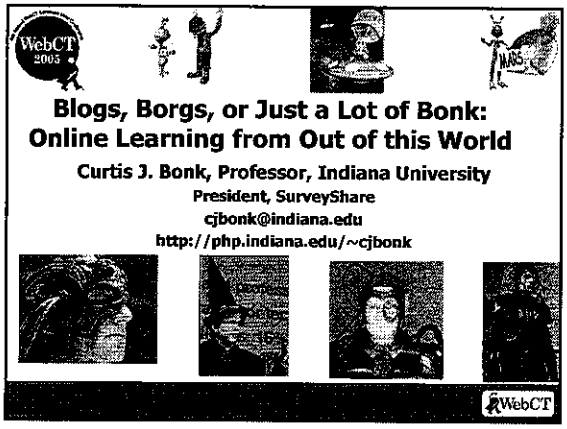
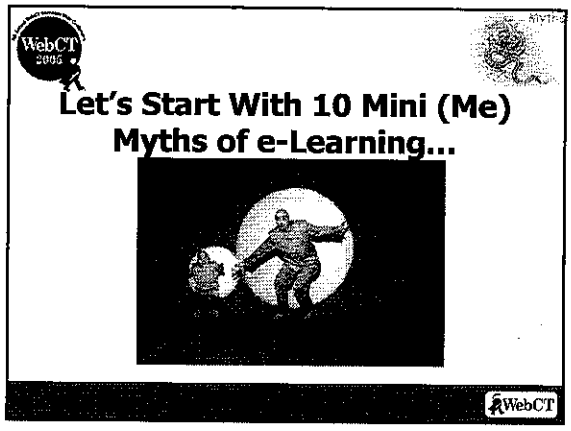
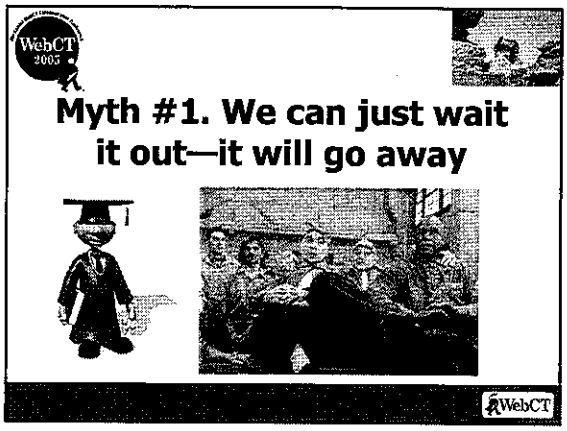
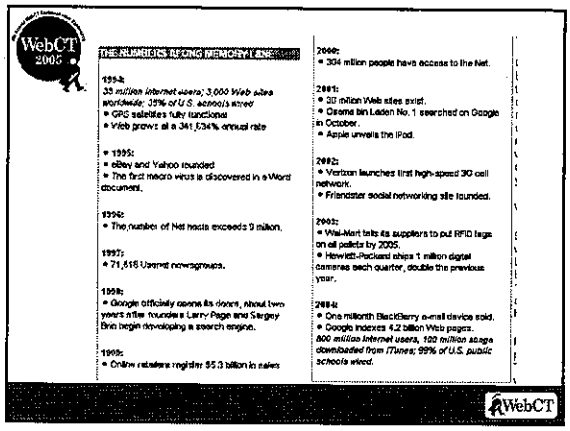
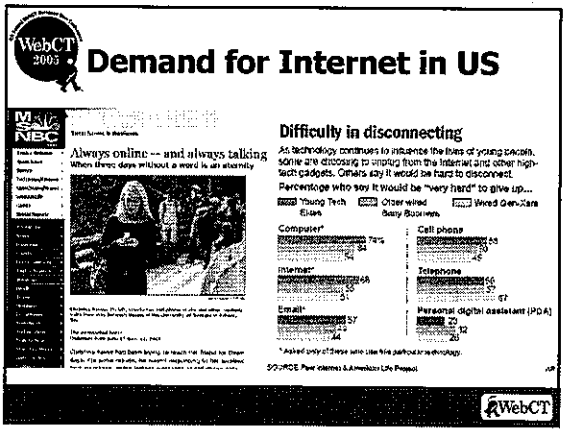
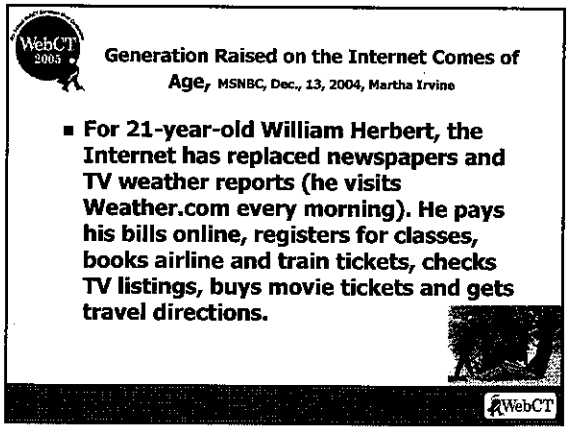

WebCT 2005
Blogs, Borgs, or Just a Lot of Bonk: Online Learning from Out of this World
Curtis J. Bonk, Professor, Indiana University
President, SurveyShare
cjbonk@indiana.edu
http://php.indiana.edu/~cjbonk
WebCT


WebCT 2005
Let's Start With 10 Mini (Me) Myths of e-Learning...
WebCT


WebCT 2005
Myth #1. We can just wait it out—it will go away
WebCT


WebCT 2005
1994:
1995:
1996:
1997:
1998:
1999:
2000:
2001:
2002:
2003:
2004:
WebCT


WebCT 2005
Demand for Internet in US
Difficulty in disconnecting
Always online -- and always talking
Computer*
Internet*
Email*
Cell phone
Telephone
Personal digital assistant (PDA)
WebCT

