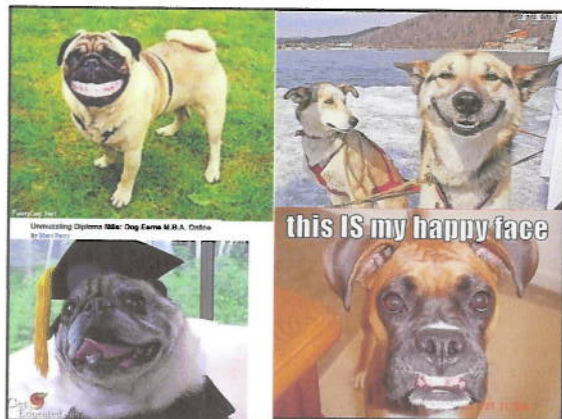
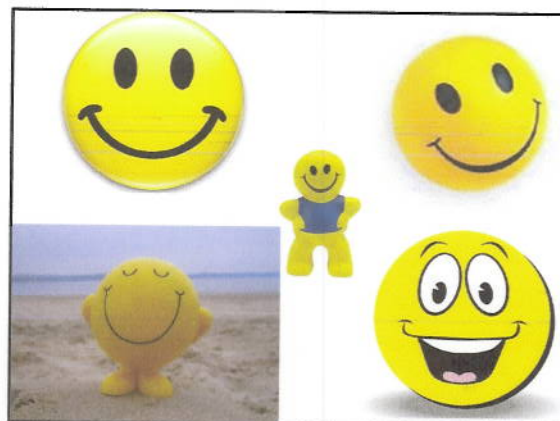


A Five-Part Masterclass for Technology-Enhanced Teaching and Learning: Sampling across a Scrumptious Smorgasbord

**Dr. Curtis J. Bonk, cjbonk@indiana.edu
Professor, Indiana University**


June 2010
Clay Shirky, NYU: How cognitive surplus will change the world, TED
http://www.ted.com/talks/clay_shirky_how_cognitive_surplus_will_change_the_world.html



September 2011
Meta-Analysis Update: Blended and Fully Online Still Best!

Evaluation of Evidence-Based Practices in Online Learning: A Meta-Analysis and Review of Online Learning Studies

U.S. DEPARTMENT OF EDUCATION
Division of Educational Practices in Online Learning
A Meta-Analysis and Review of Online Learning Studies

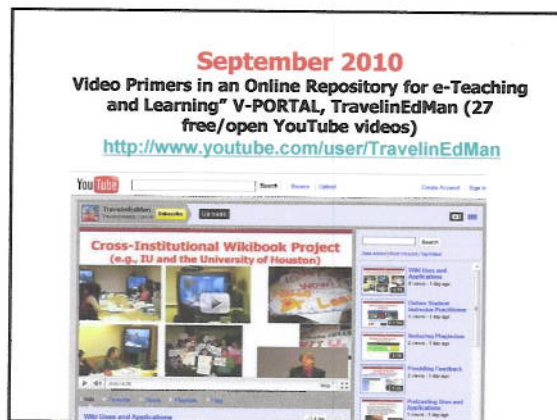


Prepared by
Barbara Means
Yakie Toyama
Robert Murphy
Marianne Bakia
Karla Jones
Center for Technology in Learning

U.S. Department of Education
Office of Planning, Evaluation, and Policy Development
Policy and Program Studies Service

Revised September 2010

September 2010
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>



December 15, 2010

Mark Zuckerberg, Time Magazine, Person of the Year




TIME-Photos canon

SOCIAL NETWORKING
Top social networking sites
Take a peek: orders in August (from some, not, all sites)

Facebook.com	82.2 million
MySpace.com	64.2 million
Twitter.com	20.8 million
Digg.com	17.4 million
Classmates.com sites	13.3 million
Delicious Photos (total list)	12.1 million
MyAOL.com sites	11.4 million
Orkut Live Profile	10.3 million

February 4, 2011

New Enrollment History Chart: Florida Virtual School (Julie Young, President & CEO)




FLVS Completion History
As of June 30, 2010

Year	Completion Count
2001-2002	10,000
2002-2003	12,742
2003-2004	24,110
2004-2005	34,079
2005-2006	44,330
2006-2007	64,541
2007-2008	114,870
2008-2009	154,179
2009-2010	213,974

Completions are measured in full credit assignments, based on Florida Virtual School Class (FLVS) student completion during a 12-month period.



February 16, 2011

How Bill Gates' Favorite Teacher Wants to Disrupt Education, Gregory Ferenstein, Fast Company



YOUTUBE
Khan Academy on the Gates Notes
2:56 video • 1 viewer

FORTUNE
Innovation in Education
Bill Gates' favorite teacher

iPad 2, March 2, 2011: Steve Jobs' surprise appearance a 'big deal', CNN Tec, Mark Milian, March 2, 2011,

<http://www.cnn.com/2011/TECH/gaming.gadgets/03/02/steve.jobs.lead2/index.html?eref=NS1>



Steve Jobs' surprise appearance a 'big deal'



Apple's Jobs unveils the iPad 2

Whatever health concerns prompted Steve Jobs' leave didn't seem to affect his flair Wednesday as an Apple pitchman.

April 12, 2011. NCTM Conference

Free Online Degrees ISMART: Integration of Science, Mathematics, and Reflective Teaching (ISMART), University of Houston

You see the big picture. You find the connections. Make it official - become ISMART.



Jen Chauvot and Mimi Lee, Univ of Houston





April 29, 2011

Shared Online Video (e.g., YouTube and the Royal Channel)



The Royal Channel
The Royal wedding
Live on the Royal Channel

News for Thursday May 12, 2011
Chronicle of Higher Education
http://chronicle.com/article/Chronicle-News-Classes-Video/1274227.html#sthash=9u9m4n6k8in_mediaweb=..

THE CHRONICLE
of Higher Education

Thursday, May 12, 2011

HOME NEWS OPINION & IDEAS FACTS & FIGURES TOPICS JOBS ADVICE

Faculty Administration Technology Community Colleges Global Special Reports People The Week Campus


Technology
News - Science - Technology

12:11 PM EDT 100% Connected to the Web

May 12, 2011

Across More Classes, Videos Make the Grade
In some science and writing courses, final papers are giving way to multimedia

Susan Metros, associate vice provost at Southern Cal: Multi-media "means you have to be able to actually make" graphics and images.



May 15, 2011
The Quiet Revolution in Open Learning, Kevin Carey, The Chronicle of HE
<http://chronicle.com/article/The-Quiet-Revolution-in-Open/127545/>

The Quiet Revolution in Open Learning
By Kevin Carey
In the face of the skepticism that the majority of college students still express, much has happened in the past several months to suggest that a quiet revolution is under way.

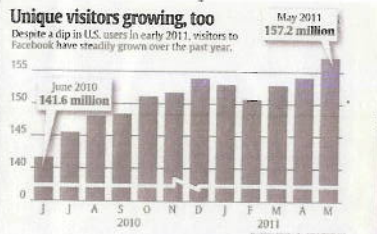
Online Learning Portals: Customizing Colleges Right Out of Higher Education?
By Paul G. Miller





July 7, 2011
Facebook says membership has grown to 750 million, USA Today, Jon Swartz
http://www.usatoday.com/tech/news/2011-07-06-facebook-skype-growth_n.htm

Unique visitors growing, too
Despite a dip in U.S. users in early 2011, visitors to Facebook have steadily grown over the past year.

June 2010: 141.6 million
May 2011: 157.2 million



750 million users befriend Facebook



July 20, 2011
Smart phones driving lecture capture growth
eCampus News, July 20, 2011, Dennis Carter
<http://www.ecampusnews.com/technology/smart-phones-driving-lecture-capture-growth/>

eCAMPUS NEWS

July 20th, 2011

Smart phones driving lecture capture growth
A leading lecture capture content creator says use of the technology has accelerated in recent months.

By: Dennis Carter, Assistant Editor
Filed under: by Dennis Carter

Viewing replays of a professor's lecture analysis anywhere on a smart phone has bolstered lecture capture use in higher education, as recent surveys show the technology remains popular on campus.

