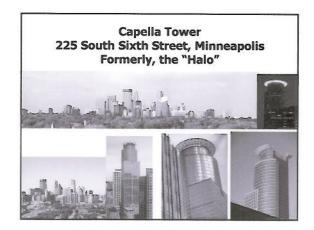




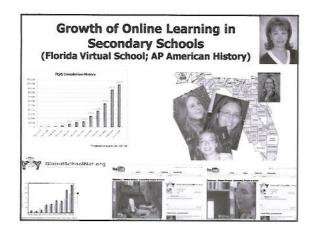






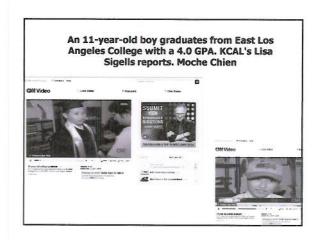


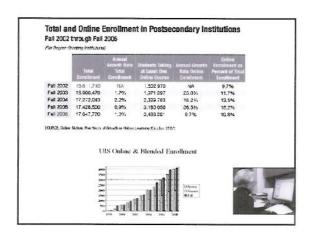










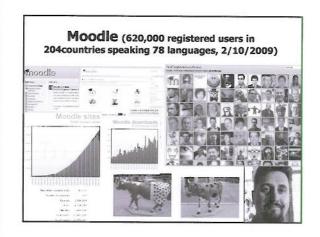


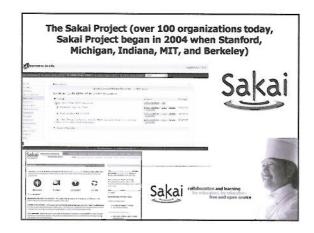








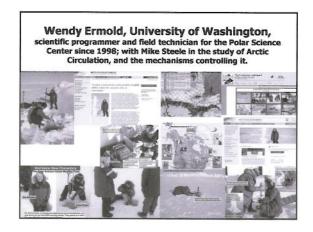










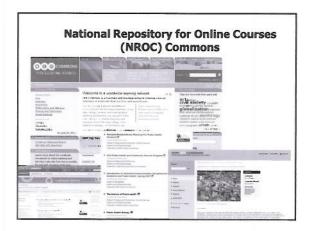


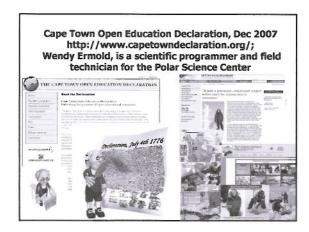


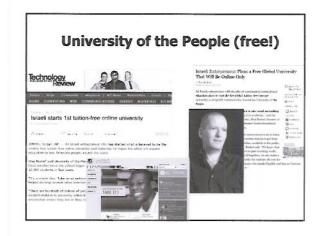


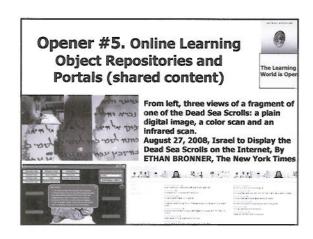


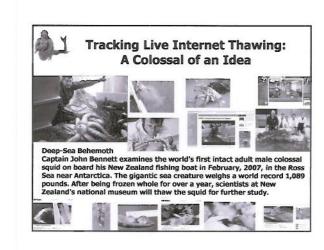




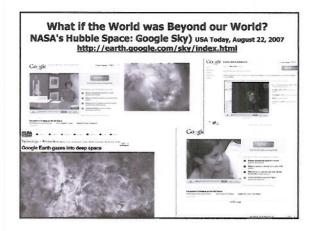


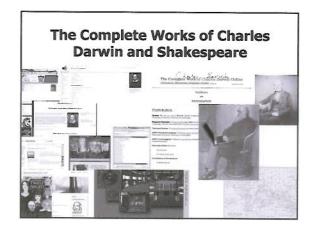


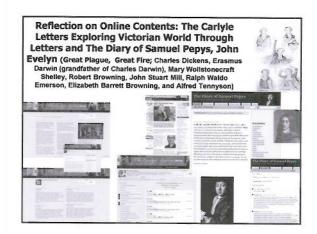




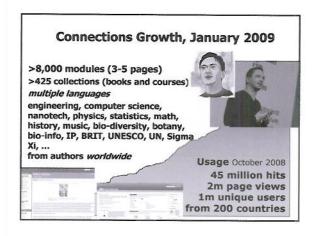






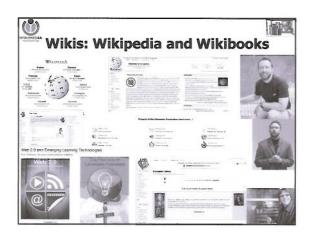










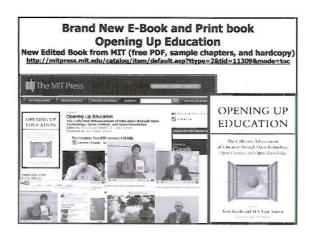


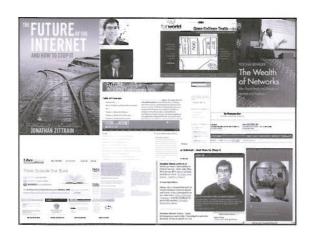


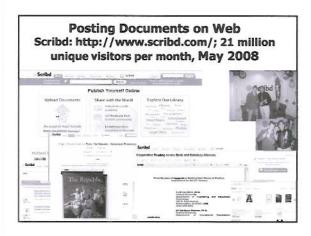




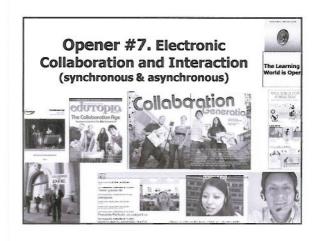










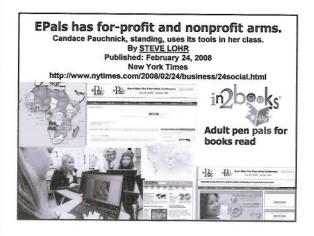