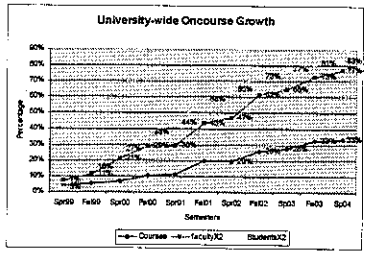

WebCT 2005
Generation Raised on the Internet Comes of Age, MSNBC, Dec., 13, 2004, Martha Irvine
For 21-year-old William Herbert, the Internet has replaced newspapers and TV weather reports (he visits Weather.com every morning). He pays his bills online, registers for classes, books airline and train tickets, checks TV listings, buys movie tickets and gets travel directions.
WebCT

See National Survey of Student Engagement (NSSE): The College Student Report (November 2003 Annual Report)

- 83% of HE students frequently use Web for their classes
- 80% of HE students report that instructors often require computer conferencing
- 87% of peers cut and pasted from Web without citations

Indiana University: Spring 2004

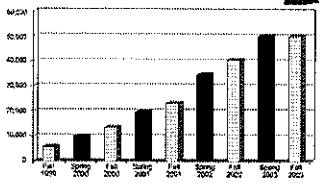
Students: 90,343 loaded; 76,890 logged in (85%)
Faculty: 7,092 loaded; 5,664 logged in (80%)
Courses: 21,942 loaded; 7366 active (34%)



Illinois Virtual Campus

(Fall 2003 Newsletter):
Ivan Lach, istovall@uillinois.edu
http://www.ivc.illinois.edu/pubs/enrollment/Fall_03.html

- 68 Illinois institutions (public and private, 2-year and 4-year)
- 3,742 course sections and 50,093 students in fall 2003
- 125,074 online students during 2002-2003 year (54% increase)
- 34,399 for summer '03 (45% increase)

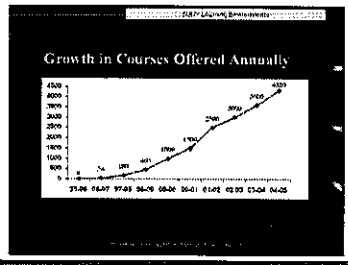


See also:
http://www.ivc.illinois.edu/

(Oakley, 2003)

SUNY Learning Network

(Peter Shea; Director: SUNY Learning Network, May 24, 2004, Peter.Shea@sln.suny.edu)



NEWS.COM http://www.news.com/

A billion PC users on the way

By Michael Ivanetios
Staff Writer, CNET News.com
http://news.com.com/2100-1033-5350900.html

Story last modified August 2, 2004, 4:00 AM PDT

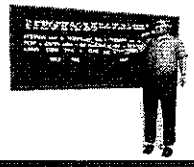
By the end of the decade, a billion people will be clicking away at computers, but generating a profit out of newly wired portions of the world is going to take a lot of work.

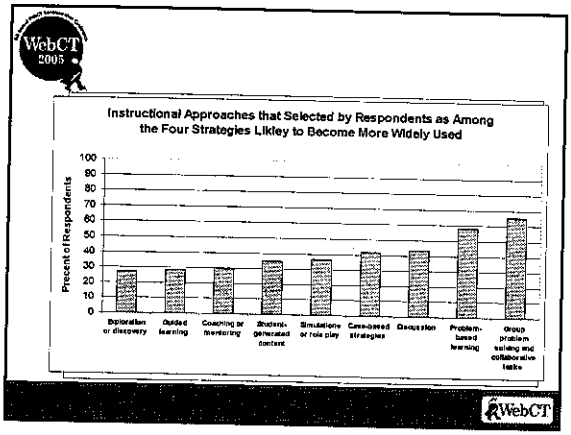
The number of PC users is expected to hit or exceed 1 billion by 2010, up from around 500 million to 670 million today, fueled primarily by new adopters in developing nations such as China, Russia and India, according to analysts.

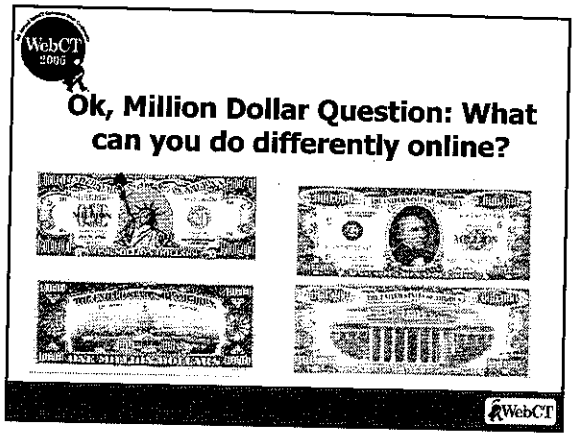
News contrast

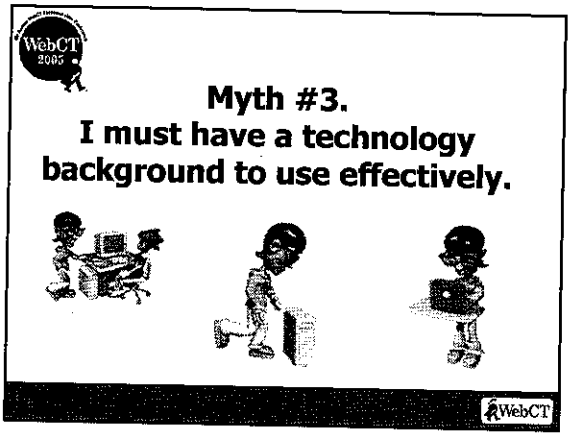
What's new:
The number of PC users worldwide is expected to reach 1 billion by 2010, up from about 670 million today, fueled primarily by new adopters in developing nations

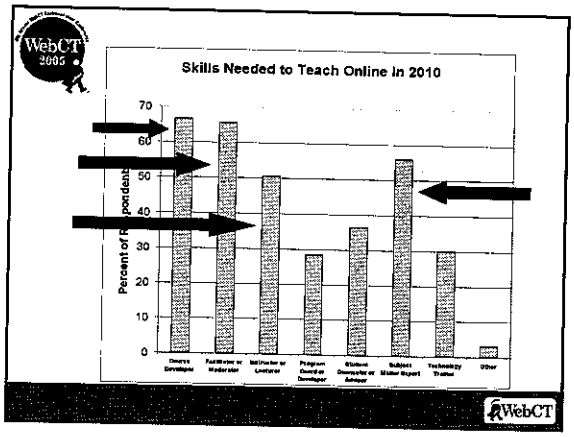
Myth #2.
College instructors can just teach the same way they always have.

