E-Learning: It's about Nature (technology) AND Nurture (pedagogy)

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We are Always Connected

Poll #1: Who finds it hard to keep track of all the technology-related changes today???

Accelerate Learning

Poll #2: Who is frustrated sometimes???

Its Nature AND Nuture

Technology

Pedagogy

People, Society, Culture, etc.

Nature: 34 Emerging Learning Technology Trends

Poll: Which of these is the most important? (pick one)

1. Assistive Technologies
2. Blogs and Online Diaries
3. OpenCourseWare and Open Educational Resources
4. Digital Books
5. Social Networking Technology
6. Intelligent Agents
7. Wikis and Wikibooks
8. Online Games and Simulations (Massive Multiplayer Gaming)
9. Shared Online Video (YouTube, TeacherTube)
10. Peer-to-Peer Collaboration
11. Reusable Content Objects and Portals
12. Videostreaming, IP Videoconferencing
13. Virtual Worlds/Reality
14. Wearable Computing
15. Wireless Tech: Tablet PCs, Handheld Devices
16. Digital Portfolios

1. New Online Search Technology (timeline, map, etc. oriented)
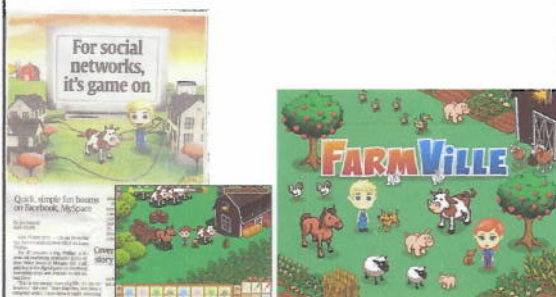

2. New Interfaces

Jeff Han on TED Talks

3. University Promoted e-Scholarship (e.g., California, Indiana)

4. Mobile Experts (online mentoring)
(e.g., Live Happy Practitioner Directory)
http://www.signalpatterns.com/practitioner

5. Social Networking Gaming
(e.g., Farmville) For social networks, it's game on, USA Today, Jon Swartz, Thursday October 15, 2009

6. e-Book Readers
(e.g., Barnes & Noble unveils its e-reader, USA Today, October 21, 2009)

7. Digital Textbook Projects (Korea)
Includes: dictionary, email and forums, games, simulations, hyperlinks, multimedia, authoring, data search, study aids, evaluation, etc.
(112 schools as of 2009; free for all schools by 2013)

8. Shared Online Video
(e.g., TED, Academic Earth, TeacherTube, YouTube Edu, Link TV, Fora TV, TV Lesson, etc.)

9. Live Videostreaming
Streaming Class Video for Remote Students
(e.g., Tegrity, Univ of Central Florida)

10. The Explosion of Synchronous Conferencing, Webcams, and Webinars
(Elluminate, Dimdim, WebEx, Adobe Connect Pro)

11. Interactive Videoconferncing
(e.g., Global Nomads Group)

12. Telepresence Systems
(e.g., Cisco and HP)

13. Blogging
e.g., Andy Calvin's Waste of Bandwidth
Michael L. Wesch, Kansas State, The Machine is Using Us

Adventure Blogging: North Pole Marathon

Blogging Questions

1. Who has a blog? Any for a specific class?
2. Who regularly reads other people's blogs?
3. Who assigns blogging tasks?
4. Who has created a video blog?
5. Who thinks it is an utter waste of time to blog?

14. OpenCourseeWare (OCW)

15. Simulations
(e.g., Virtual Astronaut from WisdomTools)

16. Wikis, Wikibooks, and Wiki Collaboration Sites (e.g., Wikispaces)

Wiki Questions
1. Who regularly reads Wikipedia articles just for fun?
2. Who regularly reads Wikibooks?
3. Who seeks Wikipedia for content?
4. Who has edited or written new articles on Wikipedia or Wikibooks?
5. Who thinks it is ok for college students to cite from Wikipedia?

