

## Engage Number One: This is the Next Generation

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



**1728: 1<sup>st</sup> correspondence course advertised Boston**  
(learn shorthand from Caleb Phillips thru weekly mailed lessons)  
**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...



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

SKILLSHARE LEARN TEACH

Learn anything from anyone, anywhere.

Join us! Start learning and discover unique classes in your city.

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

**Prehistoric Googling**

**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)**

THE TEXAS TRIBUNE  
 An 80-Year-Old Graduate With an Online Marketing Degree Kept His Promise

**Why I spent 10<sup>th</sup> grade online. Sophia Pink, Washington Post, August 23, 2013**  
[http://www.washingtonpost.com/topics/why-i-spent-10th-grade-online/2013/08/22/?hpid=hp-topics-10th-grade-online:11a3-bad3-3f666b364071\\_story.html](http://www.washingtonpost.com/topics/why-i-spent-10th-grade-online/2013/08/22/?hpid=hp-topics-10th-grade-online:11a3-bad3-3f666b364071_story.html)

Why I spent 10th grade online

Video: Sophia Pink describes how she finished 10th grade online and why she's choosing to go back to the classroom.

By Sophia Pink, Published: August 22. E-mail the writer.

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

## MOOCs

August 5, 2013,

By Kannan Sankaran, Epoch Times

<http://www.theepochtimes.com/n3/229640-5-best-moocs-for-free-online-higher-education/>

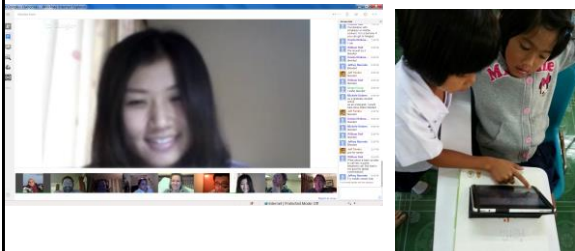


## Online Study Groups Open Study

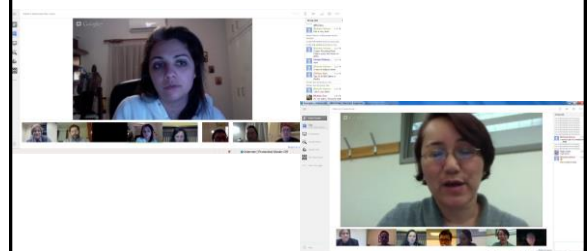
<http://openstudy.com/>



## II. Learning also 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)



## III. 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



## IV. 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/which/adora-svitak-sf16-youth-representative-2013-ecosoc-youth-forum-shaping-tomorrows-innovators-leveraging-science-technology-innovation-and-culture-for-todays-youth/225792555593>



## V. Learning is More Social

Facebook reaches one billion users, CNN Money, Aaron Smith, October 4, 2012



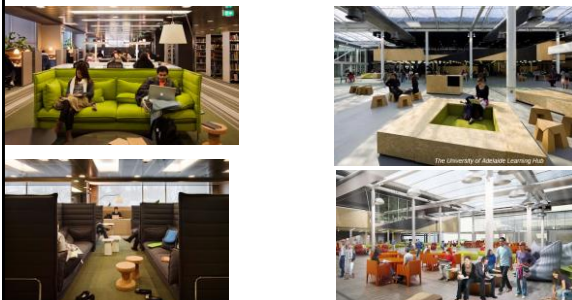
## VI. Learning is More Modifiable

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



## VII. 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>



## VIII. Learning is More Global

UC Irvine (2013 report)

Example 3: Fundamentals of Japanese  
Dr. Hidemi Riggs, Fall 2012 & Winter 2013, Tech-enhanced; [EEE AdvancedWebSpace \(Greenwaves\)](#), [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)



### IX. Learning is More Instantaneous

April 9, 2013

HER Computer fashions face social test: Can wearable computers fit in? Scott Martin, USA Today  
 (i.e., magnify moles or injuries, see vital signs, live stream surgeries, access previous PT sessions, access research and drug info, etc.)  
<http://www.fercemobilehealthcare.com/story/google-glasses-could-have-strong-potential-healthcare-us/2013-03-18>



### X. 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/>



Bill Gates' classroom of the future



Gates: How to make digital classrooms work



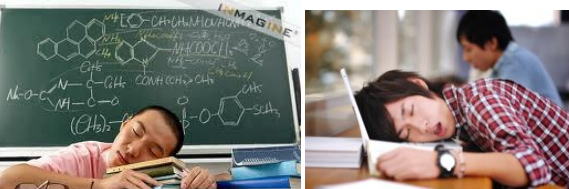
Poll #2: Is this a revolution in education today?

