Engage Number One:
This is the Next Generation

Curtis J. Bonk, Professor, Indiana University
cjbonk@indiana.edu
http://mypage.iu.edu/~cjbonk/

Audience Poll #1:
Has learning technology has ever transformed your life.

1728: 1st correspondence course advertised Boston
(learn shorthand from Caleb Phillips thru weekly mailed lessons)
The First University Correspondence Course
(University of London, External Program, 1858)
1728-1990s – Generally postal system based
1930s – phonograph and radio
1950s and 1960s – television
1970s and 1980s – VHS tapes
1980s and 1990s – DVD

May 10, 2013
10 ed-tech tools of the 70s, 80s, and 90s
eSchool News, Meris Stansbury
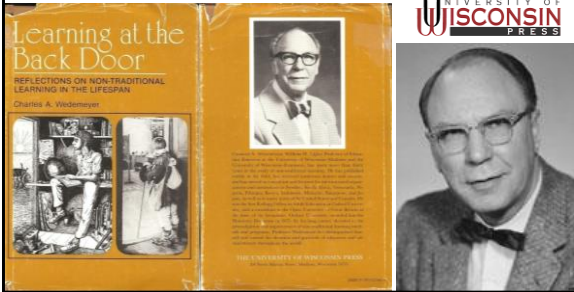http://www.eschoolnews.com/2013/05/10/10-ed-tech-tools-of-the-70s-80s-and-90s/print/

Looking to the Past...

Life as an accountant/CPA in a high tech company in the 1980s...

Took Correspondence & TV Courses
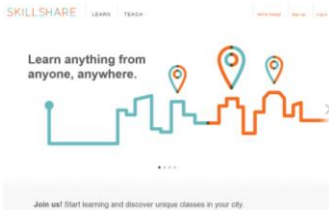**(thanks to Bob Clasen and Charles Wedemeyer, the University of Wisconsin)**

Knowledge Navigator (1987)
Apple Computer
http://www.youtube.com/watch?v=hb4AzF6wEoc

Fast Forward 25+ Years...
"Anyone can now learn anything from anyone at any time."

February 20, 2013
Star Trek-like holodeck may be closer to reality than you think
Matt Hartley, Financial Post, Canada
http://business.financialpost.com/2013/02/20/star-trek-like-holodeck-may-be-closer-to-reality-than-you-think/?__lsa=054d-d58d

Audience Polls #2:
I. Who remembers where they were when they found out that Steve Jobs died?
II. Who remembers what they were doing on 911?
III. Who remembers what they were doing on April 4, 2001?
IV. Has this open educ. movement changed your life?

Charles Vest (April 4, 2001)
http://web.mit.edu/newsoffice/2001/ocw.html

"This is about something bigger than MIT. I hope other universities will see us as educational leaders in this arena, and we very much hope that OpenCourseWare will draw other universities to do the same. We would be delighted if -- over time -- we have a world wide web of knowledge that raises the quality of learning -- and ultimately, the quality of life -- around the globe."

Part I. Learning is Changing
New Technologies = New Delivery Methods...

May 20, 2013
The New Greatest Generation: Why Millennials will Save Us All, Time, Joel Stein
http://www.time.com/time/magazine/article/0,9171,2143001,00.html
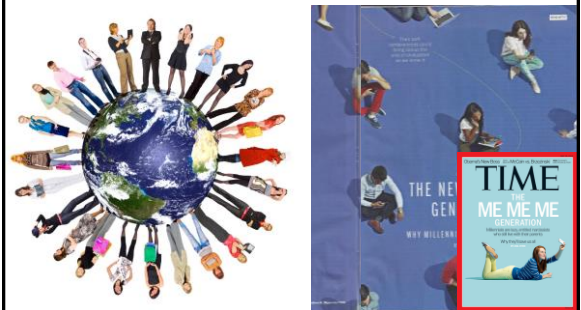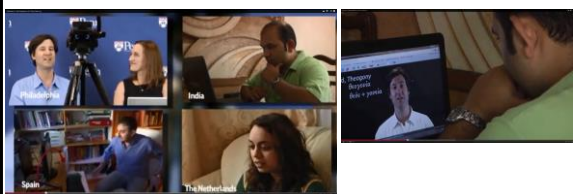

I. Learning is More Open
(80-Year-Old WGU Texas Grad Keeps His Promise, November 30, 2012, Reeve Hamilton, Texas Tribune)

Learning Portals, April 3, 2012
Google Art Project, NBC Nightly News
http://www.msnbc.msn.com/id/3032619/vp/46945508#46945508

August 5, 2013
MOOC at UPenn; Recession Fuels Explosion of Online Learning, Peter Struck, Professor, UPenn, Mythology class to 54,000 students, AOL News, 1:33 minutes
**Video:** http://on.aol.com/video/recession-fuels-explosion-of-online-learning-517885097

October 16, 2013
MOOC News Item: Zombies!
'Walking Dead' comes alive in the online classroom, Patrick Ryan, USA Today
http://www.usatoday.com/story/life/tv/2013/10/15/society-science-survival-walking-dead-online-course/2975427/

3

II. Learning is More Open
Why I spent 10th grade online. Sophia Pink, Washington Post, August 23, 2013
http://www.washingtonpost.com/opinions/why-i-spent-10th-grade-online/2013/08/22/f2001640-0d8a-11e2-bed3-b96fe264871_story.html
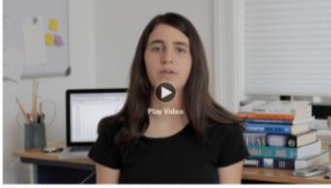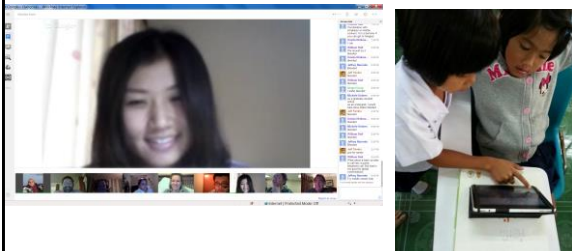