17. Portals of Endless Content (e.g., Google Sky)

18. Open Educational Resources (OER)
Post Courses in YouTube and iTunes (e.g., Berkeley)

19. Sharing Repositories and Referatories
MERLOT.org: 78,472 members, 21,690 learning materials, January 3, 2010
Connexions: December 2009, 1.6m unique users, 4 million page views, 72 million hits, More than 1m unique users from nearly 200 countries

20. Text Messaging. "This Generation: Always Connected: 18 and Under: Texting, Surfing, Studying? NY Times, October 13, 2009, PERRI KLASS, M.D

21. Bendable/Expandable Screens

22. Cheap Netbooks and Laptops
(How about a $12 laptop?)

23. Podcast Shows
(subscribe to ShakespeareCast.com)

Podcast Questions

1. Who has listened to a podcast?
2. Who listens to a certain podcast on a regular basis?
3. Who has created a podcast?
4. Who has created a vodcast?
5. Who thinks podcasting is simply more talking heads?

24. Online Language Learning
ECPod, ChinesePod, Livemocha (29 languages, 160 hours of lessons, over 2 million users, FREE!)

25. The Cloud
(e.g., Google Sites, Google Docs)

26. Scanning and Printing
Google to Reincarnate Digital Books
Sept 17, 2009, By MICHAEL LIEDTKE AP Technology Writer

27. Book/Personality Websites
(e.g., Brain Rules, John Medina)
http://www.brainrules.net/

28. YouTube as Class

29. Medical Simulations in YouTube
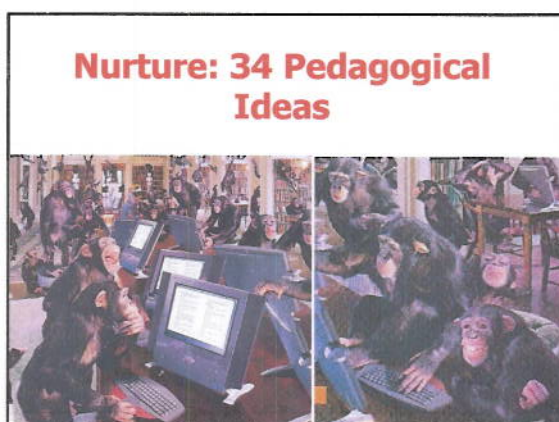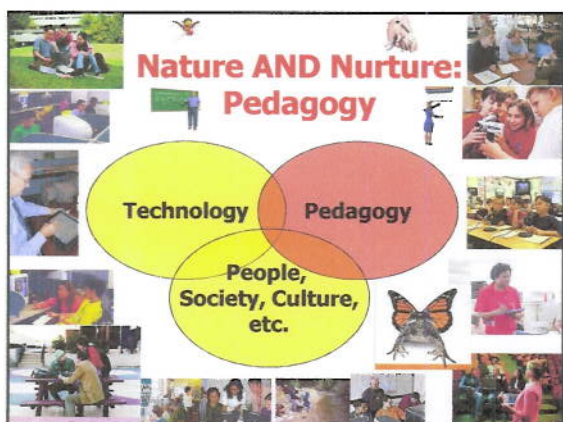### Can Training in Second Life Teach Doctors to Save Real Lives? Discover, by Melissa Lafsky published online July 16, 2009
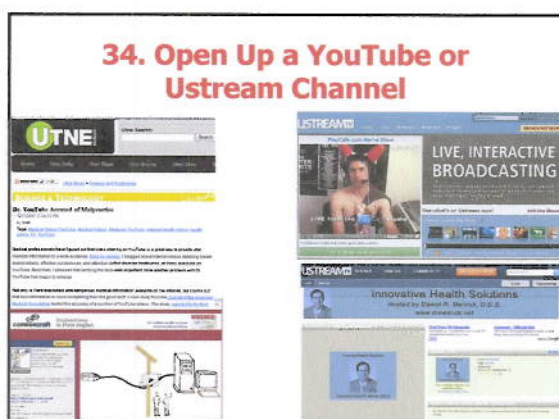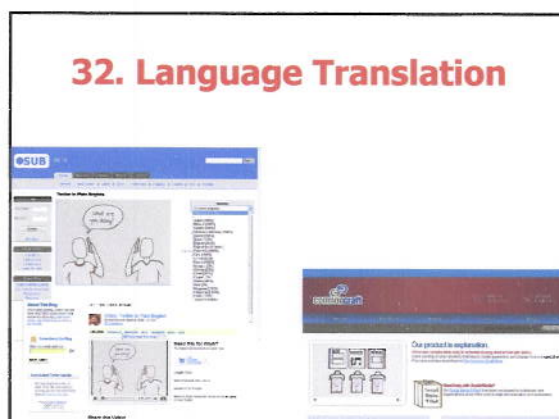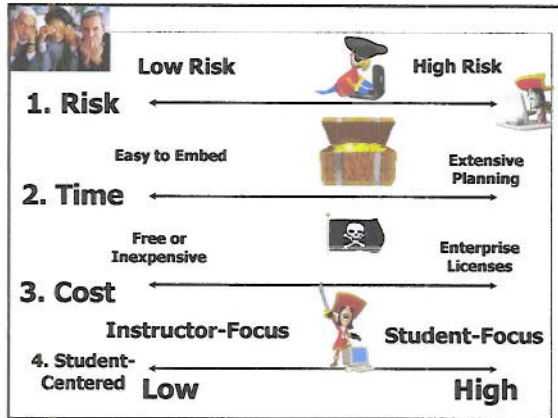