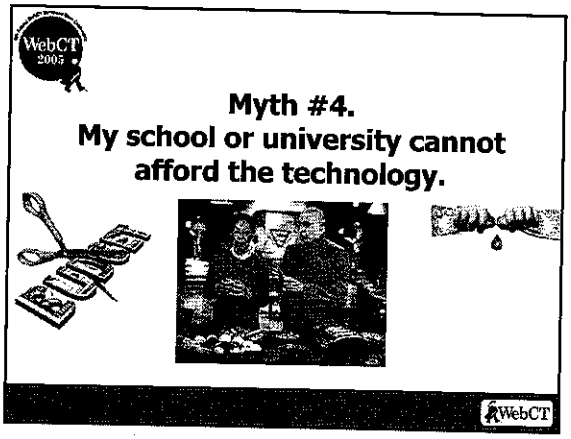


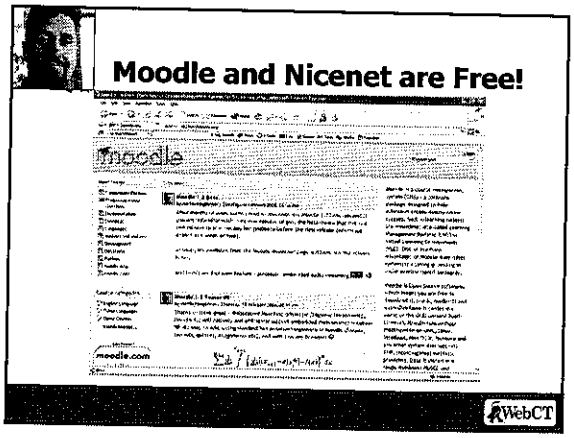

WebCT 2005
Instructional Approaches that Selected by Respondents as Among the Four Strategies Likley to Become More Widely Used
Percent of Respondents
100
90
80
70
60
50
40
30
20
10
0
Exploration or discovery
Guided learning
Coaching or mentoring
Student-generated content
Simulations or role play
Case-based strategies
Discussion
Problem-based learning
Group problem solving and collaborative tasks
WebCT


WebCT 2005
Ok, Million Dollar Question: What can you do differently online?
WebCT


WebCT 2005
Myth #3.
I must have a technology background to use effectively.
WebCT


WebCT 2005
Skills Needed to Teach Online in 2010
Percent of Respondents
70
60
50
40
30
20
10
0
WebCT

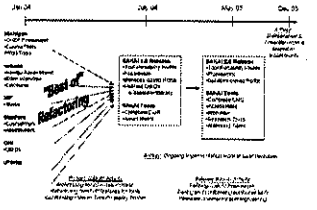

WebCT 2005
Myth #4.
My school or university cannot afford the technology.
WebCT


Moodle and Nicenet are Free!
moodle
moodle.com
WebCT

Center for Ed Tech Interoperability Standards, Nov. 24, 2003

http://www.cetis.ac.uk/content2/20031124150257
http://www.sakaiproject.org/sakaiproject/

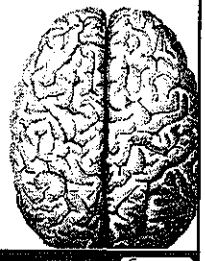
SAKAI Overview



Myth #5. Learning is not improved when using technology.

Brains Before and After e-Learning

Before **After**



Learning Improved...

(review by Chang, 2003)

- Online outperformed peers in histology (anatomy—plant and animal tissues under microscope) (Shoenfeld-Tacher et al., 2001).
- Intro to Psych: Lecture vs. Online; Online performed better on midterms (Maki, 2000).
- Web enhancements raised exam performance, grades, & attitudes toward economics (Agarwal & Day, 1998).
- Online business communications students performed better on final exams than on campus (Tucker, 2000).

Myth #6. Online is Easy

Student comments from "The Online Teacher," TAFE, Guy Kemshal-Bell (April, 2001)

- ✓ **Positive Side: intense, challenging, emotional, dynamic, addictive, fun, stimulating, flexible, empowering, intellectually stimulating.**
- ☐ **Less-Positive Side: Time-consuming, frustrating, little feedback, isolating, bewildering, a lot to grapple with.**

Professors say: exciting, fun, challenging, demanding, time consuming

Ideal Student and Instructor

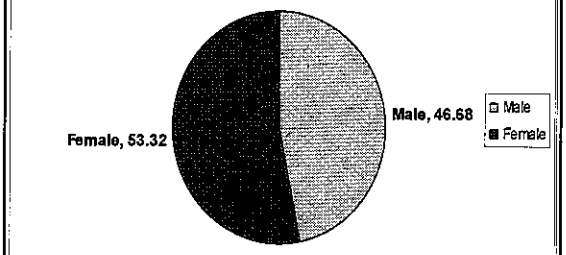
Education Week, May 9, 2002. p. 16

Student: Mature, independent learner.

Instructor: Flexible, enthusiastic, patient, innovative, creative, provide prompt feedback, builds communities, hard working, facilitate, motivate, support, engage, responsive, planful, etc.

Myth #7.
More males teaching online than females.

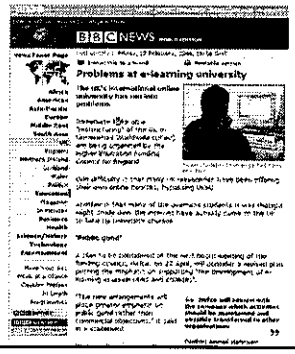
Gender of Respondents: Study #2: 2003/2004



Myth #8.
There are no models or best practices for teaching with technology.

Myth #9.
Everyone is making money in e-learning; no one is making money in e-learning.

Problems in the UK???



"Hasta la vista, baby!"

