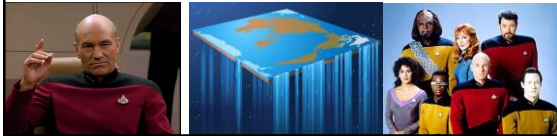## The Flat World Swung Open:
How Web Technology Is Revolutionizing Education

Curtis J. Bonk, Professor, Indiana University
President, CourseShare, LLC
cjbonk@indiana.edu
http://php.indiana.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)
1728-1990s – Generally postal system based
1930s – phonograph and radio
1950s and 1960s – television
1970s and 1980s – VHS tapes
1980s and 1990s – DVD

February 26, 2013
Tablets Rock On: Education Tech Through The Ages, Information Week,
The First Correspondence Course
(University of London, External Program, 1858)
http://www.informationweek.com/education/leadership/educational-technology-across-the-ages/240149241


William Rainey Harper, first president of the University of Chicago, developed the concept of extended education. Research Univ. had satellite colleges of education in the wider community.

In 1892, he also encouraged the concept of correspondence school courses to further promote education, an idea that was put into practice by Columbia University.

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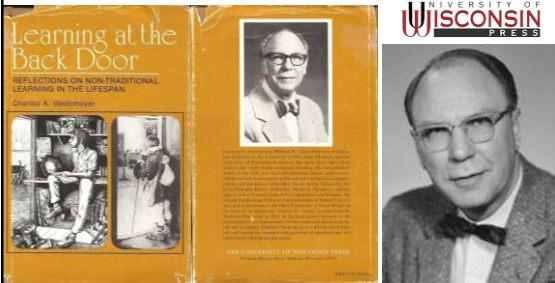http://www.eschoolnews.com/2013/05/10/10-ed-tech-tools-of-the-70s-80s-and-90s/print/
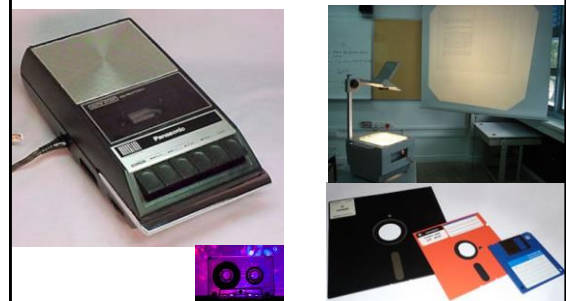
Looking to the Past...

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

November, 2012
Degrees of Difficulty, Time
http://nation.time.com/2012/10/18/degrees-of-difficulty//
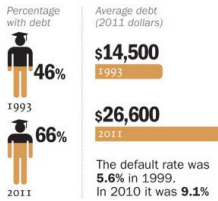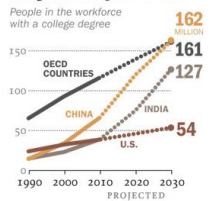
September/October, 2012
The Siege of Academy
Washington Monthly, Kevin Carey,
http://www.washingtonmonthly.com/magazine/septemberoctober_2012/features/_its_three_oclock_in039373.php?page=all

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

Tablets Rock On: Education Tech Through The Ages, Information Week, February 26, 2013
http://www.informationweek.com/education/leadership/educational-technology-across-the-ages/240149241

Technology = Almost Free...

Audience Polls #2:
I. Who remembers where they were when they found out that Steve Jobs passed away?
II. Who remembers what they were doing on the day that John D. Kennedy was shot?
III. Who remembers what they were doing on 911?
IV. Who remembers what they were doing on 411?

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."
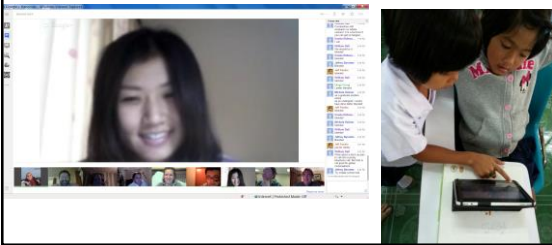

I. Learning is More Open
(80-Year-Old WGU Texas Grad Keeps His Promise, November 30, 2012, Reeve Hamilton, Texas Tribune)

