Beyond Text: The Power of Student Created Media

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Audience Poll #1: Has learning technology has ever transformed your life.





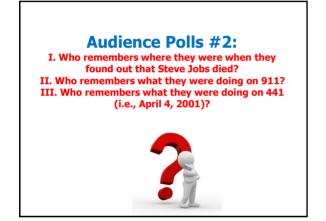












Charles Vest (April 4, 2001) http://web.mit.edu/newsoffice/2001/ocw.html

"This is about something bigger than MIT. I hope other universities will see us as educational leaders in this arena, and we very much hope that OpenCourseWare will draw other universities to do the same. We would be delighted if -- over time -- we have a world wide web of knowledge that raises the quality of learning -- and ultimately, the quality of life -- around the globe."



October 31, 2013

The launch of OERu: Towards free learning opportunities for all students worldwide, BC Campus (Canada)

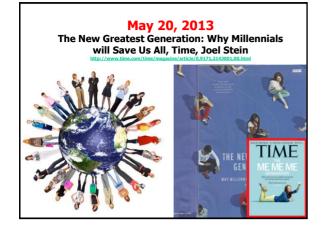
The launch of OERu: Towards free learning opportunities for all students worldwide

anyone in the world having access to a world-class educati is for it. With the launch of Open Educational Resources U actly what is now possible. The launch is a significant milest is a transition from an international collaboration contained ces Uni



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





I. Learning is More Mobile This Holiday Season, Learn on the Go with the New Coursera App for iOS! Coursera Blog, December 8, 2013 Beijing 2008 London 2012 139.3 million 657 million Smartphones 11 Facebook 90 million 901 million <1 million 300 million Twitter Tweets / day 1.1 million 140 million 0 54.8 million Tablets App ston 300+ million 25+ billion Sou eMarketer: Formster: A



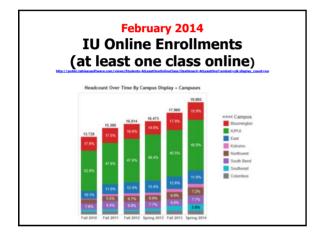


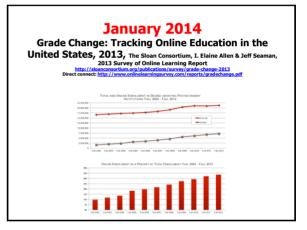


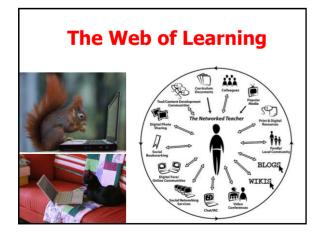
















Framework #1: WE-ALL-LEARN: World Ten Forces that Opened the Learning World Open

- Web Searching in the World of e-Books (i.e., Darwin)
- E-Learning and Blended Learning Availability of Open Source and Free Software (e.g., Moodle)
- Leveraged Resources and OpenCourseWare (e.g., MIT)
- Learning Object Repositories and Portals (i.e., shared content) -
- Learner Participation in Open Info Communities (YouTube)
- Electronic Collaboration and Interaction (sync and async)
- Alternate Reality Learning (Online Massive Gaming, Simulations, and Virtual Worlds; e.g., Second Life) -
- Real-Time Mobility and Portability (e.g., iPhone)
- Networks of Personalized Learning (Blogs, RSS)





What about the Instructor in the Open World?

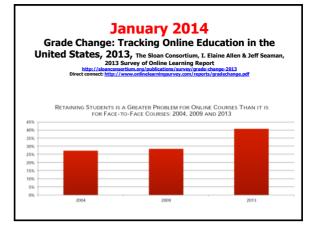


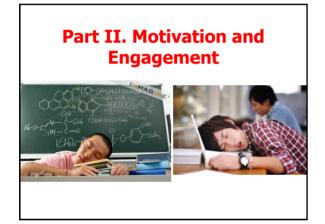


Instructor as Curator



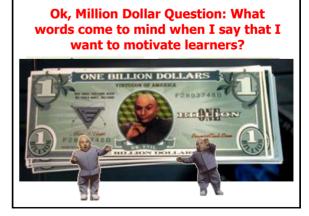






How do we engage online?





