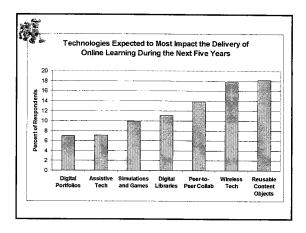
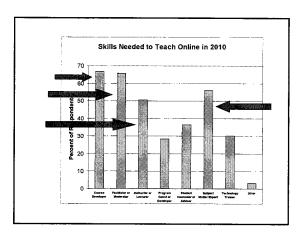


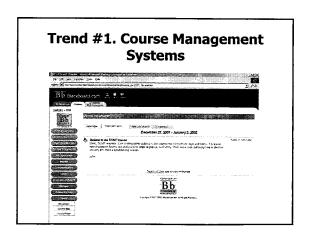


# Storm 1. Emerging **Learning Technologies**

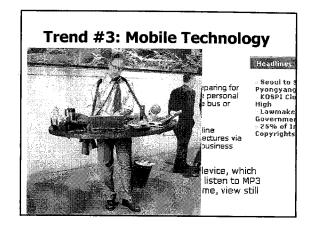
- Assistive Technologies 9. & Talking Computers
- **Blogs and Online** Diaries
- 3. Digital Portfolios
- **Electronic Books**
- **Online Communities**
- and Learning Portals 6. Intelligent Agents
- **Online Exams and**
- Homework
- **Online Games and** Simulations (Massive Multiplayer Gaming)
- Online Translation Tools & Language Lrng
- 10. Course Management Systems
- 11. Peer-to-Peer Collaboration
- 12. Reusable Content Objects
- 13. Videostreaming, IP
- Videoconferencing
- 14. Virtual Worlds/Reality
- 15. Wearable Computing
- 16. Wireless Tech: Tablet PCs, Handheld Devices