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

III. Learning is More Mobile
Brown, Keynote talk, "Learning in Hand With Mobile Technology," Wisconsin Distance Teaching and Learning Conference, August 10, 2012
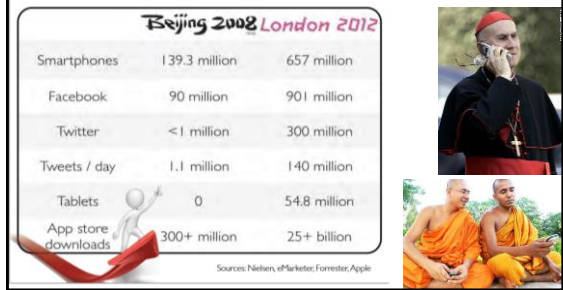
Military Mobile Learning (See: the U.S. Army Learning Concept for 2015; 2011, January 15).
http://www.youtube.com/watch?v=KD9NGAV3-3k (4:26 minutes)
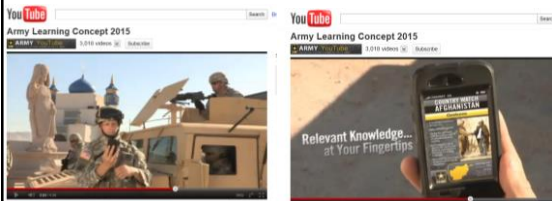
IV. Learning is More Video-Based
Adora Svitak, WFP Youth Representative - 2013
ECOSOC Youth Forum, March 27, 2013

"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/watch/adora-svitak-wfp-youth-representative-2013-ecosoc-youth-forum-shaping-tomorrows-innovators-leveraging-science-technology-innovation-and-culture-for-todays-youth/2357875055001

Benning TV in YouTube
U.S. Army Ranger School: Benning Phase
http://www.youtube.com/watch?v=bD9V8OIp30E
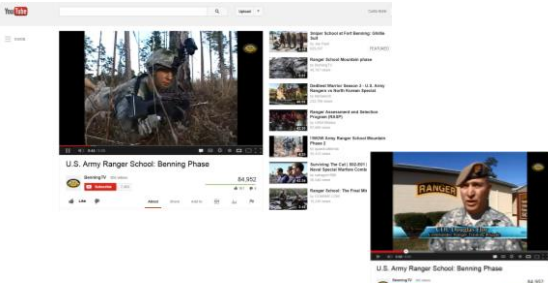
V. Learning is More Social
Facebook reaches one billion users, CNN Money, Aaron Smith, October 4, 2012

VI. 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/

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

January 23, 2013: The Bush MOOC Party?
Academic Partnerships Launches MOOC2Degree Initiative
Free, Open Online Courses As A First Step Toward A Degree
http://www.mooc2degree.com/

October 1, 2012: MOOC Students
4 Massive Open Online Courses and How
They Work, Ben Gose, Chronicle of HE
http://chronicle.com/blogs/techtherapy/2012/10/03/episode-99-what-wearable-computers-could-mean-for-campuses/

Krissa Swain, of Knoxville, Tenn., is taking "Operations Management" online to help develop her management skills.

Rajeev Bajpai, an airline pilot based in Mumbai, took an online computer-science course to gain programming skills.

November 2, 2012
The Year of the MOOC,
New York Times, Laura Pappano,
http://www.nytimes.com/2012/11/04/education/edlife/massive-open-online-courses-are-multiplying-at-a-rapid-pace.html?pagewanted=all

Clockwise, from top left: an online course in circuits and electronics with an M.I.T. professor (edX); statistics, Stanford (Udacity); machine learning, Stanford (Coursera); organic chemistry, University of Illinois, Urbana (Coursera).

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&

May 6, 2013
Faculty Backlash Grows Against Online Partnerships
Chronicle of Higher Education, Steve Kolowich
http://chronicle.com/article/Faculty-Backlash-Grows-Against/139049/

June 19, 2013
2013 is "The Year of the Anti-MOOC"
George Siemens, UW-Madison Summit
http://globalhighered.wordpress.com/european-moocs-in-global-context/

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

Sony SmartWatch

NAU Continuous Learning (May 2011)

Module Type	Count
Business	16
Contracting	61
Engineering & Technology	40
Gov't Purchase Card	4
International	6
Logistics	28
Acquisition Management & Program Management	33
Requirements	2
Standard Procurement System	48
Harvard Business Modules	7
Total	**245**

624,854 FY10 Graduates
26% increase over FY09 (494,568)

XI. 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
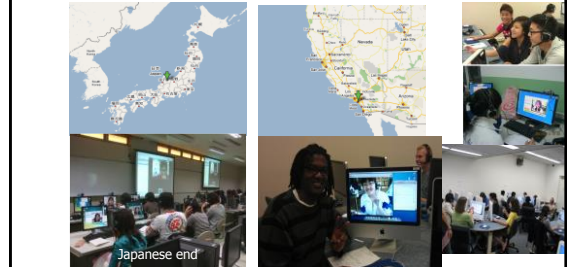

XII. Learning is More Global
UC Irvine (2013 report)
Example 3: Fundamentals of Japanese
Dr. Hidemi Riggs, Fall 2012 & Winter 2013, Tech-enhanced: EEE AdvancedWebspace (Dreamweaver), Skype video conferencing tool, Active Learning, Format: 5 - 1A lectures (24 students maximum); 3 - 2A lectures (24 students maximum); 2- 3A lectures (24 students maximum)