30. Video Chat Collaboration
U. of La Verne Welcomes the World, One Fulbright Lecturer at a Time, Karin Fischer , Chronicle of HE, October 18, 2009

Jack W. Meek, a professor at the U. of La Verne, video-chats with Marcos A. Pedlowski, a Brazilian scholar with whom he did a study of community participation in municipal planning. They met through Mr. Pedlowski's participation in a Fulbright visiting-lecturer program.

31. YouTube EDU

32. Language Translation

33. Peer/Expert Reviewed Online Content (e.g., The Encyclopedia of Life)

34. Open Up a YouTube or Ustream Channel

Nature AND Nurture: Pedagogy

Nurture: 34 Pedagogical Ideas

Slide 1

Low Risk   High Risk
1. Risk

Easy to Embed   Extensive Planning
2. Time

Free or Inexpensive   Enterprise Licenses
3. Cost

Instructor-Focus   Student-Focus
4. Student-Centered   Low   High

Slide 2

1. Virtual Tours and Timelines (HyperHistory)
http://simile.mit.edu/timeline/

Slide 3

2. Indexing Sounds in Cities with Google Maps

Slide 4

3. Virtual Conference Attendance and Reflection Papers
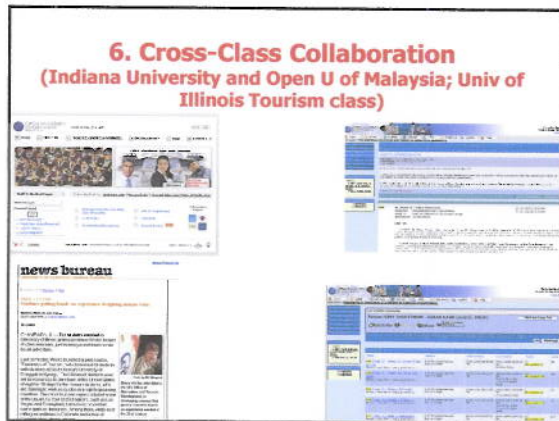
- Have students attend an online conference.
- Ask them to write a reflection paper on the keynotes or other sessions.
- Share in online drop box or discussion forum.

Slide 5

4. Explore Virtual Worlds and Online Representations (UCLAs CVRLab, Univ of Virginia)

Slide 6

5. Educational Simulations
(Medical Traumas from TD Magazine, Cells Alive)
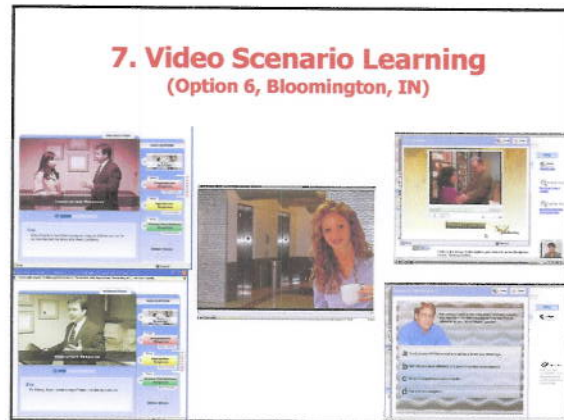
U.N. Food Force, called the first humanitarian game, simulates problems of getting supplies to wartime refugees.