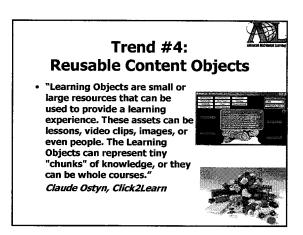


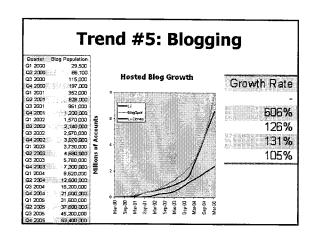


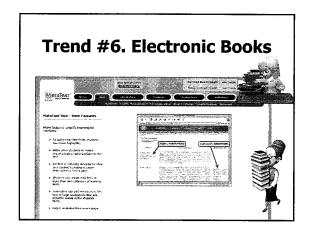


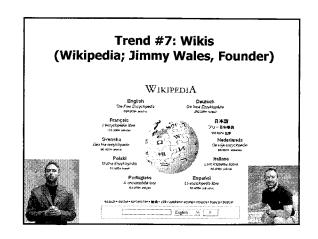




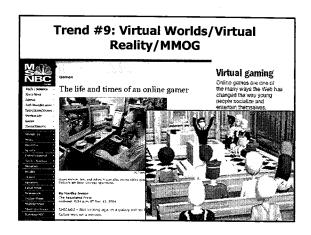


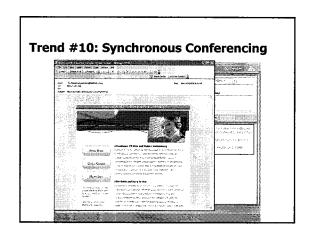


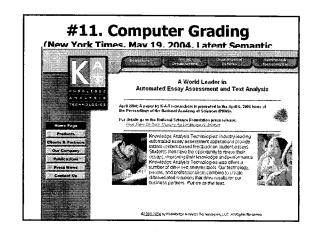


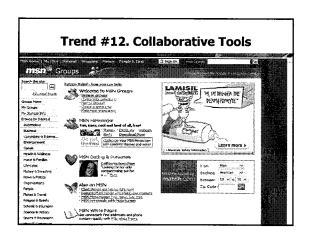


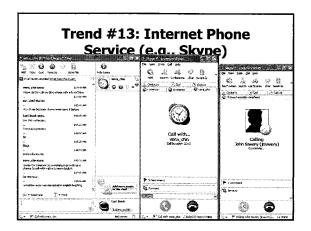


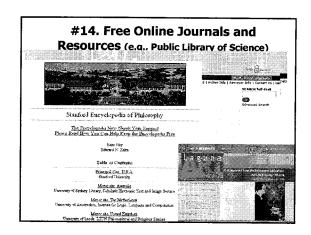


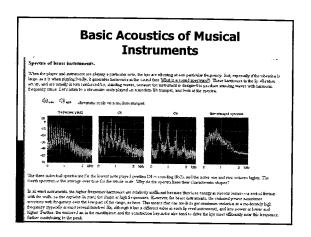




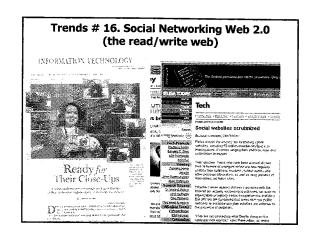


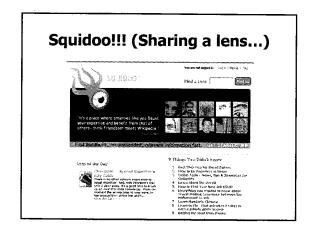


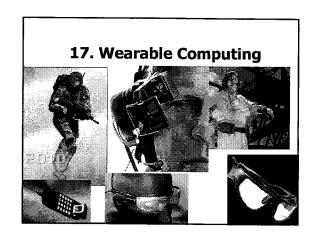


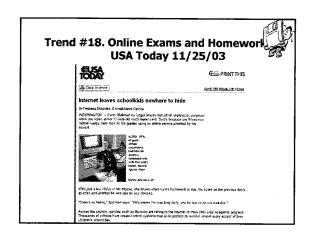


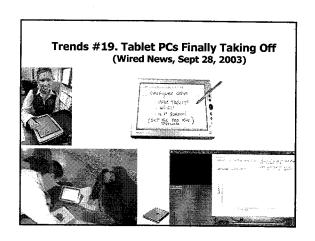


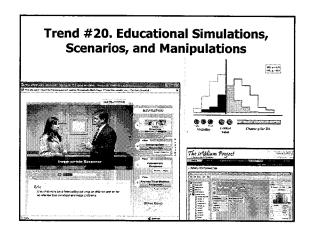


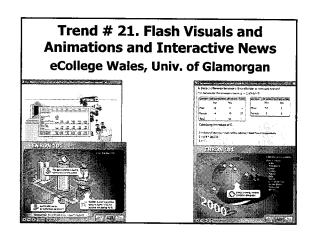


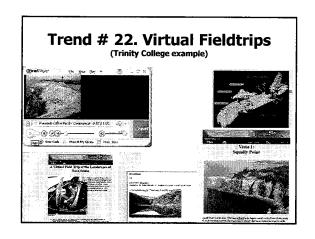


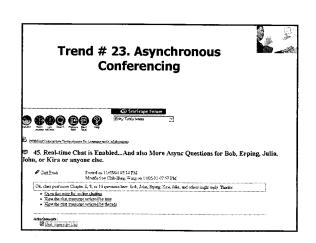


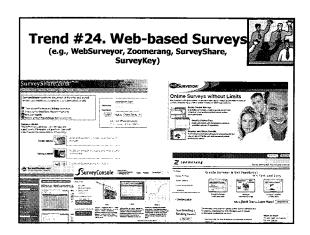


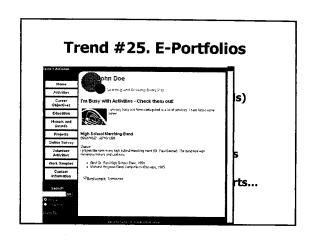


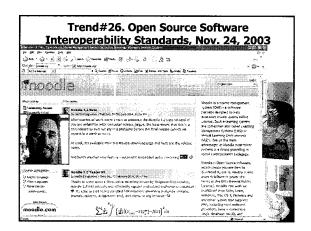


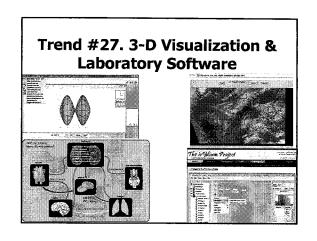


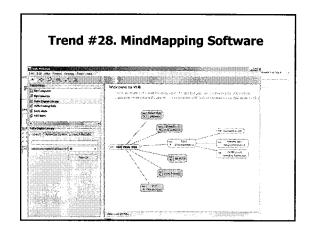


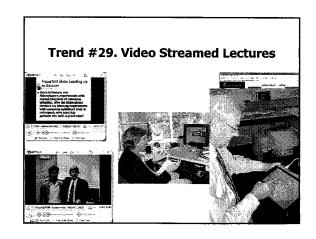




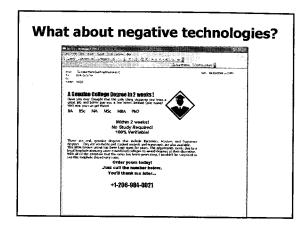








# Trend #30. Videoconferencing Lectures



### Computer-Generated Conference Papers News Update: Campus Technology, April 19, 2005

- The trio submitted two of the randomly assembled papers to the World Multi-Conference on Systemics, Cybernetics and Informatics, scheduled to be held July 10-13 in Orlando, Fla. To their surprise, one of the papers--"Rooter: A Methodology for the Typical Unification of Access Points and Redundancy"--was accepted for presentation.

  The Booter paper, contains such verbiage as "the
- accepted for presentation.

  The Rooter paper contains such verbiage as, "the model for our heuristic consists of four independent components: simulated annealing, active networks, flexible modalities, and the study of reinforcement learning," and, "We implemented our scatter/gather I/O server in Simula-67, augmented with opportunistically pipelined extensions."