Japanese end

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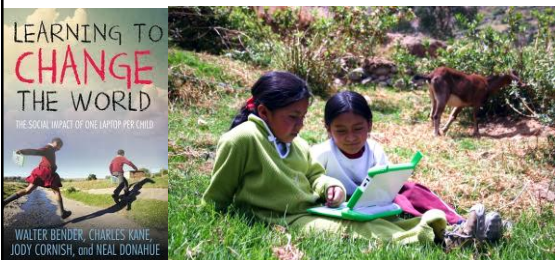
April 15, 2013
World will soon be "Webified"
Google boss: Entire world will be online by 2020, Doug Gross, CNN
http://www.cnn.com/2013/04/15/tech/web/eric-schmidt-internet/index.html?hpt=hp_t3

Google boss: Entire world will be online by 2020
By Doug Gross, CNN

Question: What is the Web?

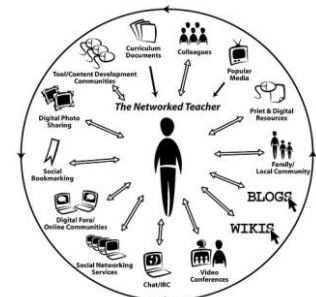- **An entertainment system?**
- **A writing aid?**
- **A communications system?**
- **A means to handle commercial transaction?**
- **A social networking device?**

==========================

No, it is a learning tool!

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!!!

## Triple Learning Technology Convergence of "WE-ALL-LEARN"

1. **Pipes:** The availability of tools and infrastructure for learning.
2. **Pages:** The availability of free educational content and resources (OER—Open Educational Resources).
3. **Participatory Learning Culture:** A move towards a culture of open access to information, international collaboration, and global sharing.

Opener #1. Web Searching (e.g., Google, MSN, Yahoo!) in the World of e-Books (i.e., Darwin, Shakespeare, etc.)
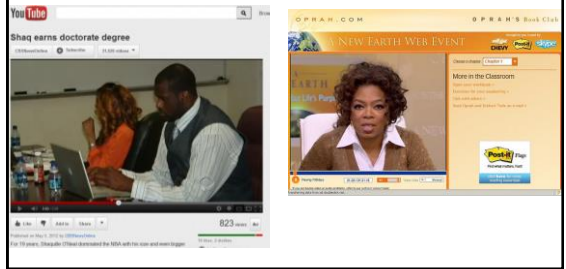

January 22, 2013
Free digital textbooks surge in popularity, Sarah Langmead, Assistant Editor, eCampus News,

http://www.ecampusnews.com/featured/featured-on-ecampus-news/free-digital-textbooks-surge-in-popularity/
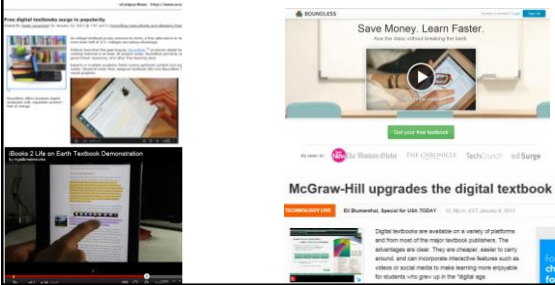
Opener #2. E-Learning and Blended Learning

May 9, 2011
Defense Acquisition University, Training Courses: Reaching the Workforce

	FY00	FY01	FY02	FY03	FY04	FY05	FY06	FY07	FY08	FY09	FY10
Classroom	28,859	25,489	24,368	28,192	29,684	34,587	35,697	33,191	35,861	39,568	45,864
Web	13,380	21,031	36,117	43,649	58,290	75,079	77,582	90,600	118,391	154,399	192,968
Total	42,239	46,520	60,485	71,841	87,974	109,666	113,279	123,791	154,252	193,967	238,832

As of 30 Sep 10

DAU Formal Training Courses (May 2011)

107 Courses

DAWIA and Core Plus Courses
24 Level I
54 Level II
17 Level III
12 – Executive & Leadership Support

