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Ten Forces that Opened the Learning World

1. Web Searching in the World of e-Books (i.e., Darwin) The Learning

- 2. E-Learning and Blended Learning
- 3. Availability of Open Source and Free Software (e.g., Moodle)
- 4. Leveraged Resources and OpenCourseWare (e.g., MIT)
- Learning Object Repositories and Portals (i.e., shared content)
- 6. Learner Participation in Open Info Communities (YouTube)
- 7. Electronic Collaboration and Interaction (sync and async)
- 8. Alternate Reality Learning (Online Massive Gaming, Simulations, and Virtual Worlds; e.g., Second Life)
- 9. Real-Time Mobility and Portability (e.g., iPhone)

10. Networks of Personalized Learning (Blogs, RSS)













The 50 Most Important People

Christopher Null, PC World

A CLASSICS OF CHILD THE PARTIES AND PROPERTY.

ant People #1 through #5

Eric Schmidt, Len Sergey Brin Executives, Gdogle



Marissa Mayer leads the company's product management efforts on search products — weo search, images, news, books, products, maps, Google Earth, Google Toolbar, Google Deattop, Google Heatth, Google Labs and more. She Joined Google in 1999 as Google's first female engineer and led the user interface and web server teams at that time. Her efforts have included designing and developing Google's search interface, Internationalking the site to more than 100 languages, defining Google News, Gmall, and Orkut, and Isunching more than 100 features and products on Google.com



















































































































































































































