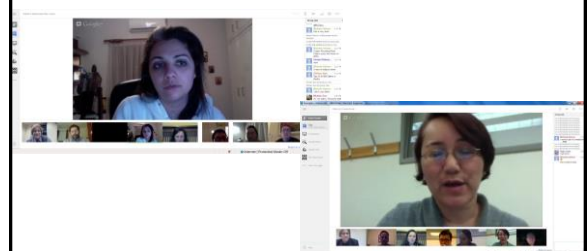## Online Study Groups Open Study
http://openstudy.com/

III. Learning is More Collaborative
Collaboration and Discussion in Google Hangouts or with iPad, Jan. 28, 2013
(Carrie Gong from Beijing Normal University)

Google Hangouts
Class Sync Collaboration and Discussion
(Spring, 2013)

IV. Learning is More Mobile
Brown, Keynote talk, "Learning in Hand With Mobile Technology," Wisconsin Distance Teaching and Learning Conference, August 10, 2012

	Beijing 2008	London 2012
Smartphones	139.3 million	657 million
Facebook	90 million	901 million
Twitter	<1 million	300 million
Tweets / day	1.1 million	140 million
Tablets	0	54.8 million
App store downloads	300+ million	25+ billion

Sources: Nielsen, eMarketer, Forrester, Apple

Digital Books (Korea)

V. Learning is More Video-Based
Adora Svitak, WFP Youth Representative - 2013
ECOSOC Youth Forum, March 27, 2013

"Shaping tomorrow's innovators: Leveraging science, technology, innovation and culture for today's youth", Statement by the World Food Programme Youth Representative, Ms. Adora Svitak at the 2013 ECOSOC Youth Forum.

http://webtv.un.org/ meetings-events/ economic-and-social-council/ other- meetings/ watch/ adora-svitak-wfp-youth-representative-2013-ecosoc-youth-forum-shaping-tomorrows-innovators-leveraging-science-technology-innovation-and-culture-for-todays-youth/ 2357875955001

VI. Learning is More Social
Facebook reaches one billion users, CNN Money, Aaron Smith, October 4, 2012

VII. Learning is More Modifiable
Inside Look: Learning Spaces, Meeting classroom teaching and collaboration expectations, University Business, Feb. 22, 2013
http://www.universitybusiness.com/article/inside-look-learning-spaces

VIII. Learning is More Comfortable
Design for Students, with Students, "Hub Central", the $42 million University of Adelaide learning hub opened in October 2011, May 8, 2012, Mike Roberts
http://designbuildsource.com.au/design-for-students-with-students
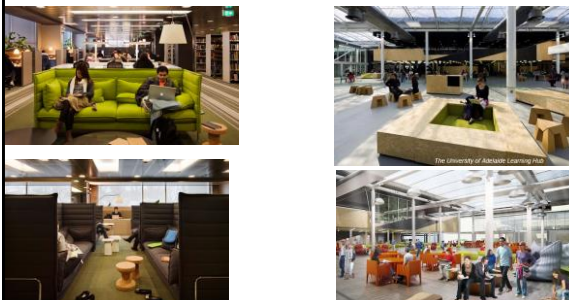
IX. Learning is More Global
UC Irvine (2013 report)
Example 3: Fundamentals of Japanese
Dr. Hidemi Riggs, Fall 2012 & Winter 2013, Tech-enhanced: EEE AdvancedWebspace (Dreamweaver), Skype video conferencing tool, Active Learning, Format: 5 - 1A lectures (24 students maximum); 3 - 2A lectures (24 students maximum); 2- 3A lectures (24 students maximum)

X. Learning is More Instantaneous
April 9, 2013
HER Computer fashions face social test: Can wearable computers fit in? Scott Martin, USA Today
http://www.usatoday.com/story/tech/2013/04/06/google-apple-iwatch-glass-jawbone-iphone-nike-microsoft-samsung/1979419/
(i.e., magnify moles or injuries, see vital signs, live stream surgeries, access previous PT sessions, access research and drug info, etc.)
http://www.fiercemobilehealthcare.com/story/google-glasses-could-have-strong-potential-healthcare-use/2013-03-18

XI. Learning is More Personal
iPotty Aims To Entertain Toddlers During Toilet Training, Mashable, Kate Freeman
(January 10, 2013)
http://mashable.com/2013/01/10/ipotty/

XII. Learning is More Ubiquitous
Flexible displays bend what's possible for computers, Jon Swartz, USA Today (May 4, 2012)

XIII. Learning is More Massive
April 16, 2013 (NovoEd)
New MOOC Provider Says It Fosters Peer Interaction
Chronicle of Higher Education, Jake New
http://novoed.com/

XIV. Learning is More Technology-Based

XV. Learning is More Flipped

**One Man, One Computer, 10 Million Students:
How Khan Academy Is Reinventing Education,**
Forbes, November 19, 2013, Michael Noer
http://www.forbes.com/sites/michaelnoer/2012/11/02/one-man-one-computer-10-million-students-how-khan-academy-is-reinventing-education/

The One World Schoolhouse (Twelve, Oct. 2, 2012)

Learning is Changing the World

(Book Review: Ed Tech Mag, May-June 2013)
Walter Bender, Charles Kane, Jody Cornish, and Neal Donahue (2012). *Learning to Change the World: The Social Impact of One Laptop Per Child*. NY: Palmgrave Macmillan.
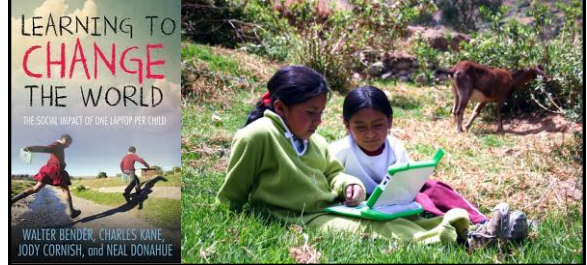
April 20, 2013
Two Cheers for Web U!
A. J. Jacobs, New York Times
http://www.nytimes.com/2013/04/21/opinion/sunday/grading-the-mooc-university.html?pagewanted=1&_r=3&emc=eta1&

April 15, 2013
World will soon be "Webified"
**Google boss: Entire world will be online by 2020,
Doug Gross, CNN**
http://www.cnn.com/2013/04/15/tech/web/eric-schmidt-internet/index.html?hpt=hp_t3

Google Wi-Fi from the Sky, Steven Levy,
pp. 126-131, Wired, September 2013
http://www.wired.com/gadgetlab/2013/08/googlex-project-loon/

Google X chief Astro Teller (left) and Project Loon's first leader, Rich DeVaul, holding the system's ground-based antennas.