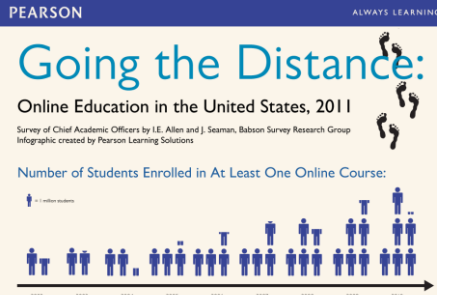| Functional Area	AC Q	BC F	CO N	CO R	F E	GR T	IN D	IR M	LO G	PM T	PQM	RQ M	SA M	ST M	SY S	TS T

January 15, 2013
Online programs offered by Kelley and IU schools of education and nursing highly ranked by U.S. News, IU News Room
http://newsinfo.iu.edu/news/page/normal/23687.html

More than six million post-secondary students are taking online classes in the USA; growing by 10% per year.
http://sloanconsortium.org/publications/survey/going_distance_2011

Opener #3. Availability of Open Source and Free Software Moodle
(July 18, 2013: 72 million users in 237 countries, 84,518 sites, 7.6 million courses)

Opener #4. Leveraged Resources and OpenCourseWare (OCW) (e.g., free courses from Harvard Edx, MITx, CORE, OOPS)

Saylor.org
http://www.saylor.org/
RedHoop
http://redhoop.org/

February 16, 2012
Online Badges and Certifications from OER
University of Illinois at Springfield, Ray Schroeder
https://sites.google.com/site/opencontinuinged/

Badges and other alternative certifications

Some sample badges:

How Will Mozilla's Open Badges Project Affect Higher Ed? by Audrey Watters, Hack [Higher] Education - Inside Higher Ed

The Open Badges Project is a recognition that "learning looks very different today than traditionally imagined. Legitimate and interest-driven learning is occurring through a multitude of channels outside of formal education, and yet much of that learning does not "count" in today's world. There is a real need to demonstrate that learning and transfer it across contexts or use it for real results," Mozilla's Erin Knight told me in an interview for O'Reilly.
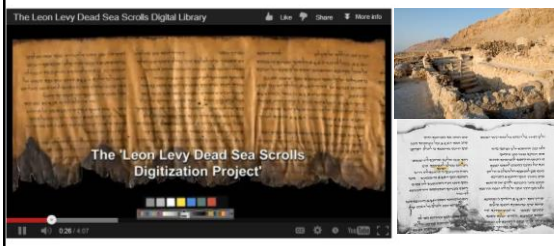

November 18, 2012
Video Streaming
MOOCs Gaining Popularity, But New Frontier For Scaling Up Online Classes Is Course Credit, Huffington Post (College), Justin Pope
http://www.usatoday.com/story/news/nation/2012/11/18/more-on-board-with-online-education-trend-of-moocs/1713079/


Opener #5. Online Learning **Object Repositories and Portals (shared content)**
http://www.deadseascrolls.org.il/explore-the-archive
http://www.deadseascrolls.org.il/explore-the-archive/search?q=site_en:'Qumran,_Cave_4'
http://www.deadseascrolls.org.il/home

Online Encyclopedias
(e.g, the Encyclopedia of Earth:
http://www.eoearth.org/)
http://en.wikipedia.org/wiki/Encyclopedia_of_Earth
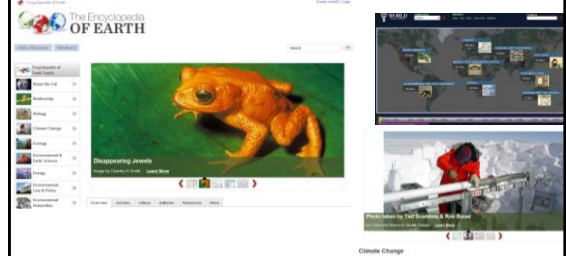
October 2010, The V-PORTAL (Bonk, IU)
"Video Primers in an Online Repository for e-Teaching and Learning" V-PORTAL, TravelinEdMan (27 free/open YouTube videos)
http://www.youtube.com/user/TravelinEdMan

Opener #6. Learner Participation in **Open Information Communities**
(e.g., Slashdot, Digg, Wikipedia, YouTube)

Opener #7. Electronic
Collaboration and Interaction
(synchronous & asynchronous)
Soliya Connect
http://gli.georgetown.edu/#soliya

Guest Speakers
Sara de Freitas and Jim Hensman (https://connect.iu.edu/p2ie1yx6z6x/)
Jay Cross (https://connect.iu.edu/p4bytsoronh/)

**Tablets Rock On: Education Tech
Through The Ages, Information Week,
February 26, 2013**
http://www.informationweek.com/education/leadership/educational-technology-across-the-ages/240149241