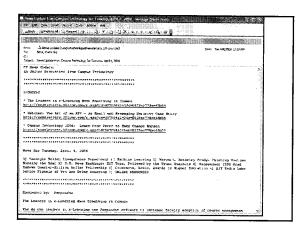
# **Social Networking Problems**

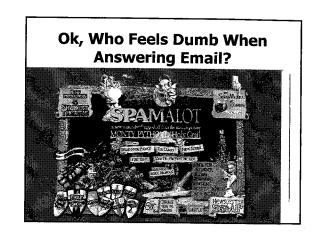


# Stop Badware.org!!!! (Chronicle of Higher Ed, January 26, 2006) Stop Bad Ware.org Regang (and struct congues The "Behaver" problem. We is see tapes, pure sensore por more last devided towaring from current and the structure of the structure

### MIT Media Labs Device Signals if You Are Being Annoying (April 4, 2006)

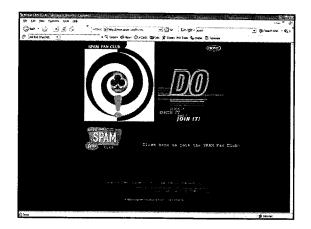
MIT's Media Lab researchers are working on a computer-based prosthetic device that can let you know if you are boring people...In a recent test, the software was demonstrated to show whether a person was agreeing, disagreeing, concentrating, or showing disinterest, from only a few seconds of video footage. When someone you are talking to is acting bored or disinterested, the computer would vibrate, letting the camera-wearer know an emotional change is occurring in the other person.





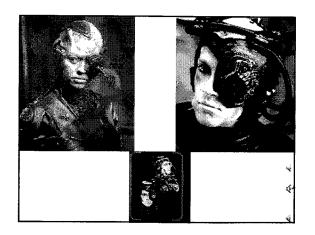
# **Monty Python Spam Song**

 Vikings: Spam spam spam spam. Lovely spam! Wonderful spam! Spam spa-a-a-a-am spam spa-a-a-a-am spam. Lovely spam! Lovely spam! Lovely spam! Lovely spam! Lovely spam! Spam spam spam spam!



What can we say about emerging technology then???

- It is everywhere!!!!!!!
- Resistance is futile!!!!!!



THE CHRUSTILLE OF HIGHER EDUCATION

Chronicle Careers

FIRST PERSON

From the issue dated hape 3, 2005

I can already hear the mount of disapproval at the big faculty meeting. Someone shouts, "The Borg Collective has arrived! Resistance is fulle. We will be assimilated!" A cluster of faculty

A hand-printed placard rises above the crowd: "Keep the 'Human' in the Humanities."