The Web of Learning
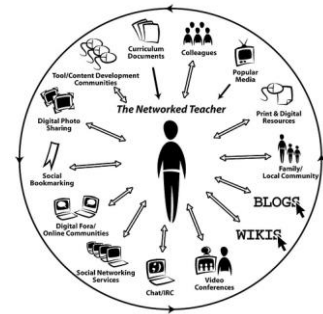
It is very open!
(at least in Norway & the Philippines)

We are entering a jumping off point...
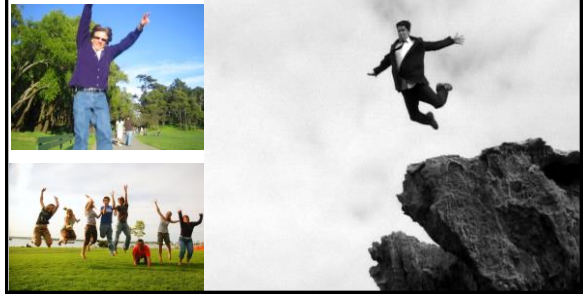
Framework #1: WE-ALL-LEARN:
Ten Forces that Opened the Learning World

- **W**eb Searching in the World of e-Books (i.e., Darwin)
- **E**-Learning and Blended Learning
- **A**vailability of Open Source and Free Software (e.g., Moodle)
- **L**everaged Resources and OpenCourseWare (e.g., MIT)
- **L**earning Object Repositories and Portals (i.e., shared content)
- **L**earner Participation in Open Info Communities (YouTube)
- **E**lectronic Collaboration and Interaction (sync and async)
- **A**lternate Reality Learning (Online Massive Gaming, Simulations, and Virtual Worlds; e.g., Second Life)
- **R**eal-Time Mobility and Portability (e.g., iPhone)
- **N**etworks of Personalized Learning (Blogs, RSS)

Audience Participation!

WE
ALL
LEARN!!!

Poll Question #2:
I'm Happy...Are you Happy?

The End of Shovelware?

My dog is content….

Who needs online and blended learning?
(Katrina, August 2005; Ike, Sept 2008; Irene, August 2011; Isaac, August 2012)

Those where there are diseases and outbreaks…(SARS, 2003; H1N1, 2009-2010)

May 24, 2010
Author Nicholas Carr, The Web Shatters Focus, Rewires Brains, Wired
http://www.wired.com/magazine/2010/05/ff_nicholas_carr/
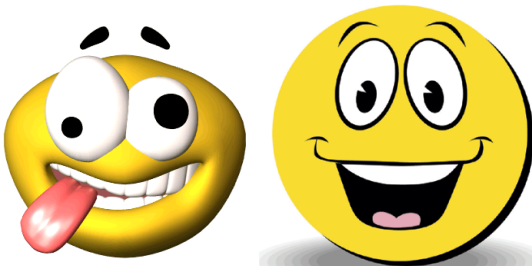
Poll #3: Is this a revolution in education today?
A. Yes...
B. No...

Part II. Motivation and Engagement
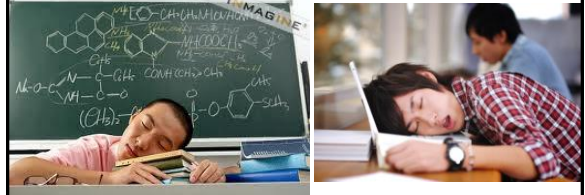
What was it that he said?

Ok, Million Dollar Question: What words come to mind when I say that I want to motivate learners?

Motivation Research Highlights
(Jere Brophy, Michigan State University)

1. Supportive, appropriate challenge, meaningful, moderation/optimal.
2. Teach goal setting and self-reinforcement.
3. Offer rewards for good/improved performance.
4. Novelty, variety, choice, adaptable to interests.
5. Game-like, fun, fantasy, curiosity, suspense, active.
6. Higher levels, divergence, dissonance, peer interaction.
7. Allow to create finished products.
8. Provide immediate feedback, advance organizers.
9. Show intensity, enthusiasm, interest, minimize anxiety.
10. Make content personal, concrete, familiar.

Intrinsic Motivation

"…**innate propensity to engage one's interests and exercise one's capabilities, and, in doing so, to seek out and master optimal challenges**

(i.e., it emerges from needs, inner strivings, and personal curiosity for growth)

See: Deci, E. L., & Ryan, R. M. (1985). *Intrinsic motivation and self-determination in human behavior*. NY: Plenum Press.
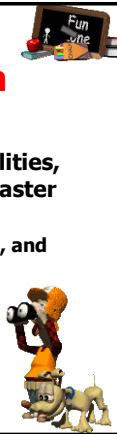
Framework #1: TEC-VARIETY for Online Motivation and Retention

1. **T**one/Climate: Psych Safety, Comfort, Belonging
2. **E**ncouragement, Feedback: Responsive, Supports
3. **C**uriosity: Fun, Fantasy, Control
   …
4. **V**ariety: Novelty, Intrigue, Unknowns
5. **A**utonomy: Choice: Flexibility, Opportunities
6. **R**elevance: Meaningful, Authentic, Interesting
7. **I**nteractive: Collaborative, Team-Based, Community
8. **E**ngagement: Effort, Involvement, Excitement
9. **T**ension: Challenge, Dissonance, Controversy
10. **Y**ields Products: Goal Driven, Products, Success, Ownership