Opener #8.
Alternate Reality Learning
(Online Massive Gaming, Simulations, and
Virtual Worlds; e.g., Second Life)

Opener #9. Real-Time Mobility
and Portability
(e.g., iPhone, low cost wireless devices)

60,000 earthlings/hour get mobile

Testing Smart Phones in the Field
http://www.youtube.com/watch?v=KD9NGAV3-3k (4:26 minutes)

Judy Brown, Keynote talk, "Learning in Hand With Mobile Technology," Wisconsin Distance Teaching and Learning Conference, August 10, 2012

Mobile is the single most pervasive technology *ever* invented

Putting Global Mobile in Context

Opener #10. Networks of Personalized Learning
(Blogs, Podcasts, MySpace, Flickr, and RSS)

Video Walls of Experts (IQ Wall)
**Indiana University unveils high-tech classroom
The Herald-Times, May 22, 2013, Mike Leonard**
http://www.indianaeconomicdigest.net/main.asp?SectionID=31&SubSectionID=135&ArticleID=69980

December 16, 2010
Introducing Word Lens
http://www.youtube.com/watch?v=h2OfQdYrHRs

What about the Instructor in the Open World?

Ashley is a steamroller

---

1. Instructor as Credit Manager

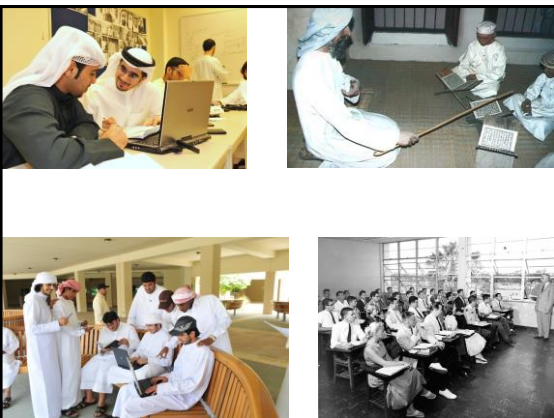## 7. Instructor as Conductor

9. Instructor as Curator

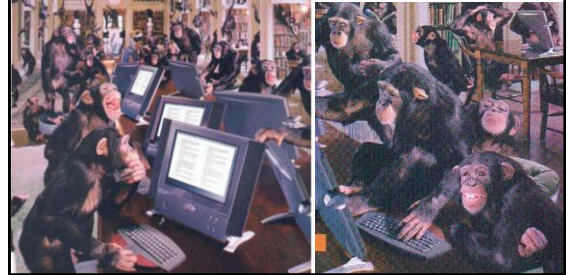## 10. Instructor as Concierge

The Next Generation is Here!

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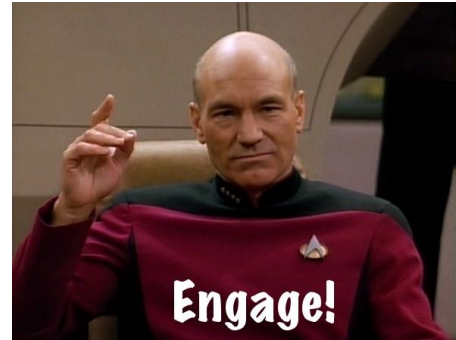**The New Greatest Generation: Why Millennials will Save Us All, Time, Joel Stein**
http://www.time.com/time/magazine/article/0,9171,2143001,00.html

Part II: How do we apply these ideas?

What did Jean-Luc Picard say?

That's right, Engage!

Engage!

How can technology address diverse learner needs?

Framework #1: The R2D2 Model
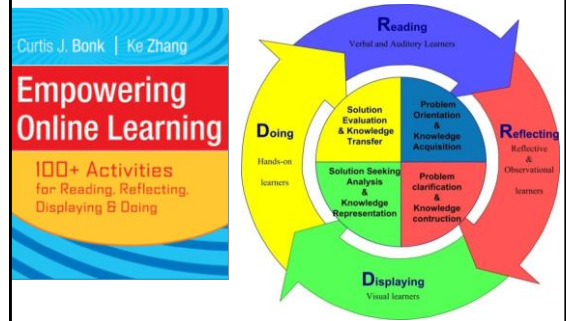
The R2D2 Method

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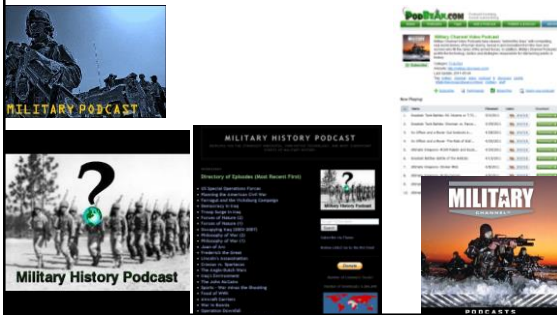4. Do (Tactile, Kinesthetic, Exploratory Learners)