6. Cross-Class Collaboration
(Indiana University and Open U of Malaysia; Univ of Illinois Tourism class)
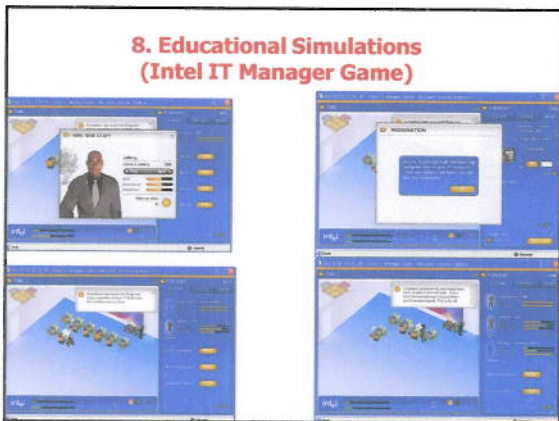
7. Video Scenario Learning
(Option 6, Bloomington, IN)

8. Educational Simulations
(Intel IT Manager Game)
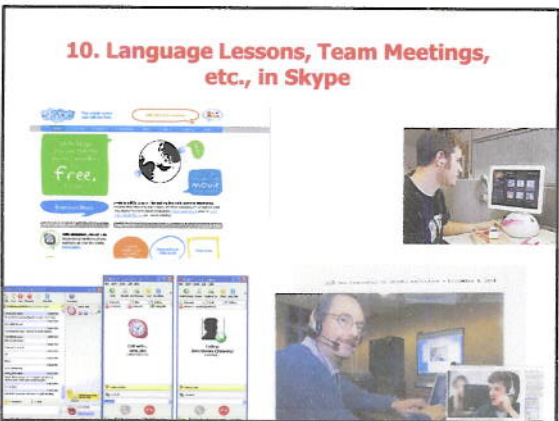
9. Web Conferencing Student Web Tours and Critiques
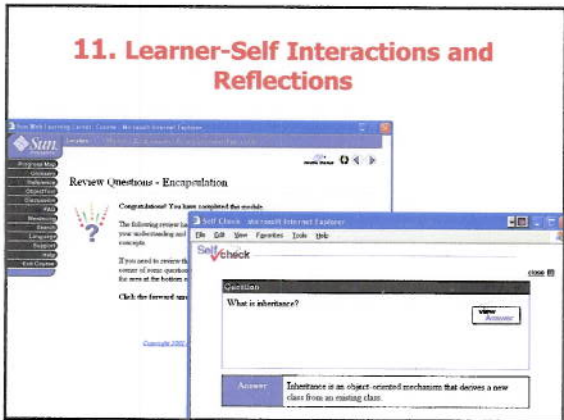
10. Language Lessons, Team Meetings, etc., in Skype

11. Learner-Self Interactions and Reflections

12. Self-Study Online Simulations
(e.g., Financial Accounting; University of Calgary)

13: Shared Online Video Demonstrations (e.g., Monkey See)

14. Vodcasting (video + podcast)
(e.g., for Medical Training)

15. Community of Practice: Online Professional Development

16. Videoconferencing with Hearing Impaired Students Online

- College students tutoring high schools on their homework
- Instructors observing how teacher education students are doing in field placements (practice presentation and communication skills)
- Interpret speaker via Web cam

17. Scenarios (e.g., Virtual Crime Scene
Arjuna Multimedia, Bloomington, IN)

18. Read Blog about Literary Figure
(e.g., Shakespeare)

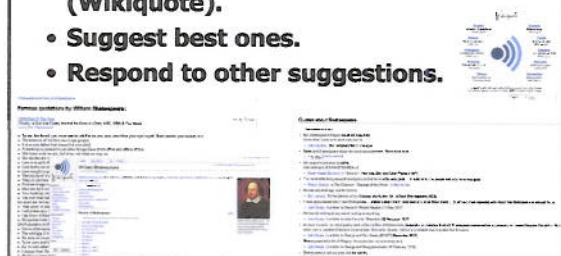- Read and reflect on blog on literacy figure.