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Examples of TEC-VARIETY

MAKE IT SO

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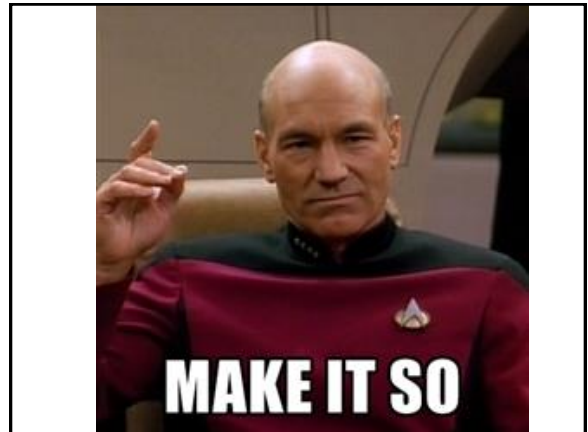
1. **T**one/Climate: A. Video Introductions, e.g., Flipgrid

http://flipgrid.com/#429f88c5)

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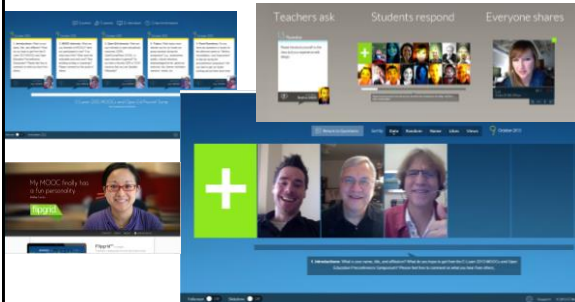
1. **T**one/Climate: B. Video Course Intros

http://www.youtube.com/watch?v=jWOUygSnKLQ
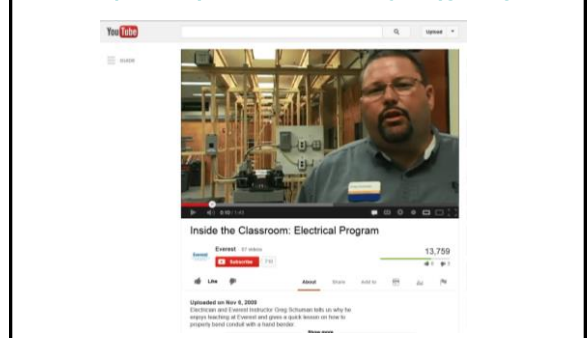
1. Tone/Climate: C. Share Visuals of Favorite Places
(e.g., Panoramio,
http://www.panoramio.com/)
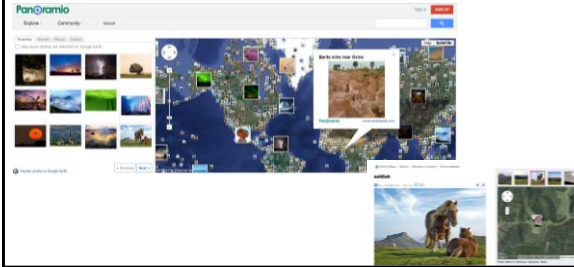
2. Encouragement, Feedback, etc.: A. Voice Feedback
Vocaroo; http://vocaroo.com/
http://vocaroo.com/i/s00c4D6iUNmN (Wed Nov 13)

2. Encouragement, Feedback, etc.: B. Blog and Website Polling
(e.g., Poll Everywhere, BlogPolls, BlogPoll, MicroPoll)
http://www.polleverywhere.com/
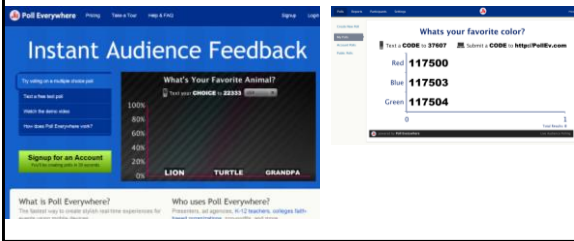
2. Encouragement, Feedback, etc.: C. Create Screencasts
(Jing, GoView, Screenr, slide from Zaid Ali Alsagoff [zaid.alsagoff@gmail.com])

2. Encouragement, Feedback, etc.: D. Quizlet (online quiz tools)
http://quizlet.com/
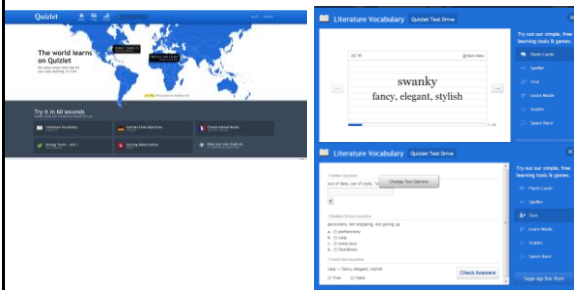
3. Curiosity, Fun: A. Something in the News
(e.g., Fauja Singh, 101, finishes last race, February 24, 2013)
http://espn.go.com/sports/endurance/story/_/id/8979487/fauja-singh-101-caps-career-10k-hong-kong

Fauja Singh, 101, finishes last race

3. Curiosity, Fun:
B. Create Cartoons, Movies, and Animations (e.g., Go Animate, xtranormal, PowToon, etc.)

3. Curiosity, Fun:
C. Online Quiz Games
Jeopardy Labs
https://jeopardylabs.com/play/ganttpardy

3. Curiosity, Fun: E. Track a Scientist, Scholar, Celebrity, Writer (e.g., Biography.com, biography online, FamousPeople.com)

4. Variety, Novelty, Fun:
A. Random Lists (Random.org—clocks, coins, playing cards, dice, integers, passwords, jazz scales, lists, sequences, etc.)