1. Auditory or Verbal Learners

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

Read 1a. Listen to Podcast Shows

Read 1b. Collect and Listen to Interactive Stories
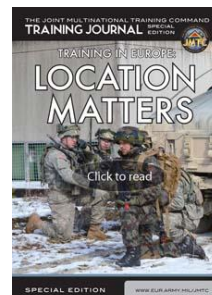(e.g., Meograph: http://www.meograph.com/)

Read 1c. Follow on Twitter
https://twitter.com/USArmy
https://twitter.com/electricians

Read 1d. Free Online Articles, Technical Reports, and Journals

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. Workplace and Field Reflections

Gen. Raymond T. Odierno & the way ahead for the 82nd Airborne Division's 1'st Brigade

Reflect 2b. Blogging Reflections

Reflect 2c. 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 2d.
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
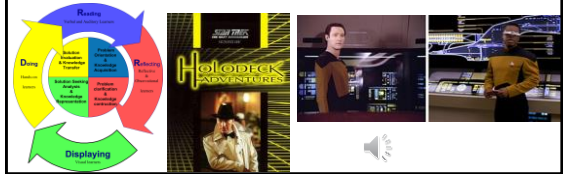http://www.usatoday.com/story/life/movies/2013/04/10/harrison-ford-jackie-robinson/2001783/

Poll #2:
Any light bulbs going off in your head so far…?
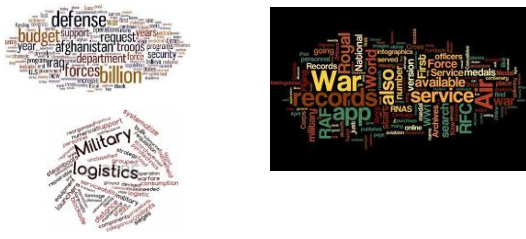
A. Yes definitely
B. Maybe
C. No

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. Concept Mapping and Timeline Tools (VUE, Bubbl.us, Cmap, Freemind, Gliffy, Mindmeister, or Mindomo)

Display 3c. 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
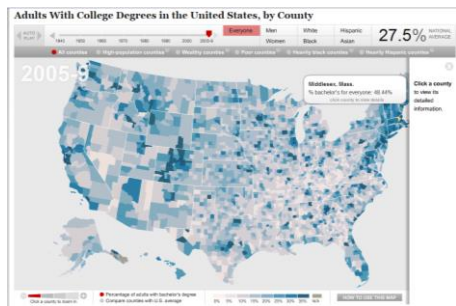
4. Tactile/Kinesthetic Learners

- **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. Simulations and Animations

Do 4b. Mobile Simulations
(US Army Air Defender)
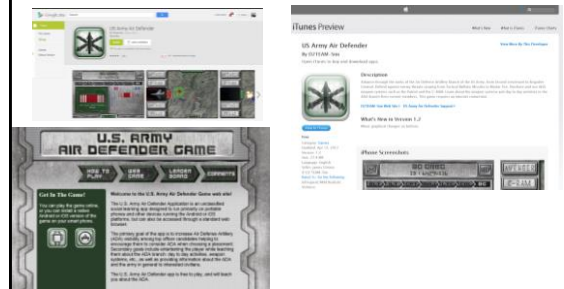
Do 4c. Student Class Documentaries
Umida's R546 Documentary Project
http://www.youtube.com/watch?v=EMLTzgCV_5A

Do 4d.
Survey Research and Market Analysis
(e.g., SurveyShare, Zoomerang, SurveyMonkey)
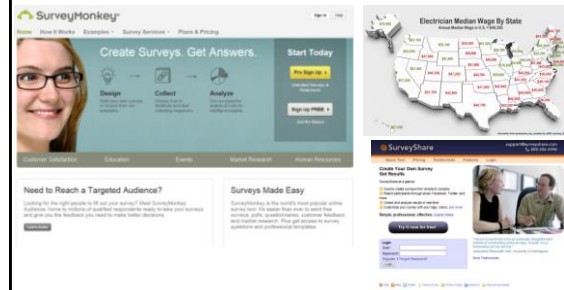
Do 4e. Podcast Productions
and Shows
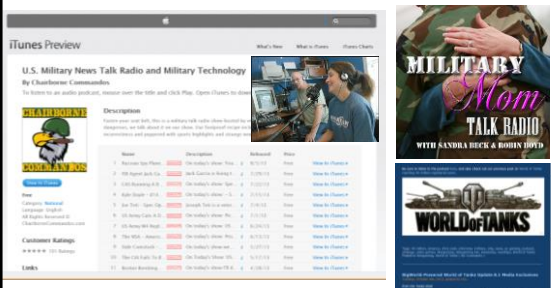
Poll #3: What phase of the R2D2 Method did you get the most ideas from ?

