



College technology 'catching up' with students By Kathleen Gray and Robin Erb, USA TODAY, October 6, 2009



Senior Emily Smak, 20, tries out the treadmill workstation in one of the study lounges in the new Education and Human Services Building at Central Michigan University. There is a new iMac computer attached to it so students can get a little exercise while doing homework or other things on the computer.





Storm 1. Emerging Learning Technologies

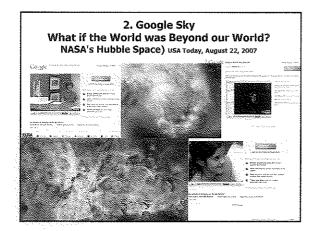
- 1. Assistive Technologies 9.
- 2. Blogs and Online Diaries
- OpenCourseWare and Open Educational Resources
- 4. Digital Books
- 5. Social Networking Technology
- 6. Intelligent Agents
- 7. Wikis and Wikibooks
- Online Games and Simulations (Massive Multiplayer Gaming)
- Shared Online Video (YouTube, TeacherTube)
- 10. Peer-to-Peer Collaboration
- 11. Reusable Content Objects
- 12. Videostreaming, IP
- Videoconferencing
- 13. Virtual Worlds/Reality
- 14. Wearable Computing 15. Wireless Tech: Tablet
- PCs, Handheld Devices
- 16. Digital Portfolios

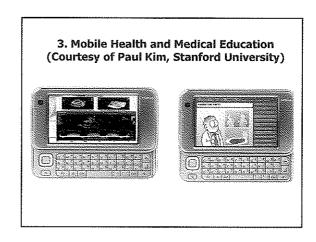
Poll #1: Bonk's Web Addiction Questionnaire (check all that apply)

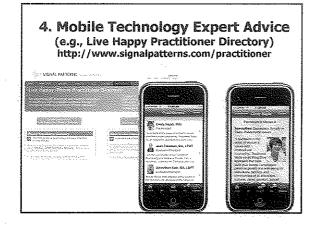
- Own 2 or more cell phones with Internet access.
- Own 2 or more laptop computers with wireless connections.
- Check email in the morning, noon, and at night.
- Suffer from nervous tension when you cannot get on email.
- Are checking email, updating your Facebook account, or text messaging right now.