Watching and re-watching lectures online has long been among college students' favorite educational technology, and makes sense.






August 2, 2011
Stanford U. Offers Free Online Course in Artificial Intelligence, Jie Jenny Zou, Chronicle of Higher Education
<http://www.ai-class.com/>

Artificial Intelligence

SEPT. 26 - DEC. 16, 2011

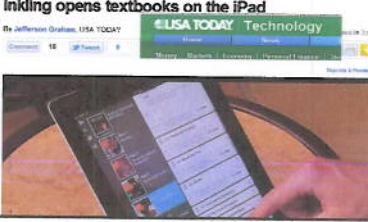

Stanford U. Offers Free Online Course in Artificial Intelligence
By: Jie Jenny Zou

August 3, 2011
Inking opens textbooks on the iPad
USA Today, Jefferson Graham, August 3, 2011
<http://www.usatoday.com/story/technology/2011/08/03/inking-digital-textbooks/5188>
Some \$4.5 billion worth of textbooks were sold in 2010, according to the Association of American Publishers. Expects digital textbooks to represent 3% of sales in 2011, growing to 44% by 2017.

Inking opens textbooks on the iPad
By: Jefferson Graham, USA TODAY

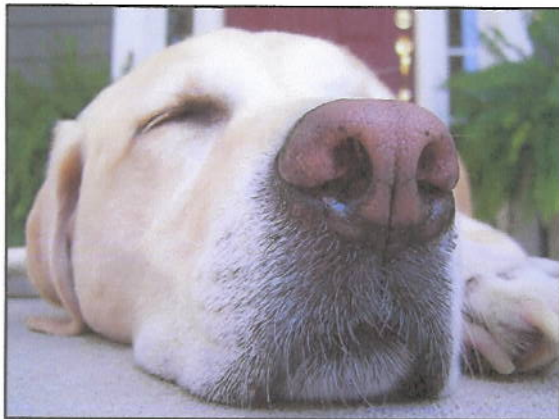
LISA TODAY Technology

August 11, 2011
Unleashing the Potential of Technology in Education, The Boston Consulting Group, Allison Bailey, Tyce Henry, Lane McBride, & J. Pucket
<http://www.bcg.com/documents/file82603.pdf>

Year	Percentage
2000	10%
2001	12%
2002	15%
2003	18%
2004	22%
2005	25%
2006	30%
2007	35%
2008	40%
2009	42%
2010	45%

August 12, 2011
Moodle (45 million users in 209 countries, 54,000 sites, 4.6+ million courses)



But I am not Content!!!

Catastrophes

HURRICANE IKE

TORNADO OUTBREAK

Map of the Gulf of Mexico

Volcanic eruption


July 31, 2011
Rogue Downloader's Arrest Could Mark Crossroads for Open-Access Movement, Chronicle of HE, David Glenn
<http://chronicle.com/article/Rogue-Downloader-Arrest-Could-Mark-Crossroads-for-Open-Access-Movement,Chronicle-of-HE,David-Glenn>

WIRED CAMPUS
 The latest news on tech and education.

Programmer Is Charged With Hacking Into Journal Database
 By Debra Katz

Timothy B. Lee
 Author of the book 'The Cathedral'

September 15, 2010
Study: Online learning might be less effective for some, eSchool News, Dennis Carter



Classroom students scored 84.5 percent on the first exam in the economics course, and online students scored 83.3 percent.

May 24, 2010
Author Nicholas Carr, The Web Shatters Focus, Rewires Brains, Wired
http://www.wired.com/magazine/2010/05/ff_nicholas_carr/




September 15, 2010
Timeline of Technology for Teaching, NY Times
<http://www.nytimes.com/interactive/2010/09/15/magazine/classroom-technology.html?ref=magazine>




Technology of the 1980s



Radio Shack TRS-80 Model III
 Introduced: July 1983
 Price: US \$599 base model
 US \$249 for 520K disk drives.
 CPU: Zilog Z-80, 2.03 MHz
 RAM: 4K, 48K max
 Ports: Cassette tape, expansion, serial
 Display: 12-inch B&W monitor, 64 x 16 text
 Storage: 0, 1, or 2 internal 178K floppy drives
 External cassette @ 500/1500 baud
 OS: BASIC in ROM, TRS-DOS on disk




Mark Weiser, Scientific American, 1991,
The Computer for the 21st Century
<http://sandbox.xerox.com/want/papers/ubi-sciam-sep91.pdf>



COMPUTER SCIENTISTS are arguing the conventional screen in this office at the Xerox Palo Alto Research Center. They say type pads are what to conventional computers; this is not a kind of wireless mouse has been built.

Let's Reflect Back 10 Years...



The slide features two movie posters for '2001: A Space Odyssey'. The left poster shows a close-up of a character's face with a futuristic helmet. The right poster shows a space scene with a large satellite or space station. To the right of the posters is a cartoon character standing next to a blue trash can filled with papers.

Virtual Tactical Operations Center (VTOC)



The slide displays two screenshots of a virtual tactical operations center interface. The left screenshot shows a 3D virtual environment with a control panel and various data displays. The right screenshot shows a similar interface with a different layout. To the right of the screenshots is a cartoon character wearing a hat and a uniform.

Shovelware



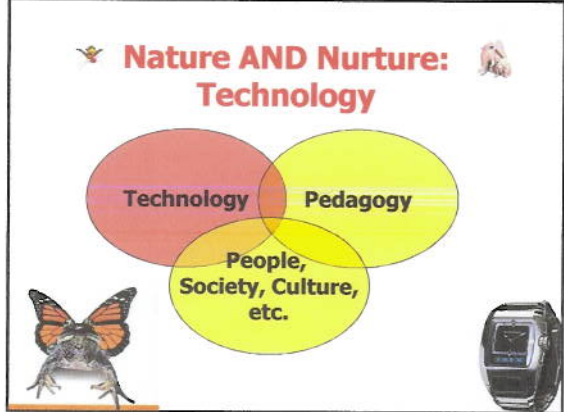
The slide features an advertisement for 'Shovelware' on the left, showing a Wii shovel controller and a thumbs-up gesture. The text reads 'Wii SHOVELWARE How can \$299 be just garbage? Look at how prima fresh games! How dumb are you?'. To the right is a photograph of a group of men in suits holding shovels, standing in a field.

Ten Years Later...



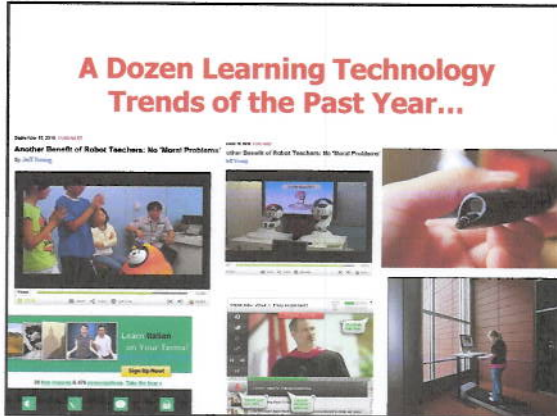
The slide features a clock in the top right corner showing the year 2011. Below the clock, the year '2011' is written in large, blue, 3D-style letters against a background of a cloudy sky.

Nature AND Nurture: Technology



The slide features a Venn diagram with three overlapping circles. The top-left circle is red and labeled 'Technology'. The top-right circle is yellow and labeled 'Pedagogy'. The bottom circle is yellow and labeled 'People, Society, Culture, etc.'. To the left is a butterfly, and to the right is a small image of a person's head.

A Dozen Learning Technology Trends of the Past Year...



The slide features a collage of images related to learning technology trends. The top row includes a video player showing a group of people, a video player showing a person using a laptop, and a close-up of a hand holding a small device. The bottom row includes a video player showing a person using a laptop, a video player showing a person using a laptop, and a photograph of a person standing at a desk.

