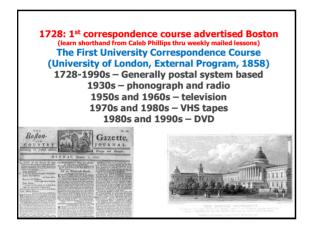
## Learning is Changing: MOOCs, The Open World, and Beyond Curtis J. Bonk, Professor, Indiana University cjbonk@indiana.edu http://mypage.iu.edu/~cjbonk/

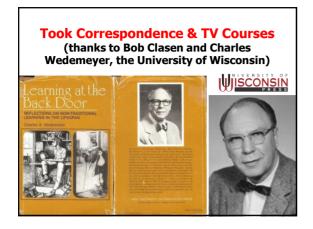






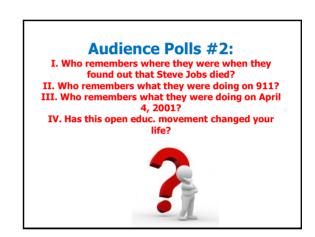




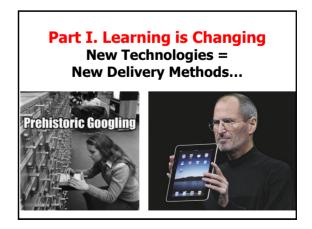


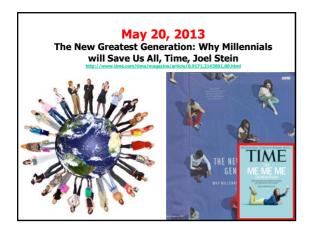








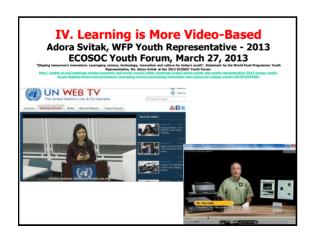


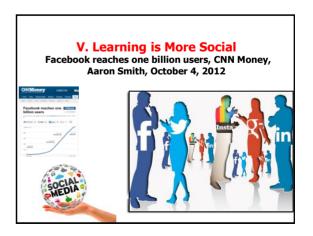


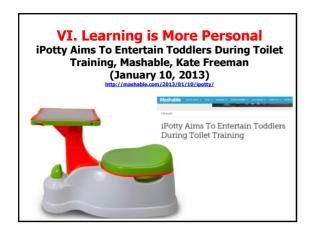




















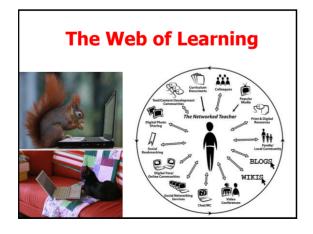
















## Framework #1: WE-ALL-LEARN: Ten Forces that Opened the Learning World Web Searching in the World of e-Books (i.e., Darwin) E-Learning and Blended Learning Availability of Open Source and Free Software (e.g., Moodle) Leveraged Resources and OpenCourseWare (e.g., MIT) Learning Object Repositories and 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)











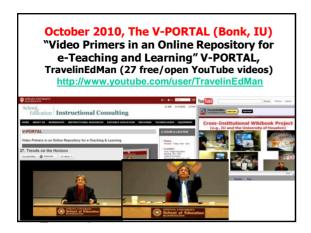


































## What about the Instructor in the Open World?