5. Autonomy, Choice:
A. Online Database Activities (e.g., WolframAlpha)
http://www.wolframalpha.com/

5. Autonomy, Choice:
B. Demonstrate, Explore, and Share Websites
Commonwealth of Learning, March 2013
http://www.col.org/news/Connections/2013Mar/Documents/Connections_March2013.pdf

Poll #4:
Which of the first 5 motivational principles will you use the most?

A. Tone/Climate

B. Encouragement/Feedback

C. Curiosity/Fun

D. Variety/Novelty

E. Autonomy/Choice/Flexibility

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6. Relevance, Meaningfulness:
A. Video Scenario Learning
(Franklin University, cost and forensic accounting course)
http://video.franklin.edu/Franklin/acct/managerialAccounting/cost-behavior-player.html
http://video.franklin.edu/Franklin/acct/342/common/fraudScenario02.html
http://www.youtube.com/watch?v=cJmosLSUgQ8&list=TLzymmALKW1TI

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6. Relevance, Meaningfulness:
B. Design Multimedia Glossaries
Ozgur Ozdemir, December 2012
http://r685glossary.shutterfly.com /
Umida Khikmatillaeva, Dec. 2011, P540
http://learningplanet.shutterfly.com/

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7. Interactive, Collaborative:
A. Collaboration and Discussion in Google Hangouts
(January 29 and February 25, 2013)

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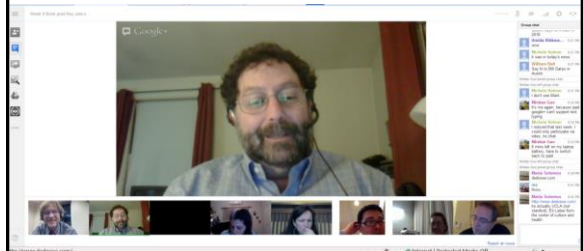
7. Interactive, Collaborative:
B. Negotiate Meanings Online
(e.g., PiratePad; http://meetingwords.com/)
MeetingWords is a simple text editor for the web.
Your text is saved on the web, and more than one person can edit the same document at the same time.
Everybody's changes are instantly reflected on all screens. Work together on meeting notes, brainstorming
sessions, homework, team programming and more!

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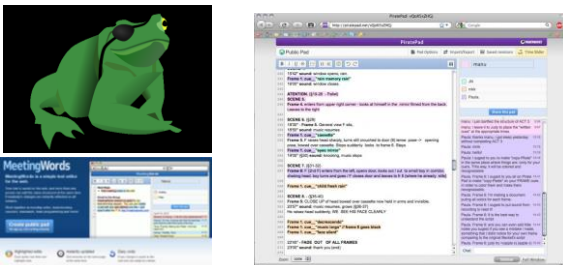
8. Engagement, Effort: A. Arab spring: an interactive timeline of Middle East protests, The Guardian, Garry Blight, and Sheila Pulham, July 12, 2011
http://www.guardian.co.uk/world/interactive/2011/mar/22/middle-east-protest-interactive-timeline

8. Engagement, Effort:
B. CNN (2011). Map: Impact of Japan tsunami and earthquake. *CNN*.
http://www.cnn.com/SPECIALS/2011/japan.quake/map/
also: Visualizing Emancipation

8. Engagement, Effort:
C. Visualizing Careers
Harrison Ford takes the field in '42'
Scott Bowles, USA Today, April 11, 2013
http://www.usatoday.com/story/life/movies/2013/04/10/harrison-ford-jackie-robinson/2001783/

9. Tension, Challenge, etc.:
A. Game Show Final Project,
April 25, 2011, Kim Seeber
Website: http://mypage.iu.edu/~kseeber/web2.0technology.swf

9. Tension, Challenge, etc.:
B. Decision-Making Scenarios
(e.g., Articulate Storyline)
http://articulate.demos.s3.amazonaws.com/broken_co-worker/story.html

9. Tension, Challenge, etc.:
C. Cage Match or Debate
MOOCs at SXSWedu (Curt Bonk & Chuck Severance)
http://chronicle.com/blogs/wiredcampus/at-south-by-southwest-education-event-tensions-divide-entrepreneurs-and-educators/42777
https://soundcloud.com/sxswedu/cage-match-the-massive-open

10. Yields Products, Goals:
A. Final Product Video Summaries
Piercarlo Abate: http://www.youtube.com/watch?v=_-TURzHO0aU
Qi Li, Gangnam: http://www.youtube.com/watch?v=7Q429IqxZaU&feature=youtu.be
Miguel Lara (Web 2.0 FREEDOM): http://www.youtube.com/watch?v=8cmCFWi9lW8

10. Yields Products, Goals:
B. Interactive Timelines
(e.g., The Big Sleep, Kate Hurd)
http://hurdinsuranceagency.com/thebigsleep/

10. Yields Products, Goals:
**C. I Done This, Milestone Planner,
and 43 Things**

Poll #5:
**Which of the last 5 motivational
principles will you use the most?**

A. Relevance/Meaningfulness
B. Engagement/Effort
C. Interactive/Collab/Community
D. Tension/Challenge/Dissonance
E. Yielding Products/Goals

Commitments:
Stop and Share:
Which principle(s) of TEC-VARIETY will you use?

Tone/Climate
Encouragement, Feedback
Curiosity

Variety
Autonomy
Relevance
Interactive
Engagement
Tension
Yields Products

COMMITMENT

What did Jean-Luc Picard say?

That's right, Engage!
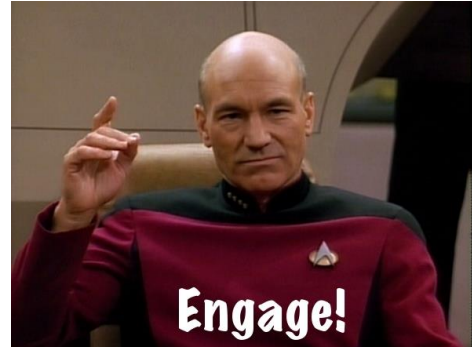
Part III. How can technology address diverse learner needs?