19. Add to a Wiki of a Literary Figure
(e.g., Shakespeare)

- Students can edit a wiki on a literary figure.

20. Nominate Quotes
(e.g., Shakespeare)

- Students can explore online quotes (Wikiquote).
- Suggest best ones.
- Respond to other suggestions.

21. Second Life Cast of Shakespeare

http://visit.slshakespeare.com/

- Students can explore Shakespearean plays acted in Second Life.

22. Online Café Question Exchange

a. Have students leave you or their classmates questions online.
b. Answer as many as you can.
c. Peer to peer café for exchanging resources and sharing information.

23. Online Book Reviews

- Have students read different books and post reviews an online forum or to Amazon or send to the author.
- Give each other feedback.

24. Eight Nouns Activity

- Please describe yourself with 8 nouns and explain why those nouns apply to you. Also, reply to 2-3 peers in this class on what you have in common with them.

25. Webstreamed Lecture Reflections

- Ask students to watch weekly lectures.
- Reflect on key concepts.
- Instructors helps moderate it.

26. Reuse Blog, Chat Transcripts, Interviews, Presentations

- Ask students to reflect on expert interviews found online in chats, videos, conference keynotes, and interviews posted to the Web.
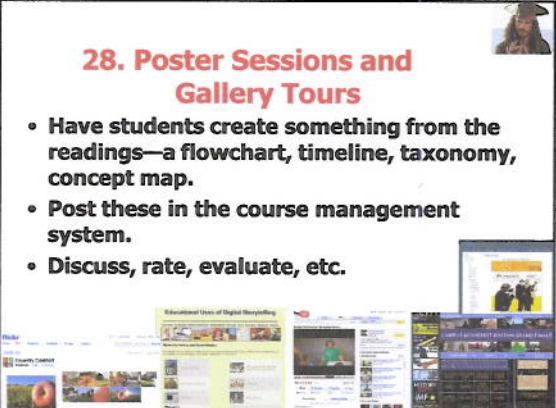- Outline key concepts.

27. Student Video Blogs

- Have students create a blog with videos or a video blog.
- Have them do a final reflection on it.

28. Poster Sessions and Gallery Tours

- Have students create something from the readings—a flowchart, timeline, taxonomy, concept map.
- Post these in the course management system.
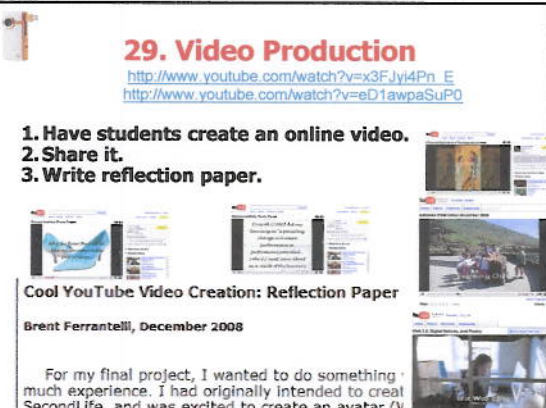- Discuss, rate, evaluate, etc.

29. Video Production

http://www.youtube.com/watch?v=x3FJyi4Pn_E
http://www.youtube.com/watch?v=eD1awpaSuP0

1. Have students create an online video.
2. Share it.
3. Write reflection paper.

Cool YouTube Video Creation: Reflection Paper

Brent Ferrantelli, December 2008

For my final project, I wanted to do something much experience. I had originally intended to creat SecondLife, and was excited to create an avatar (V

30. Wikibook Creation

- Ask students to create a Wikibook.
- Give feedback to peers.

31. Wikibook and Wikipedia Editing

- Ask students to edit a page from Wikipedia or a chapter in a wikibook.
- The write a reflection paper on it.

32. Wikibook Critique

- Ask students to critique a wikibook or page from Wikipedia

33. Student Generated Podcasts and Reflections

- Ask students to create a podcast show.
- Write reflection papers on how it went.

34. Readings All Web Resources

- Post all articles to the Web or only use freely available ones.
- Let students select the ones that they want to read.
- Turn in final reflection papers.

It is both Nature AND Nurture as well as PEOPLE!!! Technology is just part of the Equation

Technology
Pedagogy
People, Society, Culture, etc.