1. Inexpensive Laptops and Netbooks

#2. Online Language Learning

January 27, 2010 and Feb 5, 2010: The Web Way to Learn a Language, NY Times, ERIC A. TAUB (e.g., EnglishCentral, iTalki, Palabea, Babbel)

#3. Tablet Computers Hit (iPad)

April 10, 2010: Seton Hill Univ, 2,100 students an iPad and freshmen a 13-inch MacBook laptop
Feb 1, 2011: An Android Tablet Made Just for School, David Sax, Fast Company

#4. Pocket Dictionaries and Digital Textbook Projects (Korea), July 6, 2011:

Husna Haq, In South Korea, all textbooks will be e-books by 2015, Speeding past the US, South Korea will be digitizing reading material in all public schools by 2015. Christian Science Monitor.

#5. Video Conferencing/Webcaming

December 20, 2010: Skype for iPhone adds two-way video calling, CNet Reviews

First Look at Google+ Hangouts, June 29, 2011

https://www.youtube.com/watch?v=K1P2fV4AA&annotation_id=annotation_389852&feature=youtu.be

Facebook introduces video calling, Eric Stoller, July 6, 2011, Inside Higher Ed

http://www.insidehighered.com/news/updates/affairs_and_technology/facebook_introduces_video_calling

Facebook introduces video calling

Facebook introduces video calling

Facebook introduces video calling

Facebook introduces video calling

#6. Social Networking Gaming

December 24, 2010: *CityVille* 16.8 million daily users, *FarmVille*'s 16.4 million. *CityVille* 61.7 million monthly users, *FarmVille* 56.8 million users. Mashable.

"CityVille" Is Now Bigger than "FarmVille"

#7. E-Book Readers

January 28, 2011: Amazon: Kindle Books Finally Eclipse Paperbacks, Doug Aamoth

March 2, 2011: Why Amazon would be smart to give away the Kindle, March 4, 2011, CNN Tech, Amy Gahrn

Whether a surge in e-book sales can be sustained and what effect it could have on traditional bookstores remains to be seen.

#8. Artificially Intelligent Computers

February 18, 2011: Watson dominated at 'Jeopardy!' — but what else can it do? As IBM seeks new uses, man still has edge over machine, Dan Fergano, USA Today.

Computer vs. brain

Feeling a little computer envy? Don't let IBM's Watson, the champ-crushing computer on Jeopardy!, get you down. A comparison with your own human brain.

Watson		Human brain
1,190 pounds	Weight	3 pounds
4 years	Development time	6 million years
2,800 processors	Processors	1 billion neurons
200 trillion	Computations (per second)	100,000 trillion
10 trillion	Memory (in bytes)	1 trillion

Computer ties human as they square off on 'Jeopardy!'

#9. New Interfaces

February 18, 2011: Telekinesis 2.0, David Zax, Fast Company

BrainDriver: How to drive with your Brain

#10. Group Video Chat, February 28, 2011: SocialEyes delivers group video chat, USA Today, Feb 28, 2011, Jon Swartz, <http://www.socialeyes.com/>

SocialEyes delivers group video chat

SAN FRANCISCO — The brains behind digital-media pioneer iStockphoto are at it again — with a new, low-cost video service on Facebook.

SocialEyes, which launched today, is bringing live video for several people at once to Facebook users and others so they can collaborate on work, chat about common interests or even learn to play an instrument together.

"It's a way to connect to friends. In real time, as you scroll through your social graph," says co-founder Rob Gasser of his first venture since he stepped down as CEO of iStockphoto last year. "He retains a keen eye for it."

"This is a nifty way to connect," Gasser says.

Robert Williams, who has worked off and on with Gasser for about 20 years, is CEO of SocialEyes.

The 10-person start-up, based here, has raised \$5 million in venture funding.

11. Mobile Apps (e.g., Tutors), April 7, 2011: Tutor.com Releases First Ed App that Connects Students to an Expert Tutor

#12. Augmented Reality, May 17, 2011: USA Today, Edward Baig, May 17, 2011, Augmented reality has potential to reshape our lives.

Is this a revolution?

Nature AND Nurture: Pedagogy

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!

Answer: The Web of Learning

We are entering a jumping off point...

Elements of the Web's Next Generation








It is Open in Norway... (May 23-26, 2011)



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!

- 1. WE**
- 2. ALL**
- 3. LEARN!!!**

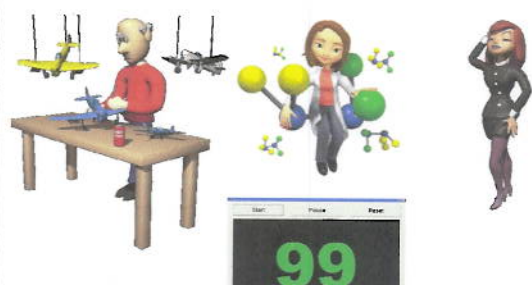



Triple Learning Technology Convergence of "WE-ALL-LEARN"


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



99 Second Break for questions or reflections on models...



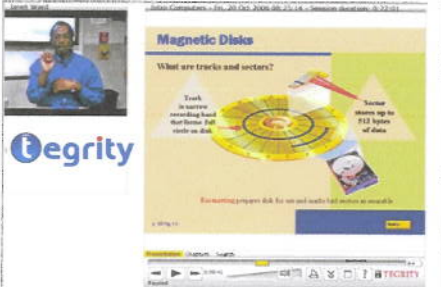
Masterclass Part 1: Stretching the Edges of Technology-Enhanced Teaching: From Tinkering to Tottering to Totally Extreme Learning



Tinkering



Tinker #1. Webcast Lectures (Tegrity, Echo360, Mediasite, etc.)



Tinker #2. Video Animations and Self-Testings



Tinker #3. Pubcasts.

(videos of authors of scientific papers and science; e.g., SciVee)

The image shows two screenshots related to SciVee. On the left is the SciVee website interface with navigation options like 'Explore' and 'Upload'. On the right is a video player showing a woman, Sally Temple, speaking in a laboratory setting. The video title is 'MacArthur Fellow 2008: Sally Temple, neuroscientist'.

Tinker #4. Collaborative Groups

(Google Docs, Ning, Google Groups, MSN Groups, Yahoo Groups)

The image displays several collaborative tools. It includes a screenshot of a Google Docs document, a screenshot of the Ning in Education website, and a graphic of a globe with blue lines representing network connections. The Ning logo is also visible in the bottom left corner.

Tinker #5. Track Life of a Scientist or Famous People (e.g., Brian J Ford, independent scientist)

<http://www.youtube.com/user/tellymonitor#p/a/u/1/LhGeApsKJasr>

The image shows a YouTube video player on the left with a video of people in a laboratory. On the right is a website page titled 'The Brian J Ford' with the subtitle 'Research on the microscopes of Robert Brown'. It features a video player and text about watching the BBC recreate experiments.

Tinker #6. Online Portals of Rich Data

United Nations Opens World Digital Library, Turning the Pages from the British Library, etc. (history, culture, literature, writing, art, etc.)

The image shows several screenshots of online portals and digital libraries. One shows a world map with data points, another shows a document page from a digital library, and others show various search and navigation interfaces.

Tinker #7. Online Experiments

(e.g., psychology)

The image displays several online experiment resources. It includes a 'perception lab' interface, a 'PSYCHEXPERIMENTS' website with a 'Participate in Experiments' button, and a list titled 'Top Ten Online Psychology Experiments' by Laura Hill from Psych Central.

Tinker #8. Educational Simulations

The image shows various educational simulation environments. It includes a 3D architectural rendering of a classical building, a simulation of a person in a wheelchair navigating a space, and a person interacting with a simulation interface on a computer screen.

Tinker #9. Online Role Play (e.g., Tulane University, Exercise for Renewable Energy, Freeman Sch. of Business, roles include power traders and utility dispatchers, etc.)



Tinker #10. Simulations and Video Animations and Self-Testings (e.g., Foldit)



Tottering



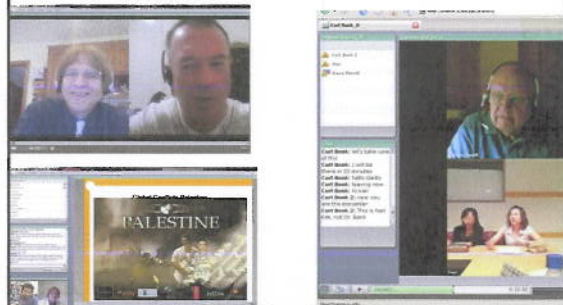
Totter #1. Bridges to World of Expert and Practitioners (e.g., Watch or Listen to Online Conferences, Expert interviews, blogs, chats, etc.)