Framework #2: The R2D2 Model

The R2D2 Method

1. Read (Auditory and Verbal Learners)
2. Reflect (Reflective Learners)
3. Display (Visual Learners)
4. Do (Tactile, Kinesthetic, Exploratory Learners)

1. Auditory or Verbal Learners

• Auditory and verbal learners prefer words, spoken or written explanations.

Read 1a. Collect and Listen to Interactive Stories

(e.g., Meograph: http://www.meograph.com/)
Timelines with Oral Histories, Slavery and the Making of America
Time and Place, PBS
http://www.pbs.org/wnet/slavery/timeline/1857.html

Read 1b. Listen to Open Access Podcast Shows (and write papers)

Read 1c. Grammer Checkers
(e.g., Grammarly, Ginger, GrammarCheck, PaperRater, and SpellCheckPlus)
http://www.grammarly.com/

Read 1d. Twitter Fed Class Discussions

Read 1e. Online Crossword Puzzles
(e.g., http://www.eclipsecrossword.com/)

2. Reflective and Observational Learners

- **Reflective and observational learners prefer to reflect, observe, view, and watch learning; they make careful judgments and view things from different perspectives**

Reflect 2a. Big Issue Reflections
(Big Questions Online (BQO)), January 8, 2013
(e.g., Do We Have Souls?)
https://www.bigquestionsonline.com/content/do-we-have-souls

Reflect 2b.
Reflect on Virtual Timelines
(Dipity, xtimeline, Simile, etc.)
http://www.usatoday.com/tech/news/story/2011-09-22/steve-jobs-dies/50672498/1
http://www.usatoday.com/news/destinations/story/2011-08-25/Martin-Luther-King-Jr-Memorial-in-Washington-A-closer-look/50136470/1?csp=34news
http://www.usatoday.com/story/life/movies/2013/04/10/harrison-ford-jackie-robinson/2001783/

Reflect 2c. Cultural Blogs (e.g., Dr. Kim Foreman, San Fran State University, Come and See Africa Blog; http://comeandseeafrica.blogspot.com/)

3. Visual Learners

• **Visual learners prefer diagrams, flowcharts, timelines, pictures, films, and demonstrations.**

Display 3a. Virtualize Words Used (e.g., Wordle, Tagzedo, Tagul, WordSift, Word It Out)
http://shellyterrell.com/2010/02/14/12-word-cloud-resources-tips-tools/

Display 3b. Interactive Map Timelines
(adults with college degrees by county, May 7, 2012)
http://todayscampus.com/article/Keith_Hampson_Interviews_Josh_Keller_on__Interactive_Graphics_for_Higher_Education

Display 3c. Videos for clinical education
(Sungkyunkwan University School of Medicine, www.mededu.or.kr)

Display 3d. Time Revealed Interactive Maps
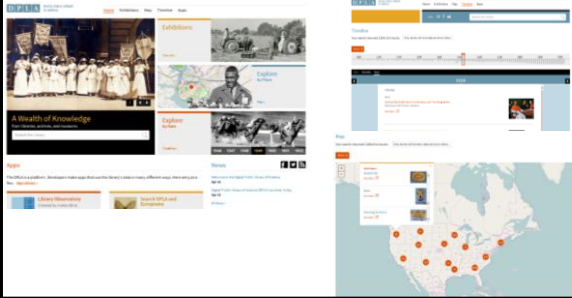Mapping the Dead: Gun Deaths Since Sandy Hook, Huffington Post, March 22, 2013
http://data.huffingtonpost.com/2013/03/gun-deaths

Display 3e. **Visual Library Search**
DPLA (Digital Public Library Of America)
http://dp.la/

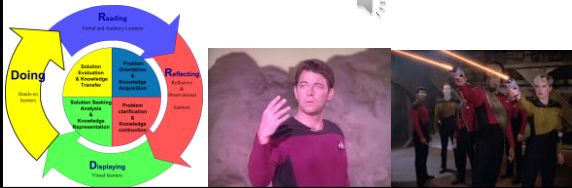**Display 3f.** **Concept Mapping and Timeline Tools** (Bubbl.us, Cmap, Freemind, Gliffy, Mindmeister, or Mindomo)

4. Tactile/Kinesthetic Learners

- Tactile/kinesthetic senses can be engaged in the learning process are role play, dramatization, cooperative games, simulations, creative movement and dance, multi-sensory activities, manipulatives and hands-on projects.
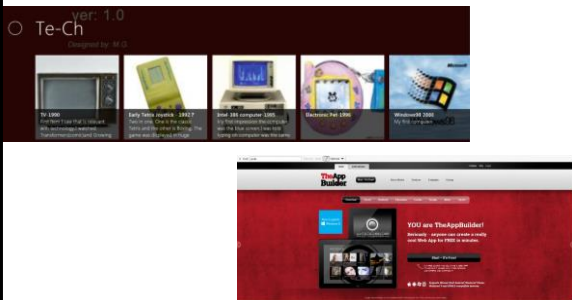

Do 4a. **Student Class Documentaries**
Umida's R546 Documentary Project
http://www.youtube.com/watch?v=EMLTzqCV_5A

**Do 4b.** **Student Mobile App Creation**
The App Builder: http://www.theappbuilder.com/
Mintian Guo (April 2013): http://myapp.is/r685final

Do 4c. **Singing YouTube Summaries**
Daniel Halluska, P540, Fall 2011
http://www.youtube.com/watch?v=tOL7lrGsqnw
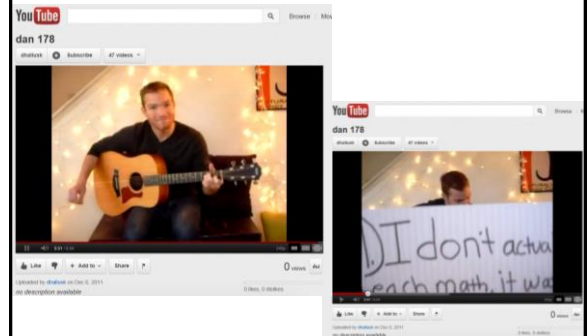
Poll #6: What phase of the R2D2 Method did you get the most ideas from ?