As a human, I am sympathetic, But, if SAGrader means that I'll never have to write 'what is your thesis?' in the margin of another undergraduate paper, then sign me up for my cortical molant.

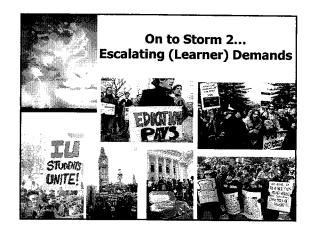
at a higher rate than the most hard-won theoretical knowledge.

My relationship with the Internet began about a decade ago, as a graduate student, when a career counselor told me I should have a personal Web page on which to advertise my "accomplainments and availability," like a mail-order bride. The academic job market was so bad, she could have persuaded ne so learn to juggle chainsave. Vily university did not provide computer training, so I took a one-week course at a community college.

# Poll #2. Which technology will impact you the most this decade?

- a. Wireless
- b. Tablets
- c. Online homework and grading
- d. Reusable learning objects
- e. Massive multiplayer online gaming
- f. Videoconferencing



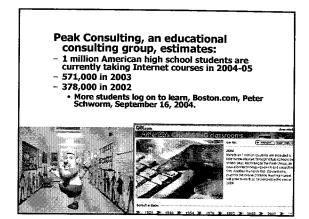


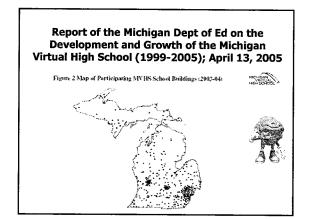


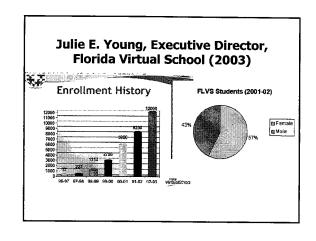


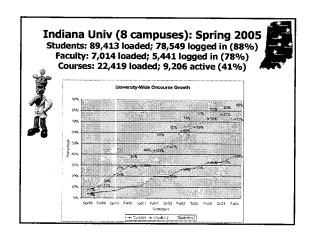
Generation Raised on the Internet Comes of Age, MSNBC, Dec., 13, 2004, Martha Irvine

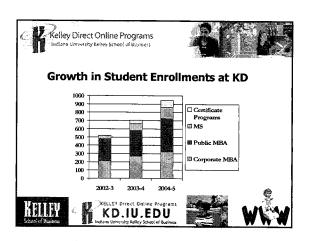
 For 21-year-old William Herbert, the Internet has replaced newspapers and TV weather reports (he visits Weather.com every morning). He pays his bills online, registers for classes, books airline and train tickets, checks TV listings, buys movie tickets and gets travel directions.