THE CHRONICLE OF HIGHER EDUCATION
Information Technology

From the issue dated January 30, 2004

http://chronicle.com/weekly/v50/i21/21a02701.htm

Cuts Threaten U. of Calif.'s Online Help for High-School Students

By DAN CARNEVALE

Looming state-budget cuts may eliminate an online program run by the University of California at Santa Cruz that provides college courses to California high-school students.

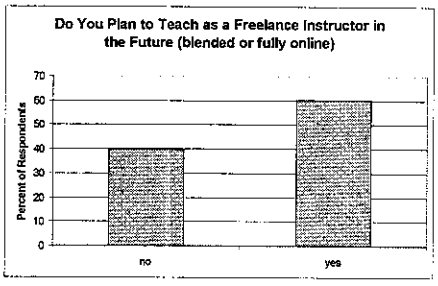
The program, which is five years old, offers advanced-placement, honors, and college-preparatory courses to more than 5,000 high-school students across the state via distance education. Most of the students are from low-success areas.

But the program may not survive Gov. Arnold Schwarzenegger's push for across-the-board spending cuts to rein in massive state deficits. If the cuts aren't revoked, university officials say, the online program will have to be canceled in the middle of the semester.

In late December the governor announced that he was making midyear cuts of $29.3-million in the University of California system's $15.5-billion budget, as well as cuts in other state programs. The cuts include the elimination of an outreach program that encompasses the $4.2-million online program at Santa Cruz.

Myth #10.
College instructors and trainers are loyal.

Interested in Freelance Instruction? (2001 & 2004 Study)



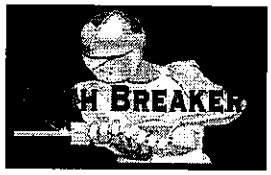
You are the best Mini Me!

Did he say chocolate?

Who wants some chocolate???

Question: What are your mini myths of e-learning???

Share with the person next to you...



Ok, that is 10 myths!
Who is falling asleep and needs a little chocolate?

Brief Intermission

Please Share

10 Wizardly Predictions

Why not consult the inventor of the Internet?

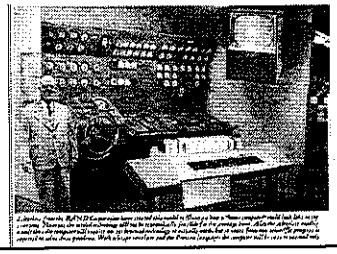
I thought I would get some directions from the Catalog of Tomorrow?

2004 Survey Information

Sent to MERLOT.org members on last week of November, 2003 to January 22, 2004

- Received 562 respondents
- 53.32% female; 46.68 male
- 68% lecturers and professors
- 28% administrators or tech support
- 50% public colleges; 17% private; 23% community colleges; 3% online colleges

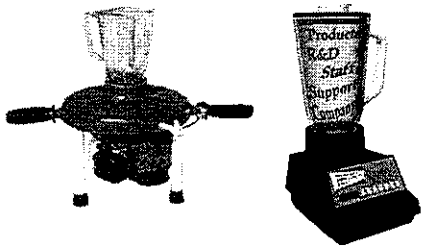
1950s Photo of Rand Corporation Prediction of the home computer in 2004

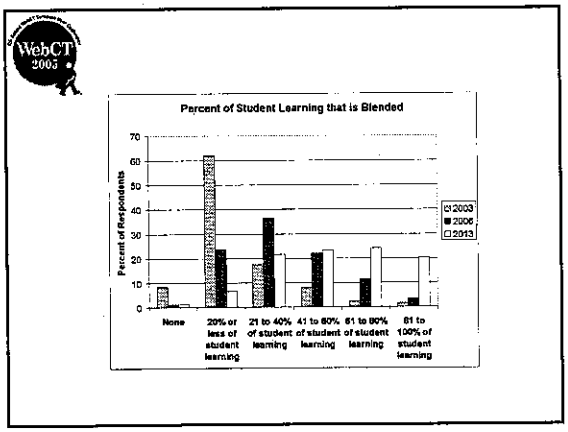


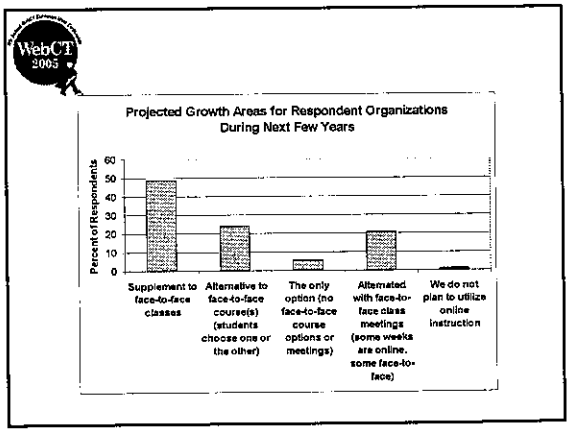
Ten Trends for Future of Online Learning

1. Blended Learning is All Learning
2. Enrollments in Certificates & Short Programs
3. Inc. Focus on Instructor Training & Rewards
4. Global Online Teacher Ratings
5. Online Collaboration and Virtual Teaming
6. Reality Teaching & Learning, Not Reality TV
7. Increasing Cheating Online
8. Course Quality Issues Become Pervasive
9. Novel Educational Partnerships Emerge
10. Educational Technology Outpaces Theory

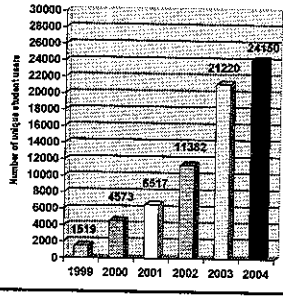
Trend 1. Blended Learning is All Learning





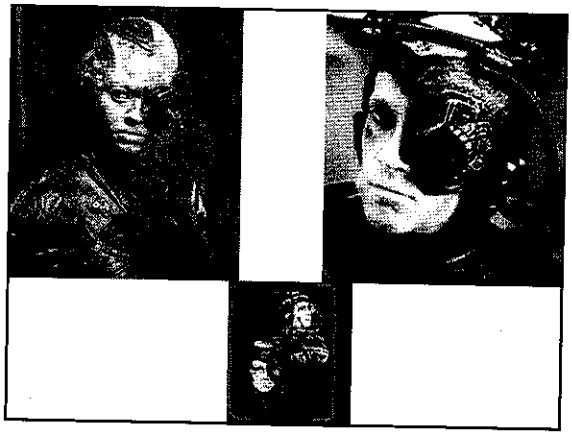


University of Pretoria
(Lazenby, 2004; Blended with WebCT)



What can we say about blended learning then???