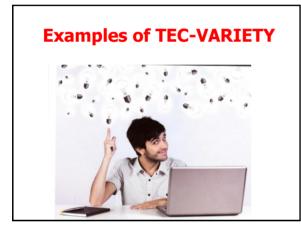
Motivation Research Highlights (Jere Brophy, Michigan State University)

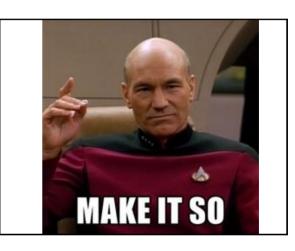
- 1. Supportive, appropriate challenge, meaningful, moderation/optimal.
- 2. Teach goal setting and self-reinforcement.
- 3. Offer rewards for good/improved performance.
- 4. Novelty, variety, choice, adaptable to interests.
- 5. Game-like, fun, fantasy, curiosity, suspense, active.
- 6. Higher levels, 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.



Framework #2: TEC-VARIETY for **Online Motivation and Retention**

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





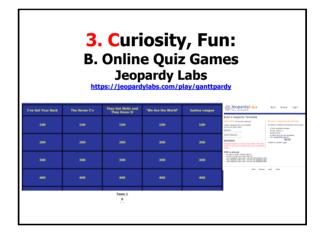






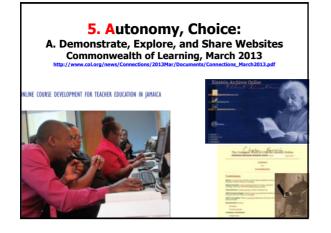




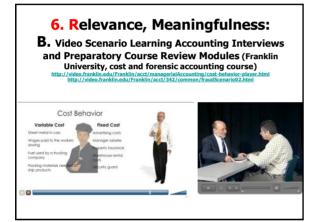






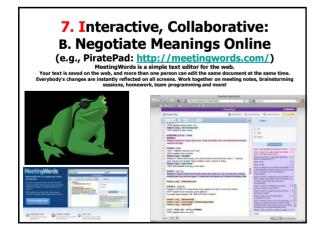




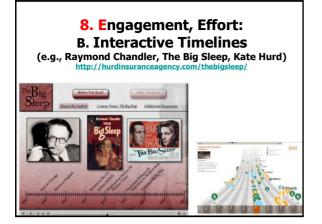


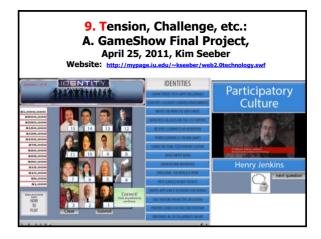
7. Interactive, Collaborative: A. Collaboration and Discussion in Google Hangouts, Jabber, Skype, etc (January 29 and February 25, 2013)

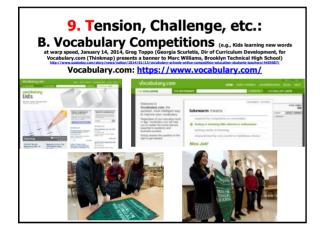




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Commitments: Stop and Share:

Which principle(s) of TEC-VARIETY will you use?

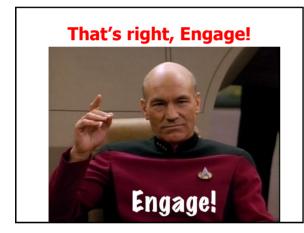
Tone/Climate Encouragement, Feedback Curiosity

Variety Autonomy Relevance Interactive Engagement Tension Yields Products

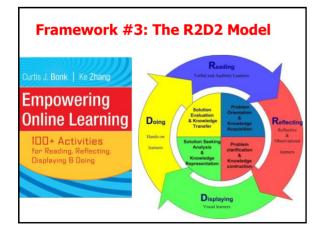


What did Jean-Luc Picard say?









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.

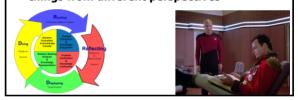






2. Reflective and Observational Learners

 Reflective and observational learners prefer to reflect, observe, view, and watch learning; they make careful judgments and view things from different perspectives







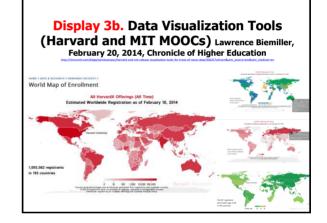


3. Visual Learners

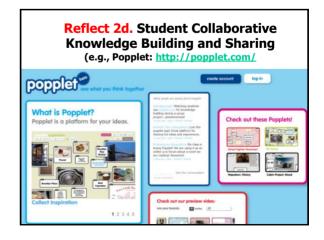
• Visual learners prefer diagrams, flowcharts, timelines, pictures, films, and demonstrations.











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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.