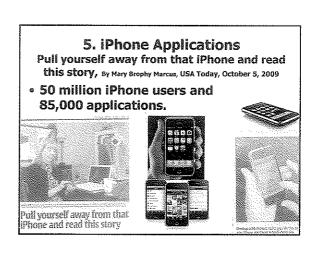




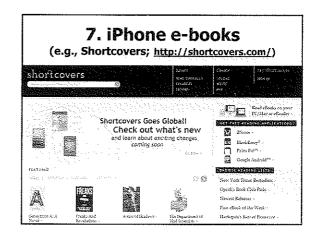


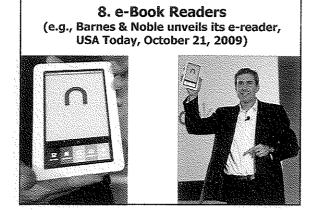


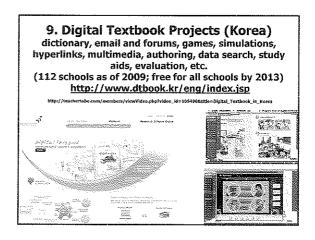


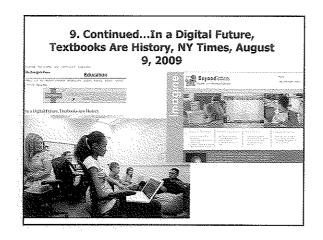


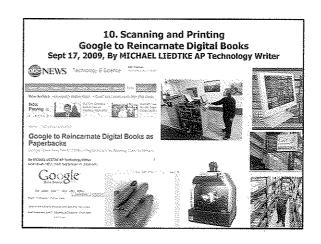


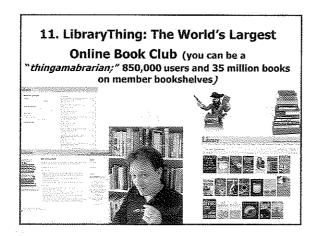


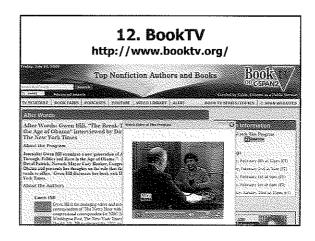


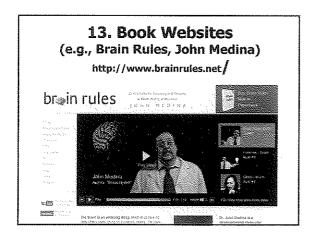


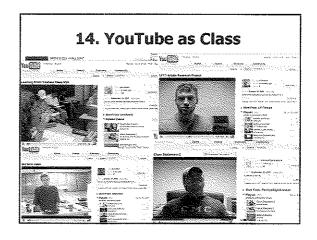


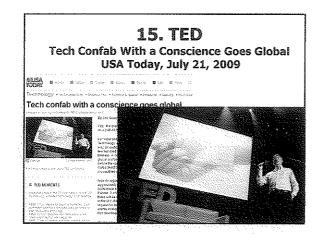


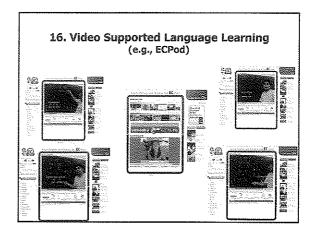


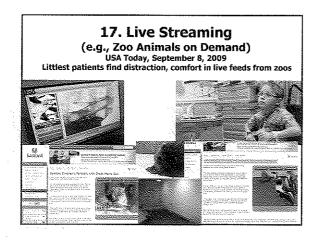


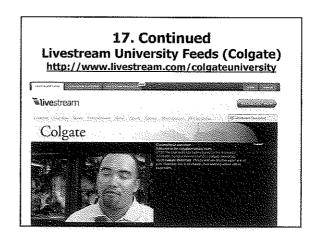


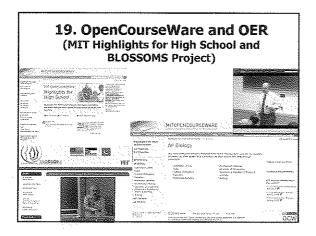


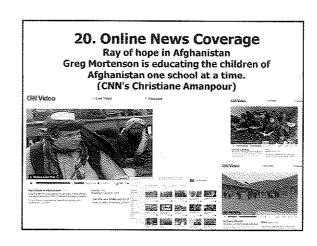


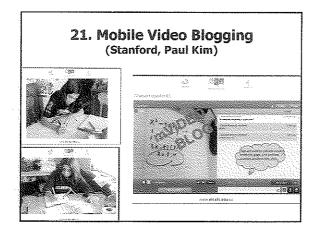


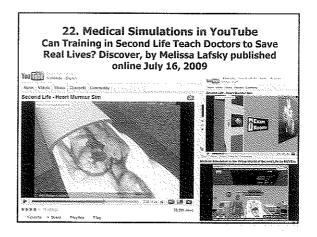


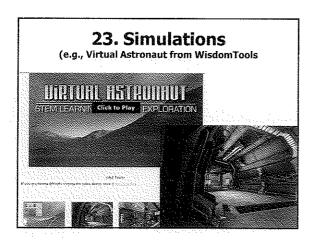


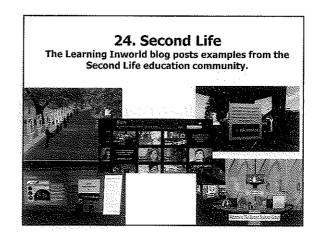


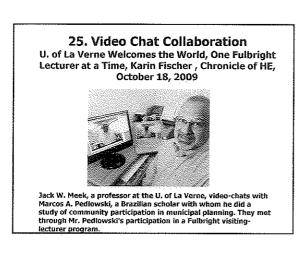


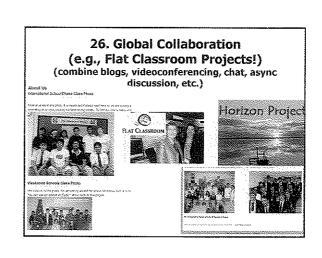


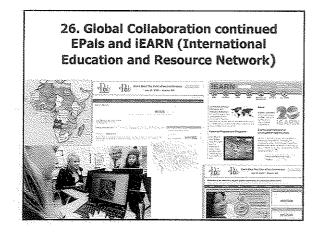


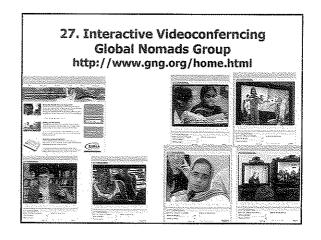




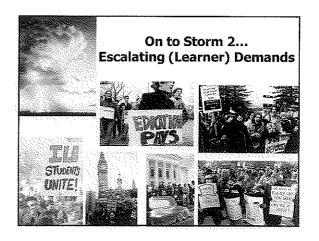


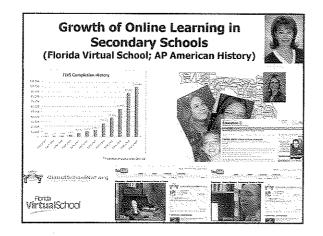


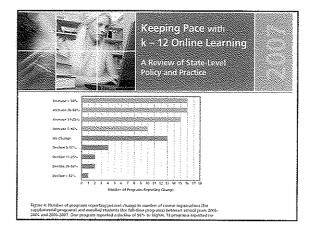