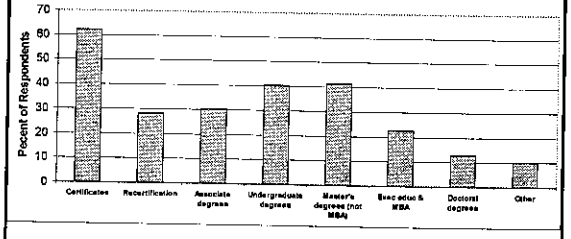
- It is everywhere!!!!!!!
- Resistance is futile!!!!!!!



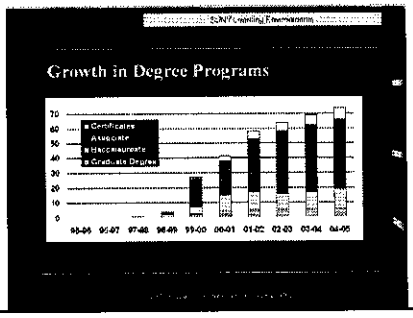
Assimilate...

Trend 2. Enrollments in Certificates and Short Programs

Degrees, Programs, and Credentials Your Organization will Offer Online During the Next Few Years



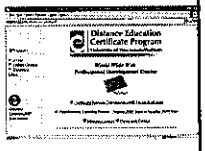
SUNY Learning Network (Peter Shea; Director: SUNY Learning Network, May 24, 2004, Peter.Shea@sln.suny.edu)

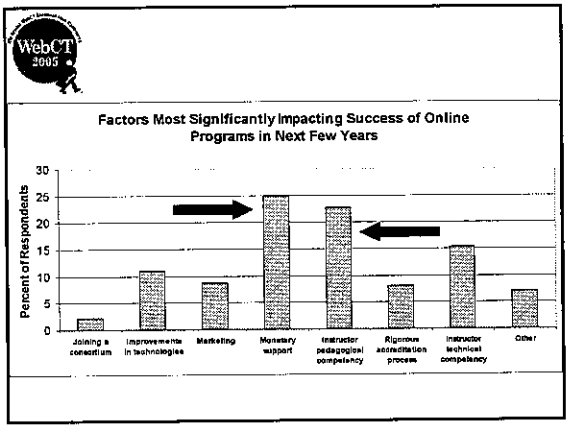


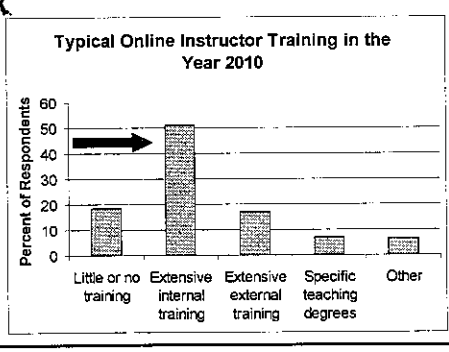
Trend 3: Increased Focus on Teacher Training and Rewards

Online Teaching Certificates

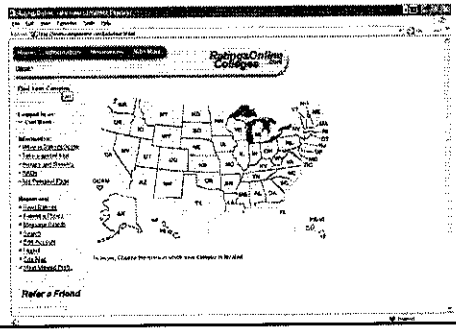
- **University of Wisconsin:**
  - 12-18 month self-paced certificate program, 20 CEUs, $2,500-$3,185
  - Integrates into practical experiences
  - Cater to busy working professionals
  - Open enrollment and self-paced
- **Illinois Online Network's (ION) "Master Online Teacher"**
  - 4 core courses, 1 elective course, plus a supervised practicum



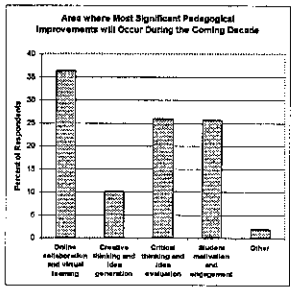


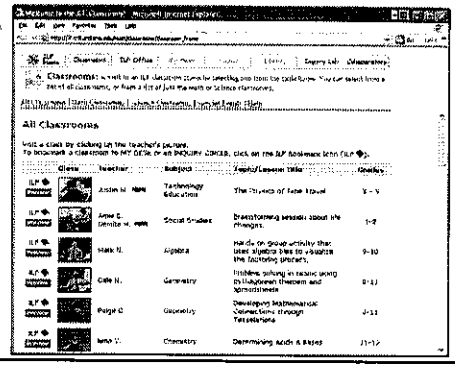


Trend 4: Global Online Teacher Ratings

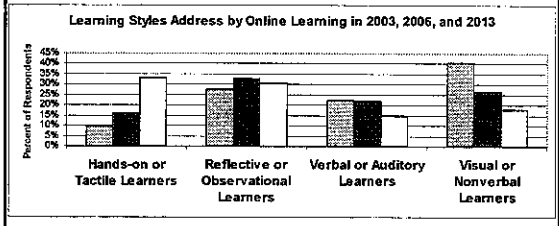


Trend 5: Growing Importance of Online Collaboration and Virtual Teaming



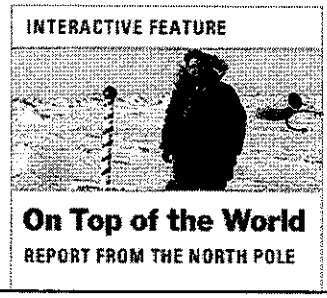


Are Diverse Student Needs Being Met?