Totter #2. Class Synchronous Sessions and Archives (Breeze/Adobe Connect Pro, Elluminate, WebEx, Dim Dim)



Totter #3. Combining Asynchronous and Synchronous Events



Totter #3b. Asynchronous and Synchronous Events (e.g., William and Mary, March 3, 2011)

A screenshot of a video conference interface. It features a grid of video feeds showing several participants in a meeting. There are also chat windows and control panels visible on the interface.

Totter #4. Global Class Videoconferencing and Remote Lands

(e.g., The seminar was structured on a series of videoconferences and virtual classes on e-learning platform, organized by the Major of the Health and Veterinary Corps of Italian Army Lorenzo TIDU, Veterinary of the Task Force South of the Regional Command West, which is strongly involved in the specific field in favor of populations of the villages in the province of Farah.)

A collage of four images. The top-left shows a person in a military uniform at a computer. The top-right shows a person in a classroom setting. The bottom-left shows a person in a military uniform in a field. The bottom-right shows a person in a classroom setting.

Totter #5. Wikibooks, Wikipedia editing, wiki syllabi, wiki glossaries (Ron Owston, York University, Toronto)

Web 2.0 and Emerging Learning Technologies

A collage of images. On the left, three people are standing and raising their arms in a celebratory gesture. On the right, there are logos for Web 2.0, Wikibooks, and Wikipedia, along with a lightbulb icon.

Totter #6. Podcast Productions and Virtual Performances for students of pronunciation class (e.g., Tzu-Su Chen, Taiwan)

Two screenshots. The left one shows a podcast production interface with the text "Hey Jude, don't make it bad Take a sad song and make it better". The right one shows a virtual performance with the text "tsuyi hseh's Podcast" and "Podcast 國中考卷".

Totter #7. Video Blogging

A screenshot of a YouTube video player. The video is titled "Reflective Tech in Education" and is by Justin Wang. The video shows two people sitting at a table.

Totter #8. YouTube as Class

A collage of images. The top part shows a YouTube channel page for "THE CHRON" with a video titled "Video Web: Your 1000 Faces Challenge: Tech of Education". The bottom part shows three small video feeds of people in a classroom setting.

Totter #9. Collect Student Data for Shared Online Videos (e.g., Michael Wesch, Kansas State)

This slide shows a screenshot of a YouTube video player. The video title is "Web 2.0 - The Machine in Living Us". The video content shows a man, Michael Wesch, speaking to a large audience in a lecture hall.

Totter #10. Podcasting Medical Lectures (School of Dentistry, University of Michigan)

This slide displays a screenshot of an iTunes library. The selected podcast is "IT Bookcamp" by the University of Michigan School of Dentistry. To the right, there is a diagram titled "Audio Acquisition via Computer" showing the workflow from a microphone to a computer and then to a podcasting application. Below the diagram is a circular diagram labeled "Figure 1 Instructional Design Process".

Totally Extreme Learning

This slide is a collage of images illustrating various learning environments and subjects. It includes a person on a treadmill, a graphic for "HURRICANE IKE", a man in a military uniform, a classroom scene, a volcanic eruption, and a map of Haiti.

Totally Extreme #1. Live Science (Nautilus Live allows people to watch expeditions live & listen to scientists in control rooms a discoveries made)

This slide features a collage of images related to live science. It includes a screenshot of the Nautilus Live website, a scientist in a field, a coral reef, and a close-up of a biological specimen.

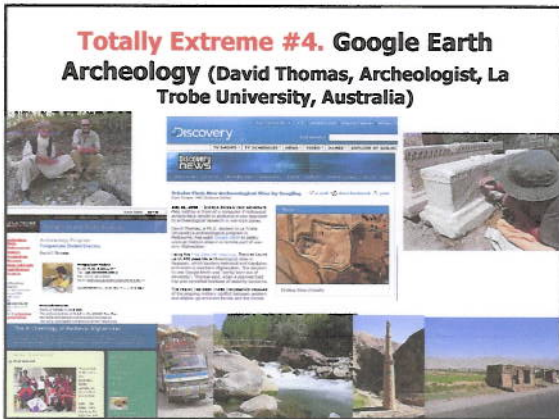
Totally Extreme #2. Immediate Science (Ida (a transitional species) 47-Million-Year-Old Fossil the Missing Link? (May 20, 2009))

This slide is a collage of images related to the fossil Ida. It includes a fossil of a primate, a skull, a news article titled "LINE UNCOVERING OUR EARLIEST ANCESTOR", and a photo of Dr. Jern Beatty from the University of Oklahoma.

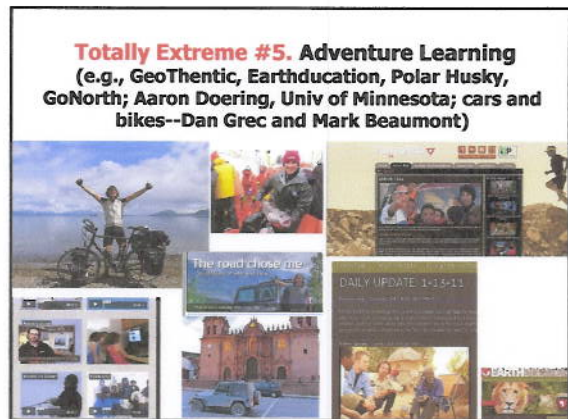
Totally Extreme #3. Armchair Archeology (UCLA Summer Digs Program)

This slide is a collage of images related to armchair archeology. It includes a person at a computer, a skull, an archaeological site, and a group of people in a field.

Totally Extreme #4. Google Earth Archeology (David Thomas, Archeologist, La Trobe University, Australia)

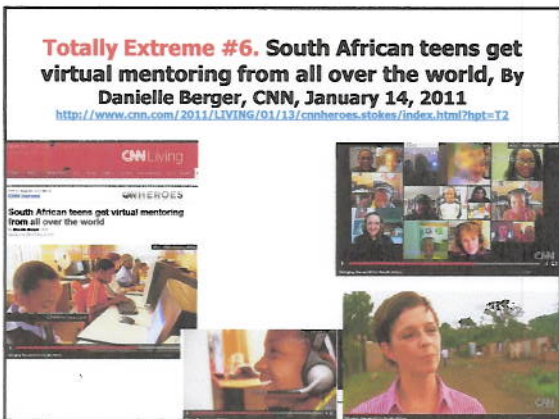


Totally Extreme #5. Adventure Learning (e.g., GeoThentic, Earthducation, Polar Husky, GoNorth; Aaron Doering, Univ of Minnesota; cars and bikes--Dan Grec and Mark Beaumont)



Totally Extreme #6. South African teens get virtual mentoring from all over the world, By Danielle Berger, CNN, January 14, 2011

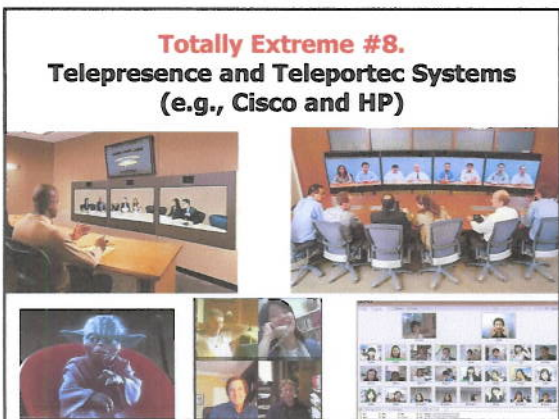
<http://www.cnn.com/2011/LIVING/01/13/cmheros-stokes/index.html?hpt=T2>



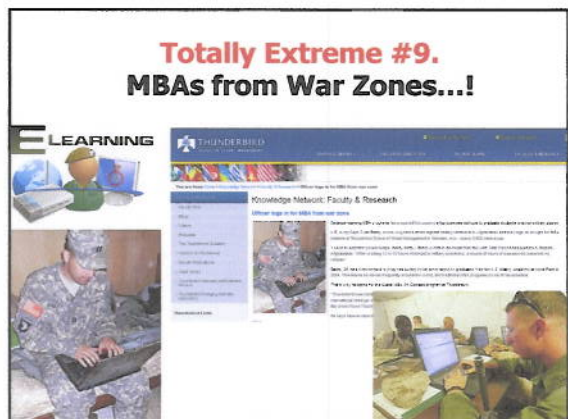
Totally Extreme #7. International and Global Education and Competitions (e.g., Global Game Jams, online role play, Global Videoconferencing)



Totally Extreme #8. Telepresence and Teleportec Systems (e.g., Cisco and HP)



Totally Extreme #9. MBAs from War Zones...!