A. Read (Auditory and Verbal Learners)
B. Reflect (Reflective Learners)
C. Display (Visual Learners)
D. Do (Tactile, Kinesthetic, Exploratory Learners)

Poll #4: How many new ideas did you get so far?

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.
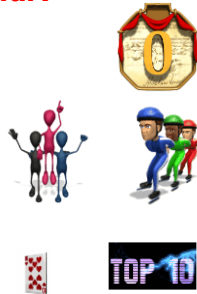
What was it that he said?

That's right, Engage!
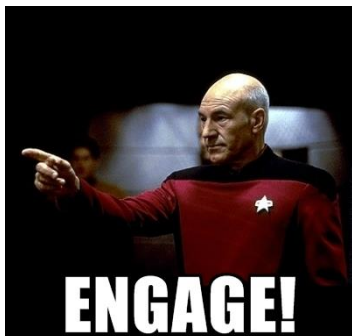
But Sleepy Times...?

February 24, 2013
Big (MOOC) Data, Inside Higher Education, Dayna Catropa
http://www.insidehighered.com/blogs/strategy/big-mooc-data

How do we engage online?

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.

Motivation Research Highlights
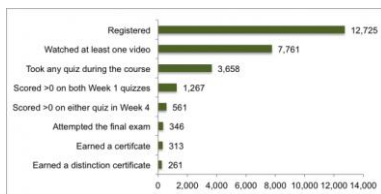### (Jere Brophy, Michigan State University)

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.

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

Framework #2: 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

Examples of TEC-VARIETY

1. Tone/Climate: Social Ice Breakers

A. 8 nouns (adjectives, verbs)

- List of nouns: (e.g., pirate, computer, traveler, roadrunner, wind, bookworm, musician, mentor, etc.)
  - http://www.momswhothink.com/reading/list-of-nouns.html
- List of adjectives: (e.g., lazy, powerful, shy, bored, exotic, cooperative, sloppy, rebel, etc.)
  - http://www.momswhothink.com/reading/list-of-adjectives.html
- List of verbs: (e.g., coordinate, entertain, amuse, push, unite, beg, dream, publicize, etc.)
  - http://www.momswhothink.com/reading/list-of-verbs.html

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1. Tone/Climate: B. Video Course Intros
http://www.youtube.com/watch?v=e5jLwUZ3flg

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2. Encouragement, Feedback, etc.: A. Voice Feedback
Vocaroo; http://vocaroo.com/
http://vocaroo.com/i/s0iIAqCoVTH7 (Fort Sill)

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2. Encouragement, Feedback, etc.: B. Quizlet (online quiz tools)
http://quizlet.com/

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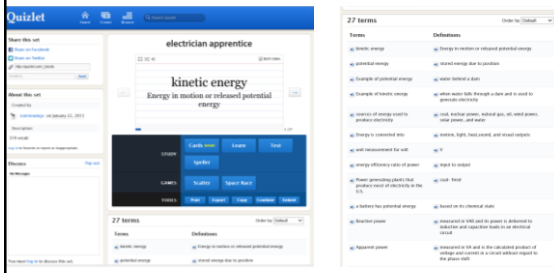
2. Encouragement, Feedback, etc.: C. Create Screencasts
(Jing, GoView, Screenr, slide from Zaid Ali Alsagoff [zaid.alsagoff@gmail.com])

2. Encouragement, Feedback,
etc.: D. Blog and Website Polling
(e.g., Poll Everywhere, BlogPolls, BlogPoll,
MicroPoll)
http://www.polleverywhere.com/

3. Curiosity, Fun:
A. Online Games

3. Curiosity, Fun, Fantasy, Control:
B. Online Database Activities
(e.g., WolframAlpha)
http://www.wolframalpha.com/

3. Curiosity, Fun:
C. 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

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

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

4. Variety, Novelty, Fun, Fantasy:
A. Timers (Random.org, Stopwatches, coins, playing cards, dice, Countdown Timers, Stopwatch Bombs, etc.; http://www.online-stopwatch.com/countdown-timer/)