Trend 6: Reality Teaching and Learning

(Andrew Revkin, New York Times, May 25, 2003)



1. Blogs (diaries, writing)

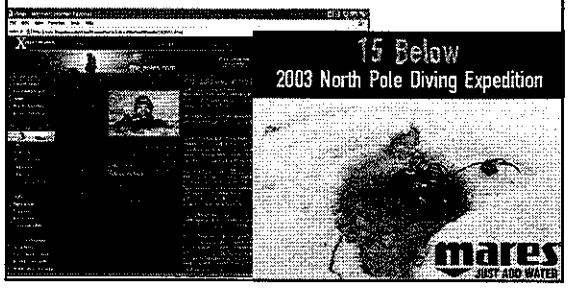
Number of Hosted Blogs Created, by Age, 2003

	Blogs created	% of blogs created
10-12	53,500	1.3%
13-19	2,120,000	51.5%
20-29	1,630,000	39.6%
30-39	241,000	5.8%
40-49	41,700	1.0%
50-59	18,900	0.4%
60-69	13,900	0.3%
Total	4,120,000	100%

Source: Forrester Development Corporation, October 2003

Perseus projects that there will be over 5 million blogs by the end of this year, and over 10 million by the end of 2004. The National Institute for Technology and Liberal Education (NTLE) estimates that there were roughly 1.3 million blogs worldwide as of last month.

Blogs for Adventure Learning



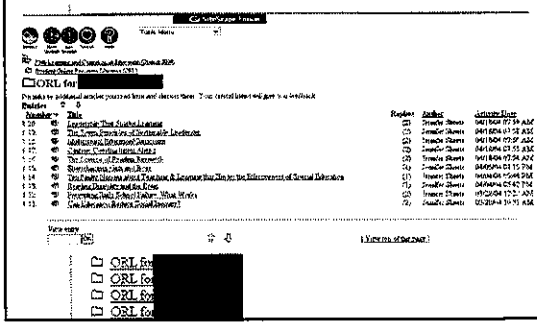
North Pole Marathon (April 10, 2004)

1. Blogs (diaries, writing)

Importance of Blogs

- Blog readership has shot up by 58% in 2004
- Eight million have created a blog
- 27% of online Americans have read a blog
- 5% use RSS aggregators to get news and other information
- 12% of online Americans have posted comments on blogs
- Only 38% of online Americans have heard about blogs

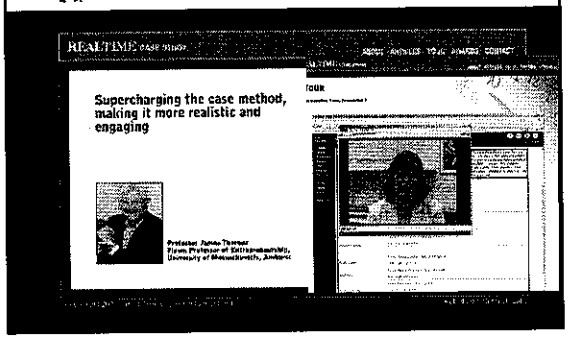
2. Online Resource Libraries



3. Digital Movies of Campus Life

4. Online Performance

5. Real-time Cases

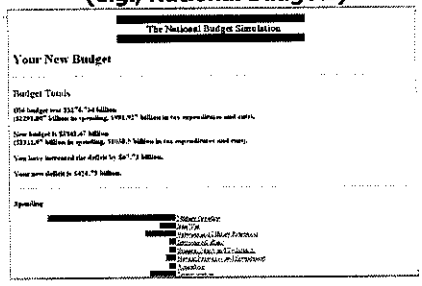


6. Online Role Play

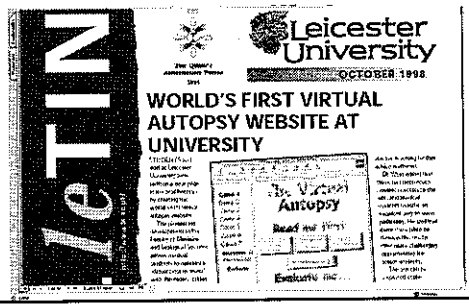
Assume Persona of Scholar

- Enroll famous people in your course
- Students assume voice of that person for one or more sessions
- Post a 300-700 word debate to one or more of the readings as if you were that person. Enter debate topic or Respond to debate topic
- Respond to reading reflections of others or react to own

7. Simulations and Games (e.g., National Budgets)



8. Virtual Surgery



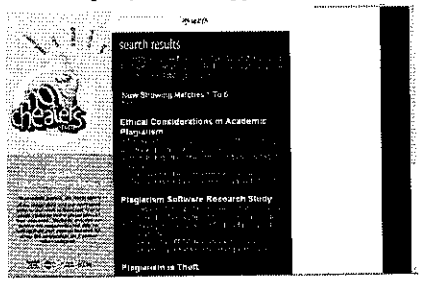
Trend #7: Increasing Focus on Online Cheating

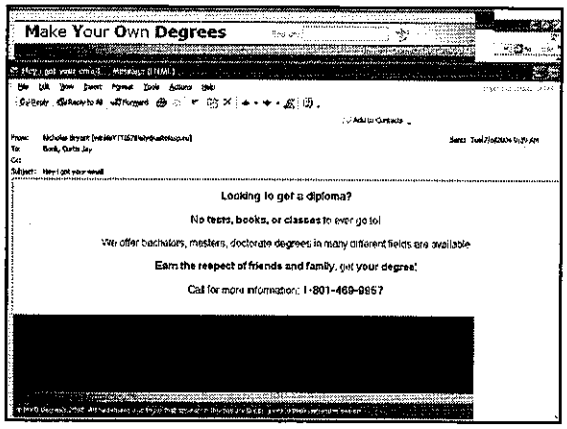
(Jan, 2002, Phillip Long, Plagiarism: IT-Enabled Tools for Deceit?)