Totally Extreme #10. 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)

Poll: Is your brain mush?

1. Yes.
2. No.
3. Not sure yet...

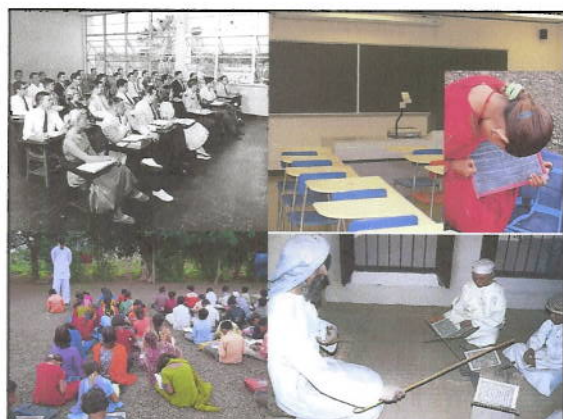
Stop and Share: Top Three Things Learned!

Masterclass Part 2: Adding Some Jumbo Motivation to Online Courses and Activities with the TEC-VARIETY Model

Dr. Curtis J. Bonk
 Professor, Indiana University
<http://php.indiana.edu/~cjbbonk>,
 cjbbonk@indiana.edu

We are not motivating students with the technologies that they love!

Jumbo Motivation is Needed!



August 5, 2010
Remaking the College Campus,
 Bridget McCrea, Campus Technology
<http://campustechnology.com/Articles/2010/08/05/Remaking-the-College-Campus.aspx?Page=1>

CAMPUS TECHNOLOGY

Bridget McCrea
 She recently reported to me how she decided to use technology as part of her education.

Remaking the College Campus
 An e-learning center includes a college campus of the future where digital assets, technology, and collaborative tools are integrated in a dynamic way.



Saltire Centre
 (Glasgow Caledonian University;
<http://www.gcu.ac.uk/thesaltirecentre/>)

Aces of Spaces, Campus Technology,
 June 2011, Jennifer Demski

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

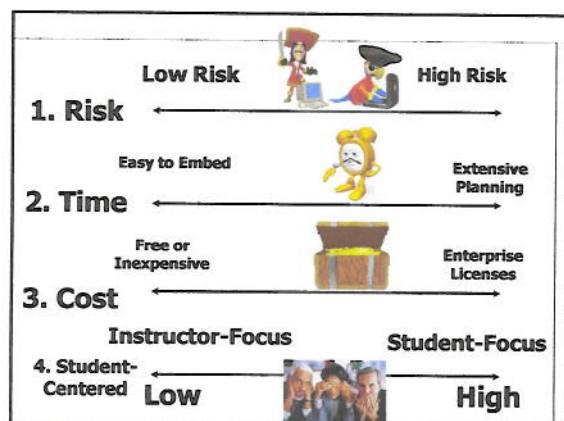
Motivation Research Highlights
(Jere Brophy, Michigan State University)

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.

I even reflected on this for a moment...and then something magical happened...

Magic #1: TEC-VARIETY Model for Online Motivation and Retention

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



1. Tone/Climate: Social Ice Breakers

A. Public Commitments:
Have students share how they will fit the coursework into their busy schedules


B. Favorite Websites

1. Everyone posts 1-2 of their favorite Websites and explain why.
2. Peers comment on or rate them.

1. Tone/Climate: Social Ice Breakers


C. 8 nouns (adjectives, verbs)

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



1. Tone/Climate: D. Video Course Intros

(examples from Northern Virginia Community College and Indiana University KD (online MBA) program)
Yun Yun Chow, Open U Malaysia, Making Art Lessons Come Alive with Web 2.0
<http://www.youtube.com/watch?v=B09rqJD1GKo>



2. Encouragement, Feedback, etc.:

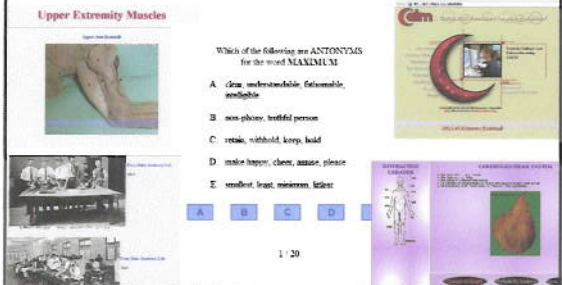
A. Online Self-Testing (e.g., self study in vocabulary, anatomy, chemistry, dissection, etc.)

Upper Extremity Muscles

Which of the following are ANTONYMS for the word MAXIMUM?


- A. deep, undetectable, falseable, available
- B. sea-phony, bedfell person
- C. retic, with-hold, keep, hold
- D. make happy, cheer, amuse, please
- E. smallest, least, minimum, latest

A B C D



2. Encouragement, Feedback, etc.:

B. Tutorials with Screen Capture (e.g., Jing, Screencr, GoView, etc.)



2. Encouragement, Feedback, etc.:

C. Video Scenario Learning Accounting Interviews and Preparatory Course Review Modules (Franklin University, cost and forensic accounting course)

<http://video.franklin.edu/Franklin/acct/managerialAccounting/cost-behavior-player.html>
<http://video.franklin.edu/Franklin/acct/2322/common/traudiscenario02.html>

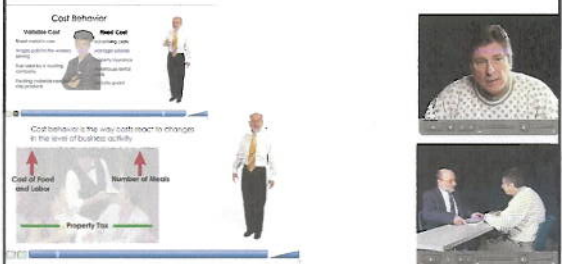
Cost Behavior

Variable Cost: increasing with increasing sales, decreasing with decreasing sales, constant with constant sales, decreasing with increasing sales, increasing with decreasing sales

Fixed Cost: increasing with increasing sales, decreasing with decreasing sales, constant with constant sales, decreasing with increasing sales, increasing with decreasing sales

Cost behavior is the way cost react to changes in the level of business activity


Cost of Fixed and Labor vs. Number of Items vs. Property Tax



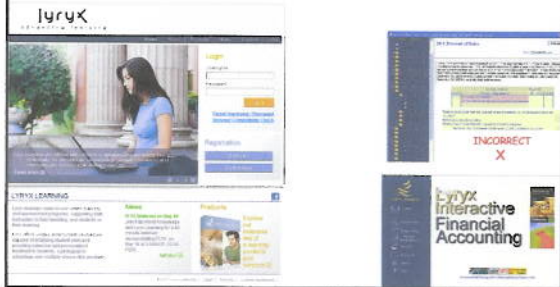
2. Encouragement, Feedback, etc.:

D. Vocab Sushi (\$25 for 3 months)

<http://www.vocab sushi.com/>



2. Encouragement, Feedback, etc.:
E. Online Accounting Lessons
(e.g., Lyryx; <https://lifa.lyryx.co>)



2. Encouragement, Feedback, etc.:
F. Blog and Website Polling
(e.g., BlogPolls, BlogPoll, MicroPoll, etc.)



3. Curiosity, Fun:
A. Online News
(Politics, Giant jellyfish, Tiny T. rex, and Ardi)



3. Curiosity, Fun:
B. Online Social Networking Games
(e.g., scrabble, hangman, etc.)



3. Curiosity, Fun:
C. Online War Games



3. Curiosity, Fun: D. Online Database Activities
(e.g., WolframAlpha) <http://www.wolframalpha.com/>



3. Curiosity, Fun: E. Track a Scientist, Scholar, Celebrity, Writer (e.g., Biography.com, biography online, FamousPeople.com)

The screenshot shows the Biography.com website. At the top, it says "Welcome to Biography Online". Below that, there are several sections with "Who" and "When" headings, each featuring a small portrait of a famous person and a brief description of their life. The layout is clean and organized, with a navigation bar at the top.