A. Read (Auditory and Verbal Learners)
B. Reflect (Reflective Learners)
C. Display (Visual Learners)
D. Do (Tactile, Kinesthetic, Exploratory Learners)
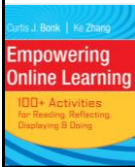
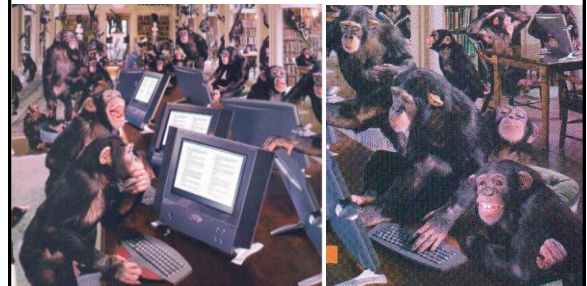**Poll #7:**
Do you feel "MOTIVATED" to try any of this out?
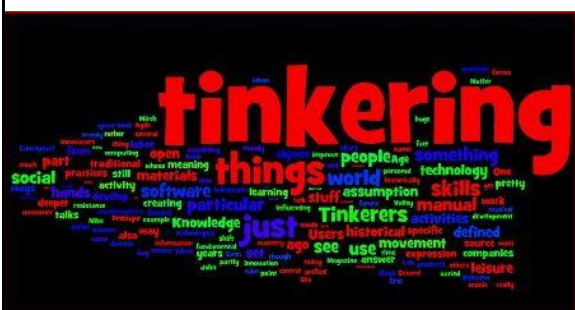**A. Yes, R2D2**
B. Yes, TEC-VARIETY
C. Yes, both
D. Neither

Part IV.
Wait, we are not done yet!

We're not done yet…

Part IV: From Tinkering to Tottering to Totally Extreme Learning…

Tinkering

Tinker #1.
Educational Videos: TED-Ed
http://education.ted.com/
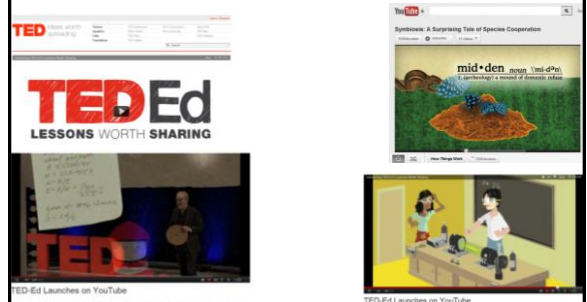
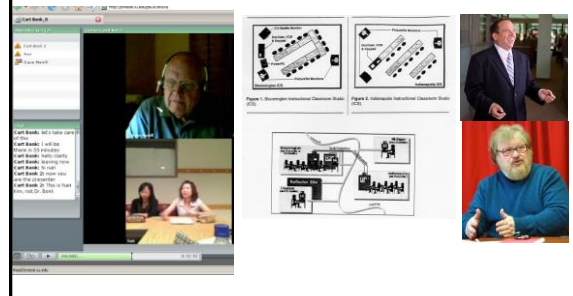**Tinker #2. Video Animations and Simulations**
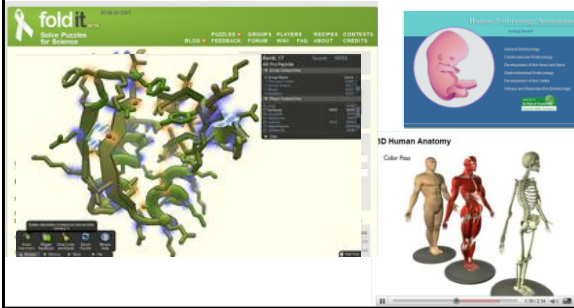
Tinker #3. Online Experiments (e.g., psychology)

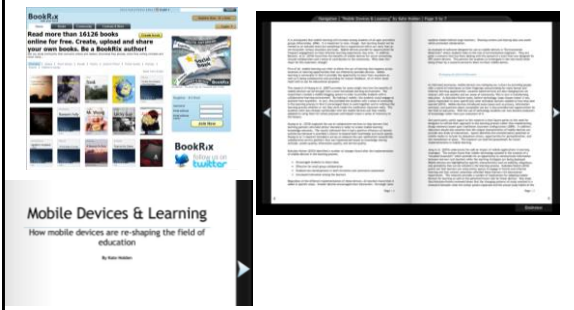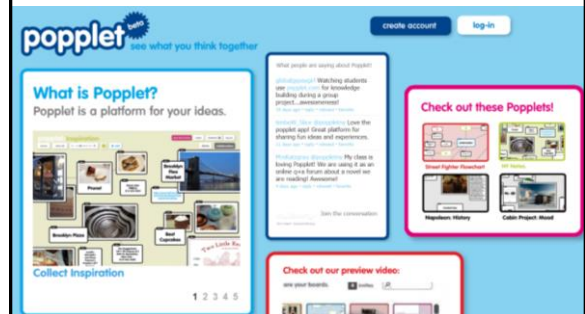# Tottering

Totter #1. Combining Asynchronous and Synchronous Events (flipping classes)
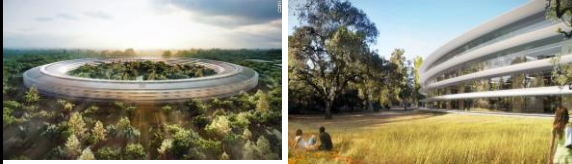