- http://www.academictermpapers.com/
- http://www.termpapers-on-file.com/
- http://www.nocheaters.com/
- http://www.cheathouse.com
- http://www.realpapers.com/
- http://www.pinkmonkey.com/

("you'll never buy Cliffnotes again")

Sample Paper Assistance (i.e., Cheating) Sites





Plagiarizing Plagiarism

(June 8, 2003; Dartmouth Review)

- "Michael Heberling—an author at the Chronicle and president of Baker College for Graduate Studies—read an article written in Syllabus magazine that looked remarkably like his own piece. The subject of the plagiarist's piece: plagiarism."
- the offending author, a graduate student, apologized for any passages accidentally cut-and-pasted into her own article. Her excuse: 'deadline pressure.'

Trend 8. Course Quality Issues Become Pervasive

(need for quality control police)

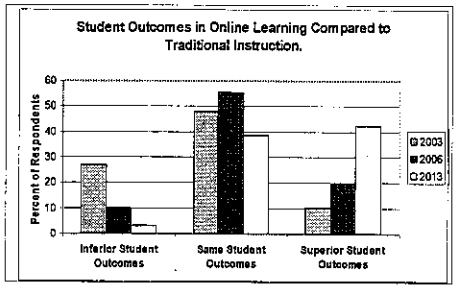
The Sloan Consortium: (2003). Sizing the Opportunity

http://www.sloan-c.org/resources/sizing_opportunity.pdf

- 60% of academic leaders agree that faculty will accept the legitimacy of online education
- 57% believe learning outcomes same or better than FTF
- 75% expect to be as good in next 3 yrs; 1/3 think better
- Everyone thinking the quality is on the rise

COMPARED TO FACE-TO-FACE, LEARNING OUTCOMES IN ONLINE EDUCATION ARE CURRENTLY

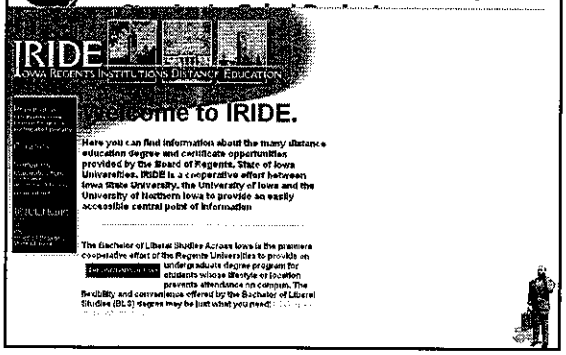
	Public	Private, nonprofit	Private, for-profit	Total
Superior	17.4%	7.0%	12.0%	12.3%
Same	57.6%	32.8%	39.6%	44.9%
Inferior	24.9%	60.3%	48.5%	42.8%



Trend 9: Novel Online Educational Partnerships

"An Internet gateway through which learners, employers, and learning providers are drawn together into a dynamic partnership that creates value for learners, enhances economic development, and engages institutions in meeting the lifelong learning needs of twenty-first century learners" (2001, xvii).

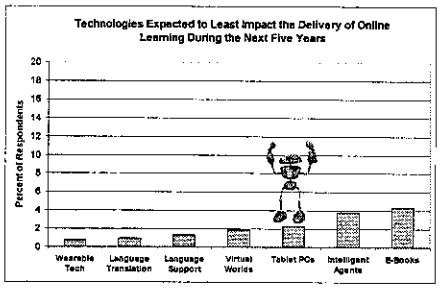
Center for Ed Tech Interoperability



Trend 10: Technology Continues to Outpace Theory

Kevin Kluse, November 2003, CLO, Tech Trends Impacting E-Learning

- Trend 1: More for less (low end PC in 2017 will cost $150 and come with 8 GB of RAM and 1.8 Terabytes of storage space)
- Trend 2: Broadband (from 25 to 68 million in U.S. by 2008)
- Trend 3: Wireless Access (time and place of need instead of time and desk)
- Trend 4: soon have in palms a supercomputer that can make phone calls and surfs the Web at very high speeds

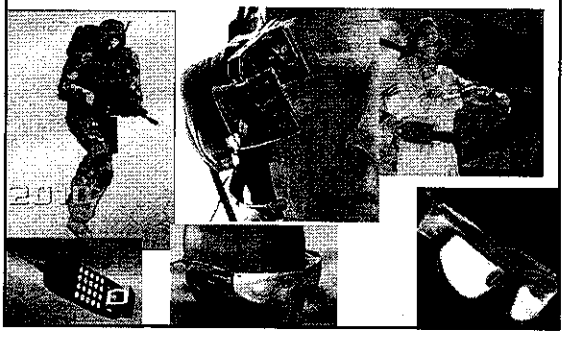


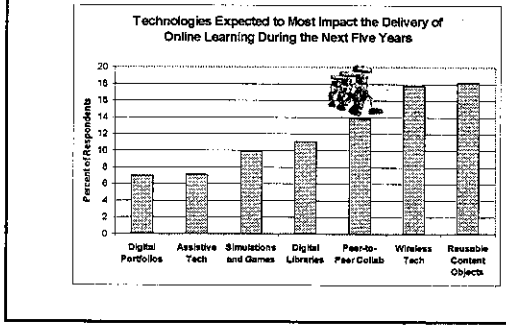
1. Computers that Talk to You ($595) USA Today, June 18, 2003