4. Variety, Novelty: A. Cool Resource Provider or Tech Demos

PS40 Cool Resource Provider and Moderator Sign Up Sheet

Friends please are welcome with this free subscription it is possible to create a custom sheet for your school or organization. Make sure you are working with the latest version of the sign up sheet by clicking your browser address bar to see your sheet and click the Update button.

Instructions:
Please get your names in the box for the **ONE WEEK** that you want to be the moderator. Only complete one box (either for K-12 or Adult Learning, NOT both).
When complete, please click the green Update button before exiting the system.

Years: K-12 Educational Learning Adult Educational Learning

1. Introduction to the Study of Learning

2. Distribution

3. Social Learning Theory

A photograph showing a classroom full of students sitting at desks with computers, engaged in a learning activity. The room is brightly lit and has posters on the walls.

4. Variety, Novelty, Fun, Fantasy: B. Random Lists (Random.org—clocks, coins, playing cards, dice, integers, passwords, jazz scales, lists, sequences, etc.)

RANDOM.ORG RANDOM.O

Coin Flipper
You flipped 2 coins of type 304-K41

Dice Roller
You rolled 2 dice:

List Randomizer
There were 35 items in your list. Here they are in random order:

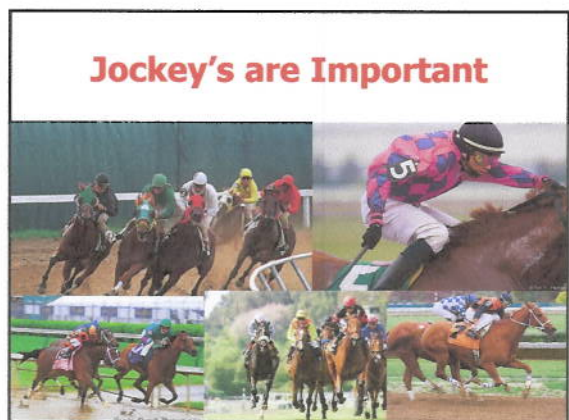
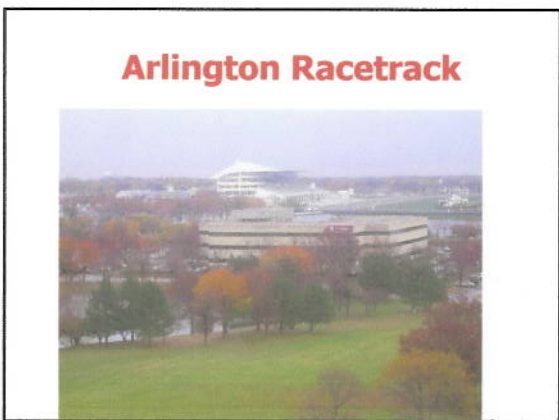
1. 100	Random Sequence Generator
2. 10000	
3. 100000	
4. 1000000	
5. 10000000	
6. 100000000	
7. 1000000000	
8. 10000000000	
9. 100000000000	
10. 1000000000000	
11. 10000000000000	
12. 100000000000000	
13. 1000000000000000	
14. 10000000000000000	
15. 100000000000000000	
16. 1000000000000000000	
17. 10000000000000000000	
18. 100000000000000000000	
19. 1000000000000000000000	
20. 10000000000000000000000	

Timestamp: 2011-08-13 01:17

Roll Again Go Back Agree Go Back

4. Variety, Novelty, Fun, Fantasy: C. Timers (Stopwatches, Countdown Timers, Stopwatch Bombs, etc.; <http://www.online-stopwatch.com/countdown-timer/>)

The screenshot shows two web-based timer interfaces. On the left is a stopwatch with a yellow cord and a black face showing 00:01:39. It has 'Start' and 'Restart' buttons. On the right is a countdown timer with a digital display showing 00:01:39 and 'Start' and 'Clear' buttons. The background is a light blue gradient.



5. Autonomy, Choice: A. Online Literature Search (Class Google Jockeys)

(links to text, soundtracks, video clips, etc.)

The image shows a grid of small thumbnails representing various online literature resources, including text, audio, and video. To the right, a person is shown sitting at a desk, interacting with a large, circular, curved display screen.

5. Autonomy, Choice: B. Web Exploration Assignments

1. Complete Works of Charles Darwin Online: <http://darwin-online.org.uk/>
2. The Complete Works of William Shakespeare: <http://www.espos.org/>
3. Edgar Allan Poe Society of Baltimore: <http://www.espos.org/>
4. Einstein Archives Online: <http://www.alberteinstein.info/>
5. Federal Resources for Educational Excellent project: <http://free.ed.gov/>
6. Global Text Project: <http://globaltext.org/>
7. iBerry (Open Courseware Directory): <http://liberry.com/>
8. Jane Austen: <http://www.janeausten.org/>
9. The Jane Goodall Institute: <http://www.jane-goodall.org/>
10. Timeless Hemmingway: <http://www.timelesshemingway.com/>

The image contains several small screenshots of educational websites, including one with a person reading a book and another with a person speaking into a microphone.

5. Autonomy, Choice: C. Open Teaching and Massive Open Online Courses (i.e., MOOC, David Wiley, George Seimens, Ray Schroeder)

The image shows a screenshot of the 'eduMOOC Online Learning Today...and Tomorrow' website. To the right, a person is shown holding a tablet computer, displaying a document or presentation.

6. Relevance, Meaningfulness: A. Online Cases (e.g., Mark Braun, IU)

The image displays several microscopic images of tissue sections, labeled with slide numbers and descriptions. A person is also shown holding a tablet computer, likely used for viewing these cases.

6. Relevance, Meaningfulness: B. Google Art Project (new Google project that allows visitors to explore museums around the world and view hundreds of artworks) <http://www.googleartproject.com/>

The image shows a screenshot of the Google Art Project interface, displaying a list of museums and artworks available for exploration.

6. Relevance, Meaningfulness: C. 60 Second Recap, Jenny Sawyer

Access to students: Lend me your earbuds!
English major, 24, rambunctiously recaps the classics in 60-second Web videos; By Greg Toppo; USA TODAY, September 2009

The image shows a screenshot of the '60 Second Recap' website, featuring a video player and a list of recaps for various books.

8. Engagement, Effort: D. 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/12/middle-east-arab-spring-interactive-timeline>

This interactive timeline visualizes the Arab Spring protests from late 2010 to early 2011. It features a central vertical axis with a color-coded legend (red for Tunisia, orange for Egypt, green for Libya, blue for Syria, and purple for Bahrain). Horizontal lines represent the progression of time, with various protest events marked by colored icons and text boxes. Key events include the start of the Arab Spring in Tunisia, the 18 March protests in Egypt, and the 15 March protests in Libya. The timeline is set against a background of a stylized map of the Middle East.

8. Engagement, Effort: D. National Geographic Prehistoric Timeline
<http://science.nationalgeographic.com/science/prehistoric-world/prehistoric-time-line.html>

The screenshot shows the National Geographic Prehistoric Timeline website. The page features a dark header with the National Geographic logo and navigation links. The main content area is titled "Prehistoric Time Line" and includes a search bar, a list of prehistoric events, and a large, colorful illustration of a prehistoric landscape with various animals and a volcano. The website is designed to be user-friendly and educational, providing a comprehensive overview of prehistoric life.