Totter #2. Uploading Mobile Books (e.g., BookRix, http://www.bookrix.com/

Totter #3. Student Collaborative Knowledge Building and Sharing (e.g., Popplet: http://popplet.com/
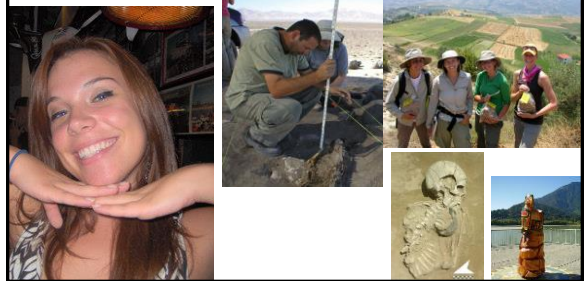
You Want Totally Extreme?
Apple's new 'spaceship' campus: What will the neighbors say?, Doug Gross, CNN, May 22, 2012
http://www.cnn.com/2012/05/22/tech/innovation/new-apple-campus.html?hpt=hp_bn11

Totally Extreme #1.
Blogging Field Archeology Research
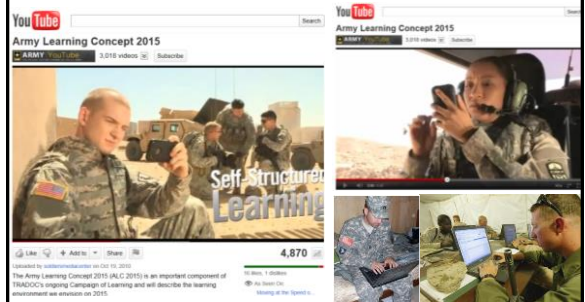**(e.g., Lily Henry Roberts, UCLA digging in Hope, BC, Stó:lō First Nation people from 12,000 years ago)**

Totally Extreme #2.
Virtual High School Learning by Boat
(e.g., Bridey Fennell and her family sailing and learning in the Caribbean)

Totally Extreme #3.
MBAs from War Zones...!

Totally Extreme #4. Virtual Mentoring
South African teens get virtual mentoring from all over the world, By Danielle Berger, CNN, January 14, 2011
http://www.cnn.com/2011/LIVING/01/13/cnnheroes.stokes/index.html?hpt=T2

Totally Extreme #5.
Remote Animal Streaming
Remote Maine puffin colony up close on HD web cam
Clarke Canfield, The Stateman, June 27, 2012
http://www.statesman.com/business/technology/remote-maine-puffin-colony-up-close-on-hd-2405257.html

This still frame from streaming online video, provided by explore.org, the Annenberg Foundation and the National Audubon Society, shows puffins on the shore of Seal Island, Maine, Wednesday, June 27, 2012. The island is the habitat for the largest puffin colony in the U.S.

Totally Extreme #6.
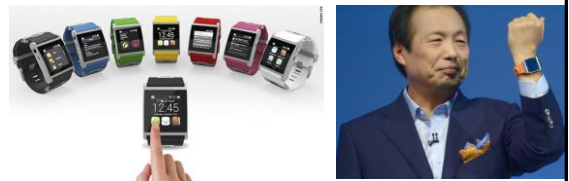**Posting from the Sauna**
Mark Curcher, Flipgrid post, October 16, 2013
http://flipgrid.com/#38330c15

Where are we headed?

1. Mobile Video Connections to Experts and Friends

2. Expert Access from Our Watches

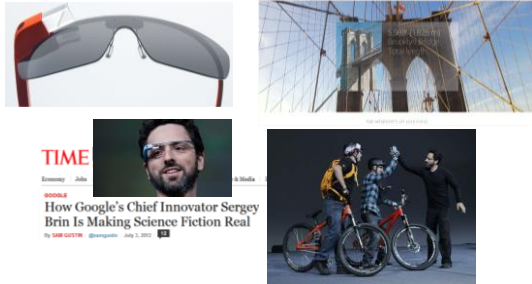## 3. Video Walls of Experts

4. Interactive Globes
(e.g., NY Times Interactive Photo Globe)
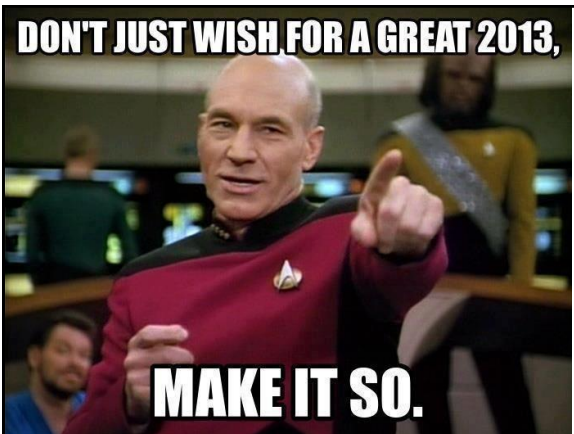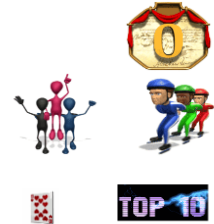http://www.nytimes.com/interactive/2010/05/03/blogs/a-moment-in-time.html?_r=0

5. Experts Apprenticeship via Our Glasses

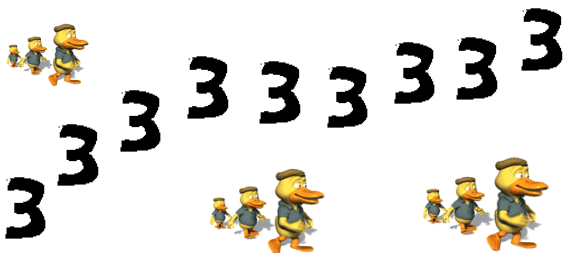**Poll #8: How many new ideas did you get?**

1. 0 if I am lucky.
2. Just 1.
3. 2, yes, 2...just 2!
4. Do I hear 3? 3!!!!
5. 4-5.
6. 5-10.
7. More than 10.

Poll #9: Are you happy now?

Stop and Share:
Three Words from Today's Session!

Poll #10: Any Questions?
Try the R2D2 Model!
Try TEC-VARIETY too...
Slides at: TrainingShare.com
Papers: PublicationShare.com
Book: http://worldisopen.com/
Dr. Curt Bonk – CJBonk@Indiana.edu