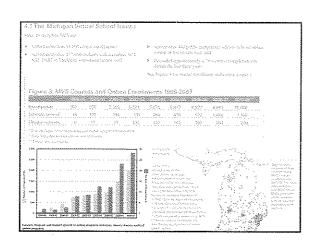






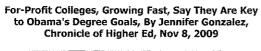






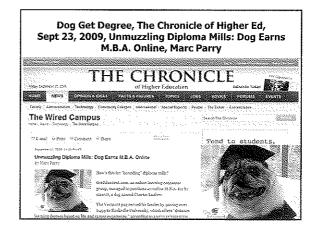
'Distance learning' gets its close-up By G. Jeffrey MacDonald, Special for USA TODAY, November 2007

More than two-thirds of all U.S. colleges and universities offer online courses, and 35% of schools offer programs that are entirely online, according to the Sloan survey, and 20% of the USA's 17 million college students say they have taken at least one course online.

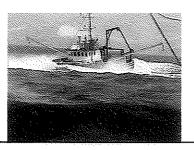


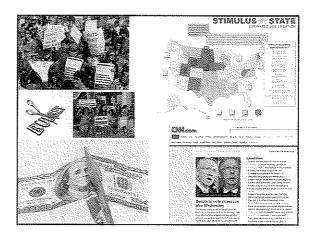


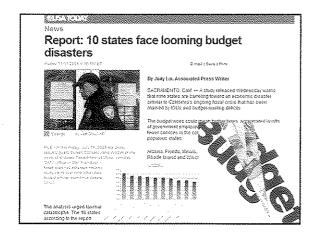
Students at the Kaplan Career Institute in Boston study medical billing in one of the for-profit college's computer labs.



We're in the Midst of Storm 3: Erased Budgets

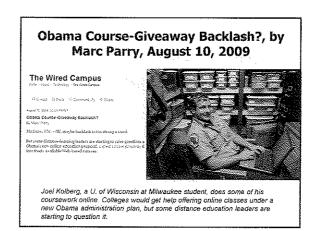










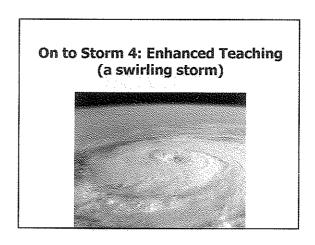


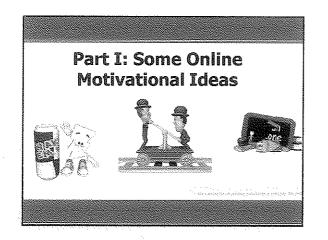
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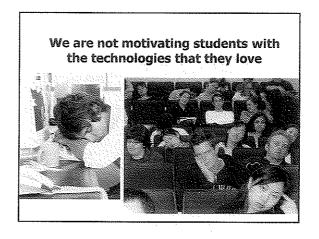
• At Abilene Christian (University)...about 2,800 students and 70% of the 250 professors use the Apple technology for instructional purposes.