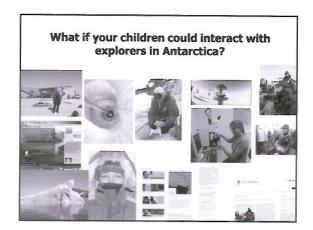




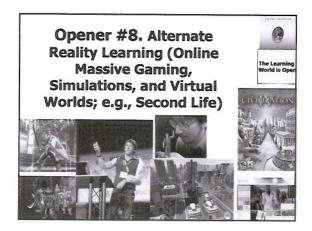


TutorVista has 600 tutors in India and 10,000 subscribers in the United States, including Kenneth Tham in Arcadia, Calif.



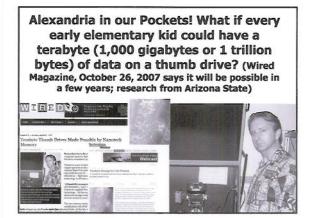




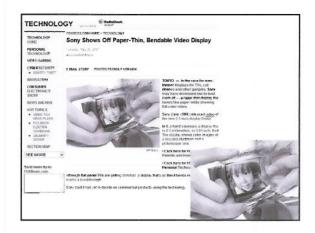


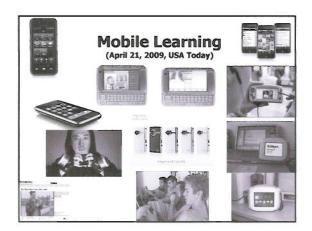












Ocarina, Leaf Trombone lead big parade of iPhone apps, April 21, 2009, USA Today Jefferson Graham

http://www.usatoday.com/tech/wireless/phone s/2009-04-21-apple-iphone-ocarina_N.htm

- Their Ocarina, a 99-cent application that turns the iPhone into a virtual flute, has become one of the iPhone's best-selling apps — to the tune of nearly \$800,000. Now out is the sequel, the Leaf Trombone World Stage.
- "We believe in the potential of interactive sound; we believe that everyone is inherently creative; and we want to unlock that creativity in everyone," says Wang, 31. "We want to find new types of ways to connect people, using the technology we have before us."