9. Tension, Challenge, etc.: A. Ethical Debates

This collage of images illustrates various ethical debates. On the left, there are news snippets about North Korea demanding apology and reparations from Japan over its colonialization, and a report on Iran possibly long-range bombing drone. In the center, a photograph shows a person in a green shirt standing next to a large, realistic anatomical model of a human head and neck. On the right, there is a section titled "BODY WORLDS" featuring images of anatomical models and a person in a green shirt. The collage is a mix of news, educational content, and artistic representations of the human body.

10. Yields Products, Goals: A. Student YouTube Products
<http://www.youtube.com/watch?v=xiwS1ryPzsQ>
http://www.youtube.com/watch?v=x3FJy4Pn_E
<http://www.youtube.com/watch?v=eD1awpaSuP0>

This collage of YouTube video thumbnails shows various student-created content. The thumbnails include a woman speaking, a person in a blue shirt, and a person in a green shirt. The videos appear to be educational or informative in nature, likely related to the student products mentioned in the text. The thumbnails are arranged in a grid-like pattern, showcasing a variety of student work.

10. Yields Products, Goals: More Student YouTube Products
 Miguel Lara (Web 2.0 FREEDOM): <https://www.youtube.com/watch?v=8cncFW99W8>
 Shugo Xu and Yuo Ma (Blog my online lmg): <https://www.youtube.com/watch?v=im7GQM9fahs>
 Julie Rust (Participatory Learning): https://www.youtube.com/watch?v=wrth_5bqV0M
 Cesar Dagli (Animal perspectives on course): <https://www.youtube.com/watch?v=cDeTEI405t8>

This collage of YouTube video thumbnails features several student-created videos. The thumbnails include a person in a green shirt, a person in a blue shirt, and a person in a green shirt. The videos appear to be educational or informative in nature, likely related to the student products mentioned in the text. The thumbnails are arranged in a grid-like pattern, showcasing a variety of student work.

10. Yields Products, Goals: B. Animated Movie Creations

This collage of images shows various animated movie creation resources. On the left, there is a screenshot of the GoAnimate website, which offers a platform for creating animated videos. In the center, there is a screenshot of a YouTube video titled "The world is open with the Web 2.0 technologies" featuring a cartoon character. On the right, there is a screenshot of a YouTube video titled "The world is open with the Web 2.0 technologies" featuring a cartoon character. The collage is a mix of educational resources and student-created content.

10. Yields Products, Goals:
C. Photo Festivals and Competitions
 (e.g., COFA at UNSW, Scrapblog, flickr, etc.)
<http://www.youtube.com/watch?v=m7GQWz7ztc>

TEC-VARIETY Model for Online Motivation and Retention

Tone/Climate
Encouragement, Feedback
Curiosity

Variety
Autonomy
Relevance
Interactive
Engagement
Tension
Yields Products

Poll: How many 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.

99 seconds: What have you learned so far?

- Solid and Fuzzy in groups of two to four

Do you feel JUMBO MOTIVATION?

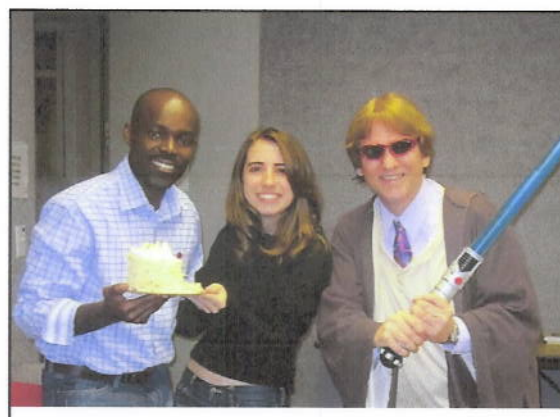
Note: Bonk papers and talks at:
<http://www.publicationshare.com/>
<http://www.trainingshare.com/>

Masterclass Part 3: Where Are You R2D2?: Addressing Learning Styles and Diverse Learners with the Read, Reflect, Display, and Do Model

Dr. Curtis J. Bonk
 Professor, Indiana University
<http://php.indiana.edu/~cjbbonk>,
cjbbonk@indiana.edu

Empowering Online Learning
Cirie J. Bank | Ke Zhang
100+ Activities for Reading, Reflecting, Displaying & Doing

Frame work: #5: 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. Wikibook or Wikipedia Editing or Critiques

- Ask students to critique a wikibook or page from Wikipedia

Read 1b. Reading from Open Access Journals (e.g., PLOS)

The International Review of Research in Open and Distance Learning
A refereed e-journal to advance research, theory and best practice in open and distance learning worldwide
Athabasca University

Read 1c. Course Announcements (e.g., Teaching with Twitter; Course announcements and following people (e.g., microblogging))

The image shows a Twitter interface for the 'education' category. It features a search bar, a list of tweets from users like 'Shant Brown' and 'Cherise Williams', and a 'Follow me!' sign with a blue bird icon. The text 'follow us on twitter' is also visible.

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

A collage of various podcast covers. Visible titles include 'nature REVIEWS CANCER', 'Military History Podcast', 'ENGLISH IN THE REAL WORLD weekly podcasts', and 'NursingShow.com'. There are also images of a person with a laptop and a group of people.

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

A circular diagram with four quadrants: 'Reflecting', 'Observing', 'Viewing', and 'Watching'. Each quadrant contains a list of activities. Below the diagram are three small photographs of people in different environments.

Reflect 2a. Individual Blogging Reflections

A photograph of a person from behind, sitting at a desk and working on a laptop. The person is wearing a camouflage-patterned shirt.

Reflect 2b. Critical Friend Blog Postings (Kristen and Susan)

A collage of blog-related content. It includes a photo of a woman with the text 'THIS IS THE WORLD', a screenshot of a blog post titled 'My Personal Reflections on Web 2.0', and another titled 'R685: The Web 2.0'. There is also a small cartoon character at the bottom right.

Reflect 2c. Expert and Domain Specific Blog Reflections (English, Health, Business, etc. blogs)

A collage of domain-specific blog screenshots. It includes 'THE WALL STREET JOURNAL', 'The English Blog', and a 'HEALTH BLOG' from the University of Pennsylvania. The text 'THIS IS IT' is also visible on one of the blog covers.

Reflect 2d. Cultural Blogs (e.g., Dr. Kim Foreman, San Fran State University, Come and See Africa Blog; <http://comeandseeafrica.blogspot.com/>)

Come and See Africa (CASA)

Reflect 2e. Scenario Learning (e.g., Krispy Kreme Management 101)

Reflect 2f. Case and Online Discussion (Kelley Direct, IU)

Reflect 2g. Analyze Online Cases (problems, solutions, etc.)

Reflect 2h. Workplace and Field Reflections

3. Visual Learners

- Visual learners prefer diagrams, flowcharts, timelines, pictures, films, and demonstrations.

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

환자의 양쪽에서, 왼손으로 환자의 오른쪽 갈상염을 반대편으로 밀고.

Display 3b. Visual presentations (e.g., Prezi)

<http://prezi.com/lhmhh159xd46/is-the-world-open/>
<http://prezi.com/8h7grxlyaymv/the-world-is-open/>

Display 3c. Radical Cartography

<http://www.radicalcartography.net/index.html?chicagodots>

Boston City Limits annexations and landfill, 1804-1912

Display 3d. Concept Mapping and Timeline Tools (VUE, Bubbl.us, Cmap, Freemind, Gliffy, Mindmeister, or Mindomo)

Display 3e. World Trends and Indices (e.g. Worldmapper)

Worldmapper: The world's most powerful map maker

Search for A (16)

Home Map Comparison Thumbnail Index A-Z Map Index About Worldmapper Help

Previous Map Science Growth Map No. 266 Open PDF poster Next Map >

This map shows the growth in scientific research of countries between 1990 and 2005. If there was no increase in scientific publications that country had no data on the map.

In 1990, 82 scientific papers were published per million people living in the world. This increased to 236 per million by 2005. This increase was exponential growth in countries with strong existing scientific research. However, the United States, with the highest total publications in 2005, experienced a similar increase over 1990 that fell in Japan, China, Germany and the Republic of Korea. Singapore had the greatest per person increase in scientific publications.