- A. Yes...
- B. No...



Learning Delivery

Do you ever sleep through your classes?



How do we engage online?



## 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)

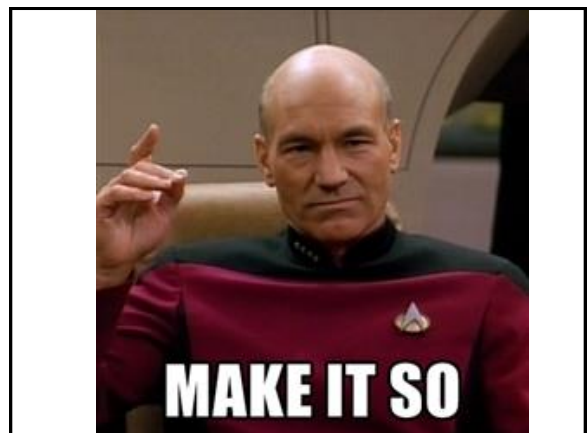
1. **Supportive**, appropriate **challenge**, **meaningful**, moderation/optimal.
2. Teach **goal** setting and self-reinforcement.
3. Offer **rewards** for good/improved performance.
4. Novelty, **variety**, **choice**, adaptable to interests.
5. Game-like, **fun**, fantasy, curiosity, suspense, active.
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.



## Framework #1: TEC-VARIETY for Online Motivation and Retention

1. **Tone/Climate**: Psych Safety, Comfort, Belonging
2. **Encouragement, Feedback**: Responsive, Supports
3. **Curiosity**: Fun, Fantasy, Control
- ...
4. **Variety**: Novelty, Intrigue, Unknowns
5. **Autonomy**: Choice: Flexibility, Opportunities
6. **Relevance**: Meaningful, Authentic, Interesting
7. **Interactive**: Collaborative, Team-Based, Community
8. **Engagement**: Effort, Involvement, Excitement
9. **Tension**: Challenge, Dissonance, Controversy
10. **Yields Products**: Goal Driven, Products, Success, Ownership

## Examples of TEC-VARIETY





**1. Tone/Climate: A. Video Introductions, e.g., Flipgrid**  
<http://flipgrid.com/#429f88c5>

**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.pollerywhere.com/>

**2. Encouragement, Feedback, etc.: C. 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/enurance/story/\\_/id/8979487/fauja-singh-101-caps-career-10k-hong-kong](http://espn.go.com/sports/enurance/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.)

**Create Cartoons, Movies & Animations!**

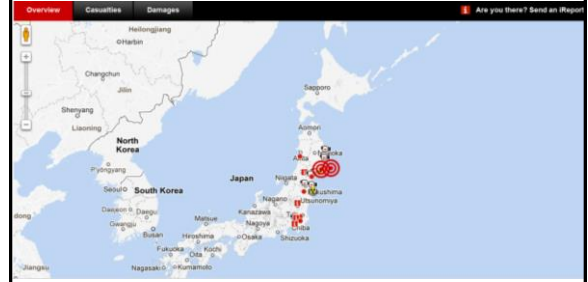




**8. Engagement, Effort: A. Arab spring: an interactive timeline of Middle East protests, The Guardian, Garry Blight, and Sheila Pulham, July 12, 2011**  
<http://www.guardian.co.uk/world/interactive/2011/mar/22/middle-east-protest-interactive-timeline>



**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



**9. Tension, Challenge, etc.:**  
**A. Game Show Final Project, April 25, 2011, Kim Seeber**

Website: <http://mypage.iu.edu/~kseeber/web2.0technology.swf>

**10. Yields Products, Goals:**  
**A. Final Product Video Summaries**

Piercarlo Abate: <http://www.youtube.com/watch?v=-TURzH00aU>  
 Qi Li, Gangnam: <http://www.youtube.com/watch?v=7Q429lqxZaU&feature=youtu.be>  
 Miguel Lara (Web 2.0 FREEDOM): <http://www.youtube.com/watch?v=8cmCFW9lW8>

**Commitments:**

**Stop and Share:**

Which principle(s) of TEC-VARIETY will you use?