- Art students use app to draft sketch and send it to the teacher and other students for advice before starting the real art pieces.

- A drama teacher takes video of the lead dancer in a production and sends that along to other students for rehearsal.







Ok, Million Dollar Question: How do you motivate online learners? What Words come to mind?





"...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.



Poll #2: Which of these is the most important for motivating students? (Pick just one)

- 1. Supportive, appropriate challenge, meaningful.
- Teach goal setting and self-reinforcement.
 Offer rewards for good/improved performance.
- 4. Novelty, variety, choice.
- 5. Game-like, fun, fantasy, curiosity, suspense.
- 6. Divergence, dissonance, peer interaction.
- 7. Allow to create finished products.
- 8. Provide immediate feedback.
- 9. Show intensity, enthusiasm, interest.
- 10. Make content personal, concrete, familiar.

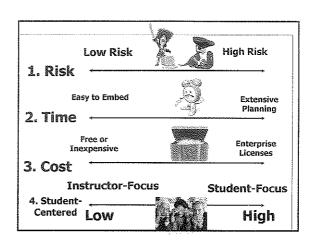


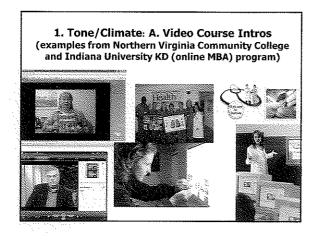
I even reflected on this for a moment...

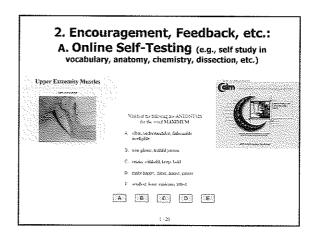


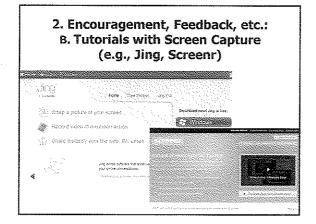
TEC-VARIETY Model for Online Motivation and Retention

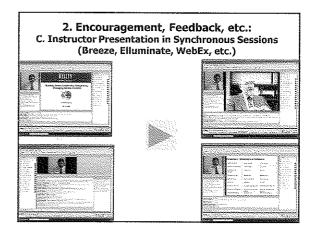
- 1. Tone/Climate: Psych Safety, Comfort, Belonging
- 2. Encouragement, Feedback: Responsive, Supports
- Curiosity: Fun, Fantasy, Control
- 4. Variety: Novelty, Intrigue, Unknowns
- 5. Autonomy: Choice: Flexibility, Opportunities
- 6. Relevance: Meaningful, Authentic, Interesting
- Interactive: Collaborative,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

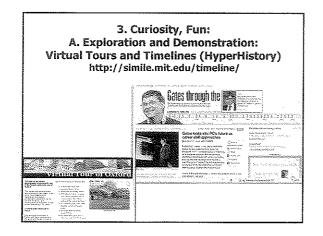


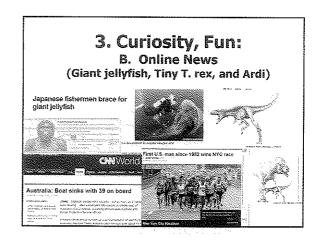


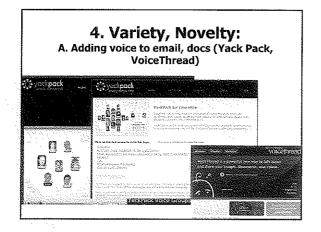












4. Variety, Novelty: B. Free Text Chats (Bonk, 2007; Mei-Ya Liang, 2007) 1. Agree to a weekly chat time. 2. Bring in expert for discussion or post discussion topics or issues. 3. Summarize or debrief on chat discussion.