Faculty use assess the proportion of the number of apple scientific papers that were published in 2005 compared with 1990, where authors work there.

Open PDF poster

- Open PDF poster, designed for printing. You need Acrobat Reader.
- View thumbnail versions, maps or poster for comparison.
- Click (left) to scroll through the map. Scroll (right) to zoom. Double-click (see notes).
- Thumbnail notes for this data.
- All of the data on this site is available: see data page.

Open Presentation Page for instructions

Display 3f. Medical Animations and Videos (e.g., YouTube, CNN, BBC)

Virtual Medical Simulator

YouTube: Health Matters: Gastric Bypass Surgery

Simulator

Display 3g. Download and Use Online 3D Sketches (Google SketchUp; download <http://sketchup.google.com/3dwarehouse>)

The screenshot shows the Google 3D Warehouse interface. At the top, it says "Google 3D warehouse" with a search bar. Below that, there's a navigation menu with "Roosevelt Island Bridge & Motorgate Parking" selected. The main area displays a 3D model of the bridge and parking area. To the right, there are sections for "Made with Google", "Collections containing this model", and "Related items".

Display 3h. The Virtual Zooarchaeology of the Arctic Project (VZAP) is a virtual, interactive, osteological reference collection for the study of northern vertebrates. VZAP is a dynamic natural history archive which allows students and researchers to examine the complete skeletal anatomies of multiple bird, mammal, and fish species in both 2D and 3D.
 (Anthropologist Puts an Idaho Museum's Many Bones Within Virtual Reach, Peter Monaghan, July 10, 2011, Chronicle of HE)
<http://vzap.iri.isu.edu/ViewPage.aspx?id=230>

The screenshot shows the VZAP website. It features a dark background with several 3D models of animal skeletons, including a bird and a mammal. The text on the page describes the project as a virtual, interactive, osteological reference collection for the study of northern vertebrates.

Display 3i. Weather-Related Visuals and Animations

The display contains two main images. On the left is a satellite weather map of the Americas, showing cloud patterns and temperature variations. On the right is a graphic titled "HURRICANE IKE" with a circular diagram showing the storm's structure and intensity.

Display 3j. Online History Portals and Resources (Civil Rights Digital Library and Amistad)

The display shows two website screenshots. The left one is the "Welcome to the Civil Rights Digital Library" page, which includes a search bar and introductory text. The right one is the "AMISTAD" website, featuring a portrait of a man and text related to the Amistad case.

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.

The display includes a circular diagram with four quadrants: "Doing" (top), "Understanding" (right), "Reflecting" (bottom), and "Evaluating" (left). Below the diagram are several small images showing students in various activities: one student in a white lab coat, a student using a microscope, and a student in a blue shirt.

Do 4a. Podcast Productions and Shows


The display shows two images related to podcast production. The left image shows two students in a recording studio, one wearing headphones and speaking into a microphone. The right image shows a computer screen displaying a podcast production interface with the text "podomatic PRODUCTION" visible.

Do 4b. Paired Article Critiques in Blogs



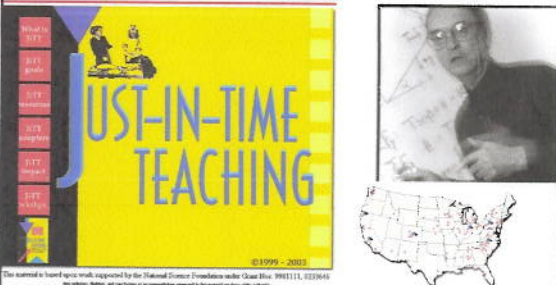
- Students sign up to give feedback on each other's article reviews posted to their blogs.

Article	Student Critique	Student Peer Review
Arbuthnot, J.B. (2007). <i>Does the Community of Inquiry Framework Predict Outcomes in Online JBL Courses?</i>	Stephen Moses Carolin Penello Lin Yi Alex Bentley	Laraine Ryan Karna Leonard Flora Liu Loi Adkisson
Meyer, K.A. (2003). <i>Face-to-Face versus Threaded Discussions: The Role of Tone and Higher-Order Thinking</i>	Laraine Ryan Heidi Oberst Nancy Aries Karna Leonard Francesca W. Williams Shoshie Shereen David Wilson	Paul Anderson Yvonne Toussy Carolin Penello Lin Yi Alex Bentley Stefan Rasporich Nancy Aries
Shea, P., Li, C.S. and Pickett, A. (2006). <i>A study of teaching presence and student sense</i>		



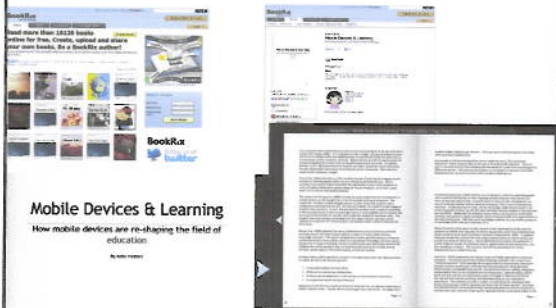
Do 4c. Online Warm-ups Activities Just-In-Time-Teaching (JiTT)

<http://webphysics.iupui.edu/jitt/jitt.html>



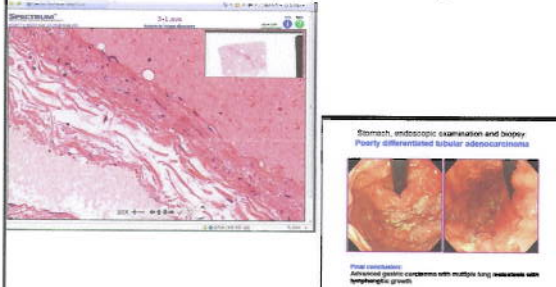
The material is based upon work supported by the National Science Foundation under Grant No. 9951111, 0220466 for support, design, and production of computer-assisted instruction for those who study.

Do 4d. Uploading Mobile Books (e.g., BookRix, <http://www.bookrix.com/>)



Mobile Devices & Learning
How mobile devices are re-shaping the field of education

Do 4e. Virtual Microscopes (Sungkyunkwan University School of Medicine, www.mededu.or.kr)




Stomach, endoscopic examination and biopsy
Poorly differentiated tubular adenocarcinoma

Final comment:
Advanced gastric carcinoma with multiple large nodules with lymphovascular growth

Do 4f. Virtual Quizzes (www.mededu.or.kr)



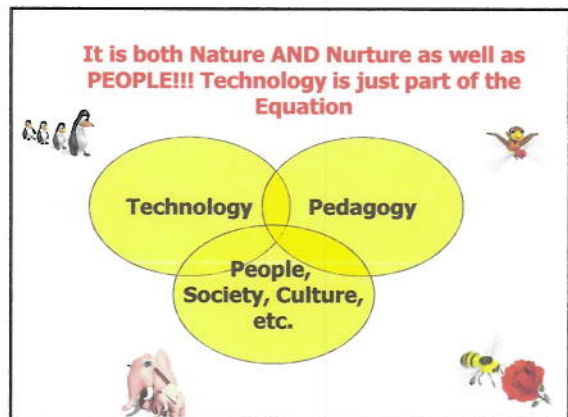
Do 4g. Virtual Worlds (e.g., Second Life)



Do 4h. Virtual Worlds with Video Archive
 (e.g., Dr. Monica Rankin's class, UT Dallas, Cuban Revolution)
<http://www.youtube.com/watch?v=D4uBhZN9Oos>

Do 4i. Simulation Games

PROBLEMS
 The most common problem is that simulation is often used to...
SOLUTIONS
 The most common solution is to use simulation to...
PROBLEMS
 The most common problem is that simulation is often used to...
SOLUTIONS
 The most common solution is to use simulation to...



Phillips 66
6 minute Brainstorm:
 In groups of 6 for 6 minutes brainstorm 6 ways you can use these ideas...

Any Extreme Questions?
 Try the R2D2 and TEC-VARIETY!

😊 Slides at: TrainingShare.com
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 ✉ Email: curt@worldisopen.com