- Tone/Climate**
- Encouragement, Feedback**
- Curiosity**

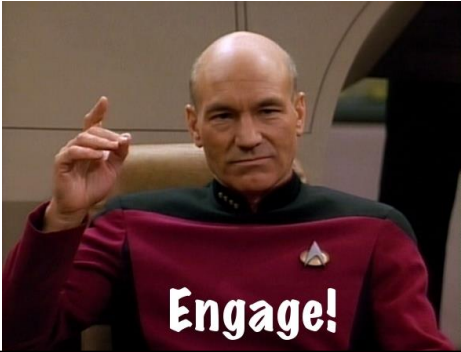
- Variety**
- Autonomy**
- Relevance**
- Interactive**
- Engagement**
- Tension**
- Yields Products**



**What did Jean-Luc Picard say?**



**That's right, Engage!**



**How can technology address diverse learner needs?**



**Framework #2: The R2D2 Model**

Curtis J. Bonk | Ke Zhang  
**Empowering Online Learning**  
 100+ Activities for Reading, Reflecting, Displaying & Doing



**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/wmoet/slavery/timeline/1857.html>

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

**ENGLISH IN THE REAL WORLD**  
Weekly podcasts

NursingShow.com

## Read 1c. Grammer Checkers (e.g., Grammarly, Ginger, GrammarCheck, PaperRater, and SpellCheckPlus)

<http://www.grammarly.com/>

Grammar & Spelling Check  
Free Online Proofreading  
No Downloads

## 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.)

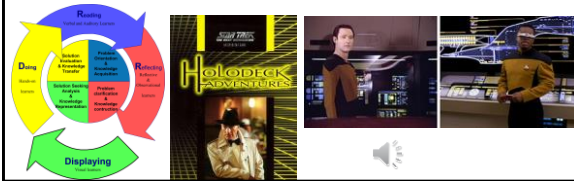
<http://www.usatoday.com/tech/news/story/2011-09-22/steve-jobs-dies/50672498/1>

## 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.



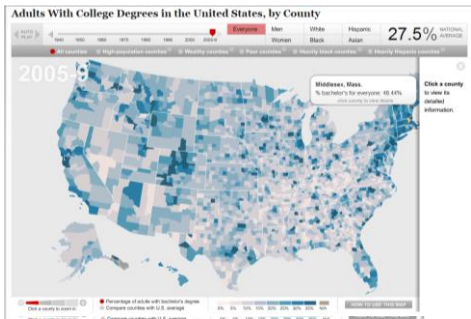
### Display 3a. Virtualize Words Used (e.g., Wordle, Taggedo, Tagul, WordSift, Word It Out)

<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://bodycampus.com/article/Keith-Hampson-Interviews-Josh-Keller-on-Interactive-Graphics-for-Higher-Education>

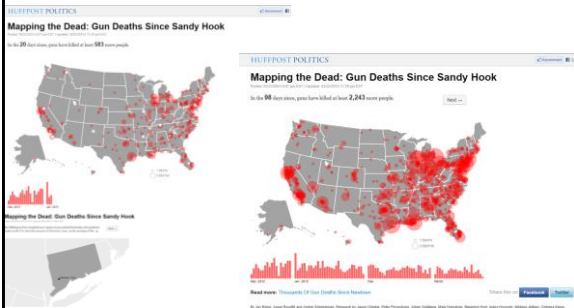


### Display 3c. Videos for clinical education (Sungkyunkwan University School of Medicine, www.mededu.or.kr)



### 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>



### 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**

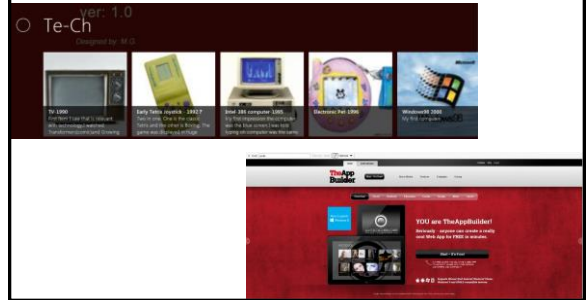
Umida's R546 Documentary Project

[http://www.youtube.com/watch?v=EMLTzqCV\\_5A](http://www.youtube.com/watch?v=EMLTzqCV_5A)



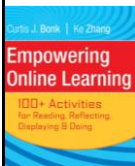
**Do 4b. Student Mobile App Creation**

The App Builder: <http://www.theappbuilder.com/>  
Mintian Guo (April 2013): <http://myapp.is/r685final>



**Poll #3: 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)



**DON'T JUST WISH FOR A GREAT 2013,**



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



**Any Questions?**

Try the R2D2 Model!  
Try TEC-VARIETY too...

Slides at: [TrainingShare.com](http://TrainingShare.com)

Papers: [PublicationShare.com](http://PublicationShare.com)

Book: <http://worldisopen.com/>

Dr. Curt Bonk – [CJBonk@Indiana.edu](mailto:CJBonk@Indiana.edu)