- SoundAdvice gives voice to computers

When you ask a question, the program answers aloud

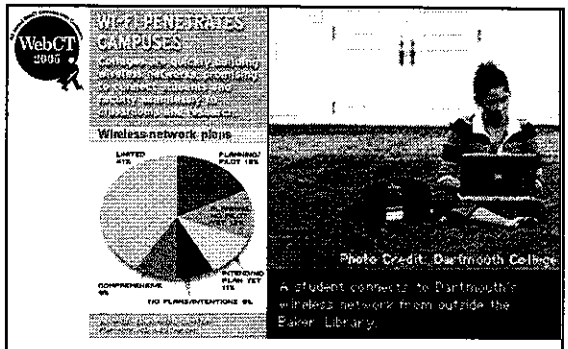
Wearable Computing





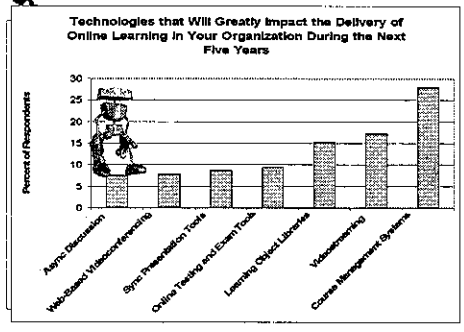
Wireless Technology

Big tech on campus



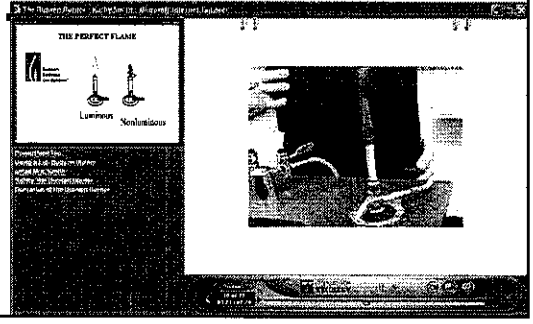
By Marguerite Reardon, CNET News.com
September 6, 2004

E-learning Moves Wireless (e.g., Cell Phone Tours)



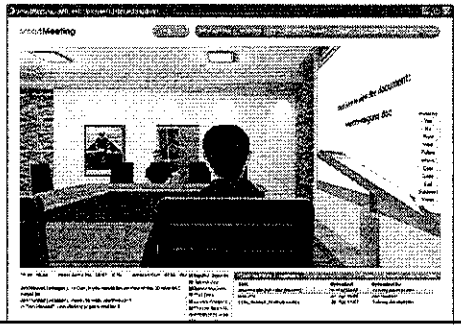
Videostreaming and Videoconferencing

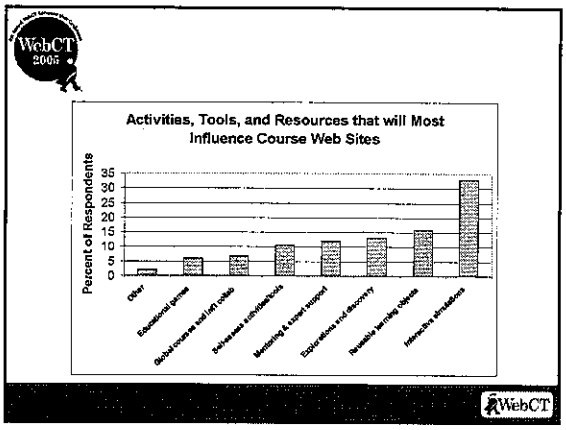
(to take off in next several years ...$4.5 billion in 2007 (Sept 23, 2003, Stephanie Olsen, CNet News.com).

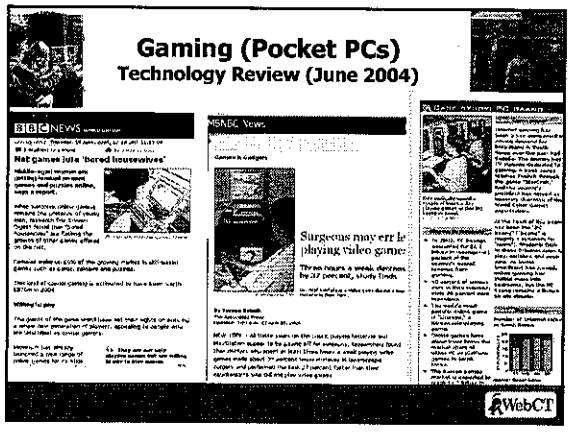


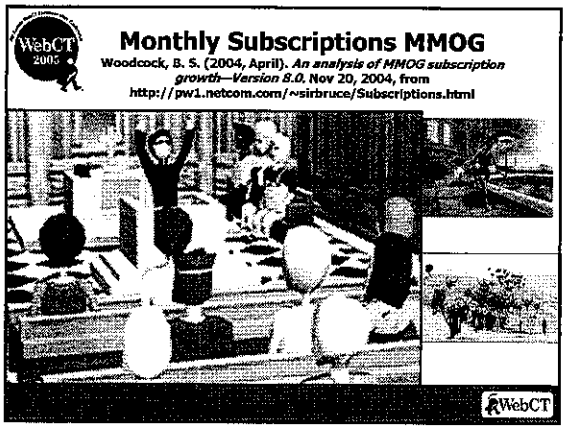
Synchronous Meetings and Expert

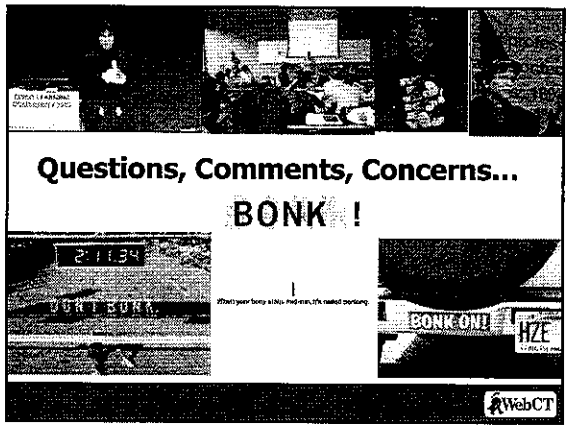
Guest Chats/Mentoring (e.g., SmartMeeting)




WebCT 2005
Activities, Tools, and Resources that will Most Influence Course Web Sites
Percent of Respondents
35
30
25
20
15
10
5
0
Other
Educational games
Global courses and (or) collab
Sales and activities/tools
Mentoring & expert support
Explorations and discovery
Reusable learning objects
Interactive simulations
WebCT


Gaming (Pocket PCs)
Technology Review (June 2004)
BBC NEWS
Net games lure 'bored housewives'
MSNBC News
Surgeons may err le playing video game
WebCT


WebCT 2005
Monthly Subscriptions MMOG
Woodcock, B. S. (2004, April). An analysis of MMOG subscription growth—Version 8.0. Nov 20, 2004, from http://pw1.netcom.com/~sirbruce/Subscriptions.html
WebCT


Questions, Comments, Concerns...
BONK !
BONK ON!
HZE
WebCT