5. Autonomy, Choice:
A. Online Resource Search (Class Google Jockeys)
(links to text, soundtracks, video clips, etc.)

5. Autonomy, Choice:
B. Selecting from Open Educational Resources

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

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

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

7. Interactive, Collaborative:
A. Collaboration and Discussion in
Google Hangouts
(January 29 and February 25, 2013)
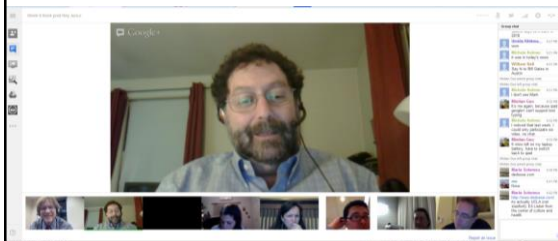
7. Interactive, Collaborative:
B. Negotiate Meanings Online
(e.g., PiratePad: http://meetingwords.com/)
MeetingWords is a simple text editor for the web.
Your text is saved on the web, and more than one person can edit the same document at the same time.
Everybody's changes are instantly reflected on all screens. Work together on meeting notes, brainstorming sessions, homework, team programming and more!
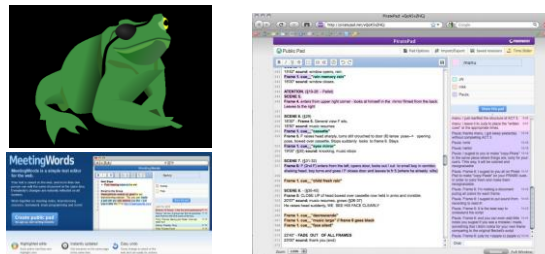
8. Engagement, Effort: A. Arab spring: an
interactive timeline of Middle East protests, The
Guardian, Garry Blight, and Sheila Pulham, July 12, 2011
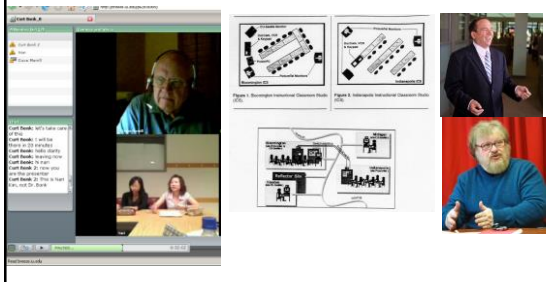http://www.guardian.co.uk/world/interactive/2011/mar/22/middle-east-protest-interactive-timeline

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

9. Tension, Challenge, etc.:
B. Combining Asynchronous and
Synchronous Events (flipping classes)

10. Yields Products, Goals:
A. Final Product Video Summaries
Piercarlo Abate: http://www.youtube.com/watch?v=_-TURzHO0aU
Gagnam: http://www.youtube.com/watch?v=7Q429lqxZaU&feature=youtu.be
Miguel Lara (Web 2.0 FREEDOM): http://www.youtube.com/watch?v=8cmCFWi9IW8

Poll #6:
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
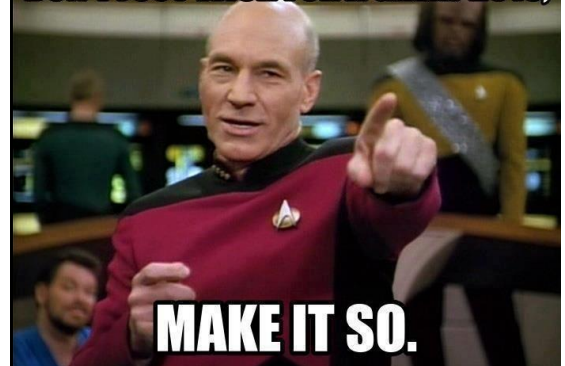**T**ension
Yields Products

COMMITMENT

Poll #3:
Do you feel "MOTIVATED" to try any of this out?
A. Yes, R2D2
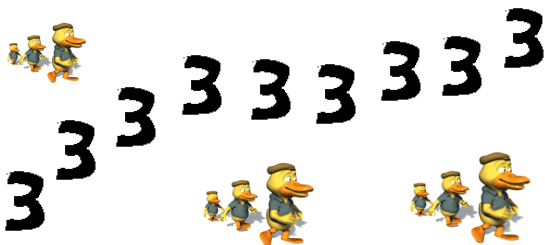### B. Yes, TEC-VARIETY
C. Yes, both
D. Neither

DON'T JUST WISH FOR A GREAT 2013,
MAKE IT SO.

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

Any Questions?
Try the R2D2 Model!
Try TEC-VARIETY too...

Slides at: TrainingShare.com
Papers: PublicationShare.com
Book: http://worldisopen.com/
Email: curt@worldisopen.com