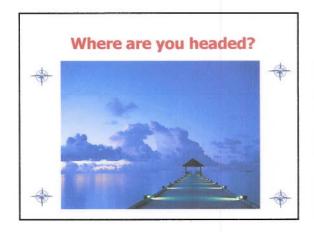
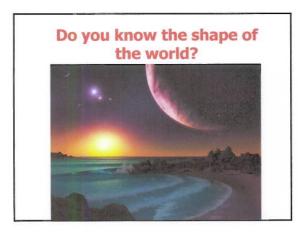
The Flat World Swung Open: How Web **Technology Is Revolutionizing Education** Curtis J. Bonk, Professor, Indiana University President, SurveyShare cjbonk@indiana.edu http://php.indiana.edu/~cjbonk







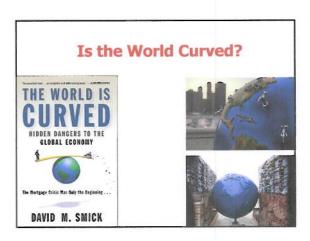
The Ten Forces that **Flattened the World**

Triple Convergence: (1) new economic players, (2) playing fields, and (3) processes.

- 1. 11/9/89: Berlin Wall came down
- 8/9/95: Netscape went public
- Work Flow Software (e.g., PayPal and eBay)
- Open-Sourcing (Self organ collab communities; Mosiac, Apache, Wikipedia, Linux, Mozilla)
- 5. Outsourcing (Y2K)
- Offshoring (e.g., China, Mexico, Thailand)

- Supply-Chaining (e.g., Walmart)
 Insourcing (UPS fixing Toshiba laptops)
 In-forming (e.g., Google, Yahoo!, MSN Web Search)
 The Steroids: Digital, Mobile, Personal, and Virtual
 (wireless, file sharing, VoIP, video camera in phone)

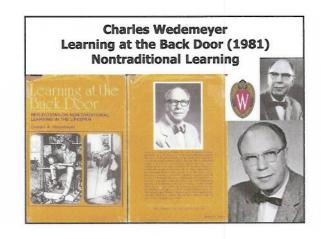






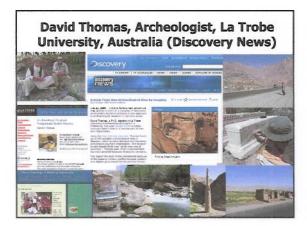






















Perhaps those learning online are akin to the alien archaeologists in the 2008 movie, *Indiana Jones and the Kingdom of the Crystal Skull*. We are seeking the knowledge nuggets of our planetary past and present. As Indy said, "Their treasure wasn't gold, it was knowledge.

Knowledge was their treasure." If that is true for us as well, then today pretty much all the world's known treasures can be found online.

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)

World Open

Audience Participation!

1. WE







3. LEARN!!!

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



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