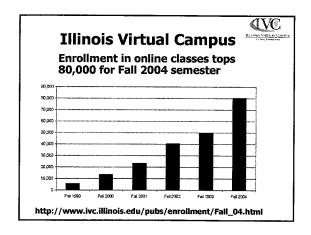


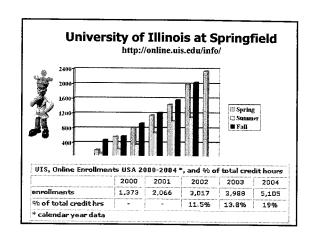


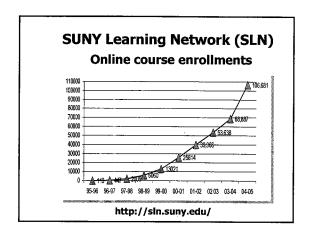


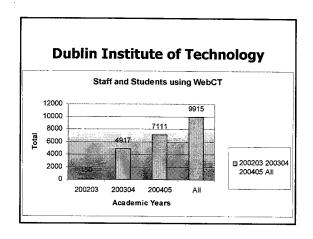


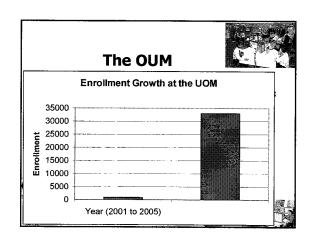


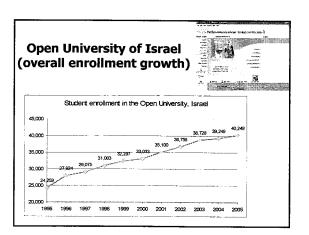






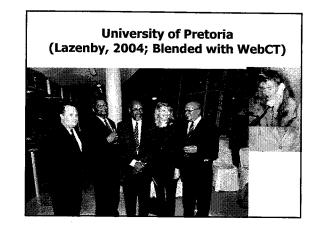


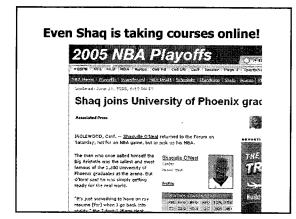


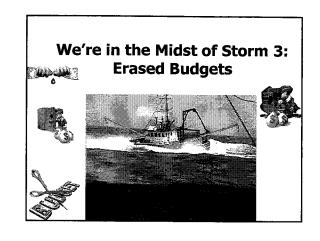


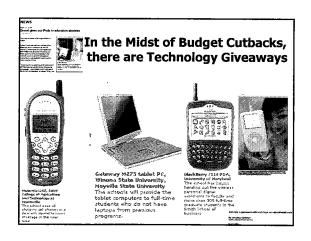
# Open University of Israel (overall enrollment growth)

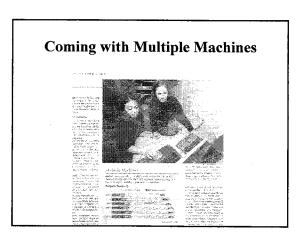
%	Studying in a course with website	Students	Year
1%	465	31,003	1998
19%	6,163	32,297	1999
61%	20,294	33,033	2000
73%	25,596	35,100	2001
85%	31,337	36,758	2002
96%	36,993	38,728	2003
99%	38,765	39,249	2004
99%	39,935	40,248	2005





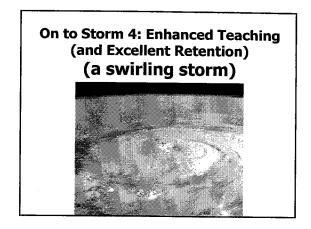




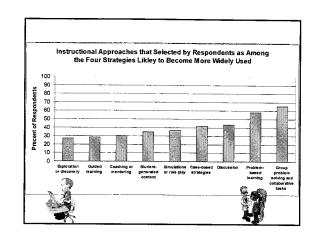


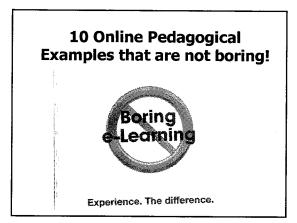
# Poll #3. What technology would you want for free?

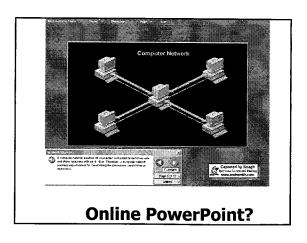
- a. Video iPod
- b. Cell phone with iPod
- c. Blackberry or Treo
- d. Laptop











### George Siemens (Sept 30, 2002, eLearnspace.org) Instructional Design in E-Learning

"Unfortunately, the role of instructional design (ID) in elearning is often misunderstood - due to the perceived complexity of the process and to poor understanding of the pedagogical requirements of elearning. To a large degree, ID is the process whereby learning, not technology, is kept at the center of elearning development."

George Siemens
(Sept 30, 2002, eLearnspace.org)
Instructional Design in E-Learning
"In general, ID theory needs to
move in the direction of
flexibility and learnerempowerment if it is to allow ID
to keep up with technological

and institutional changes....'

# Six Elements of Effective e-Learning Design

(Brown & Voltz, 2005, IRRODL)

- 1. Activity
- 2. Scenario
- 3. Feedback
- 4. Delivery
- 5. Context
- 6. Impact
  - cover issues across all disciplines involved in e-learning design, but particularly focus on learning as the driving motivation

## The End...Remember



