



















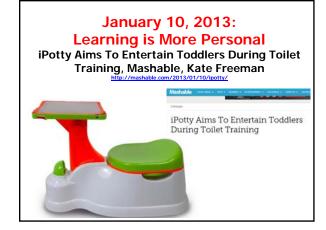
June 27, 2012: Learning is More Pervasive (i.e., Streamed) Google Glass

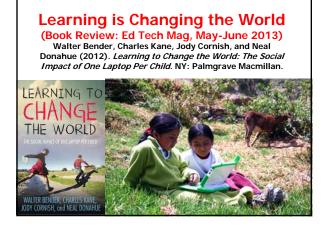




Kees and views at the concern, markets and business Economy John Companies & Industries Wall Street Technology & GOOGLE

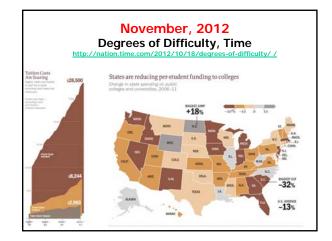
How Google's Chief Innovator Sergey Brin Is Making Science Fiction Real



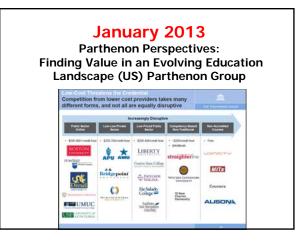








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2008	2009 - 2010	2011	2012	2013 - 2017
First MOOC; Athabasca U & Canadian National Research Council (2,300+)	MOOCs slowly take hold: PLENK2010, DS106, University of the People, P2PU	Stanford Intro to AI MOOC (130,000)	Udacity, Coursera, edX (rebranded MIT program)	Big Name U, trial and error, best practices, business "remodeling," mainstreaming







June 25, 2012

Massive Open Online Courses (MOOCS) A Conversation With Bill Gates About the Future of Higher Education, Chronicle of HE, Jeffrey *R. Young*







April 18 and Sept 19, 2012: Coursera Partners

(https://www.coursera.org/)



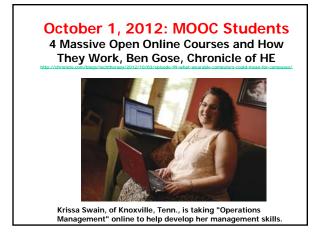
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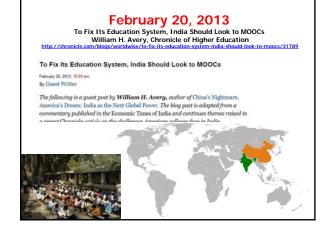


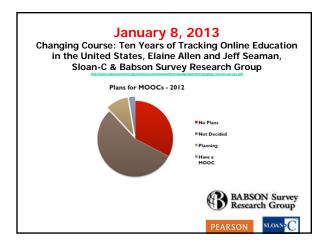


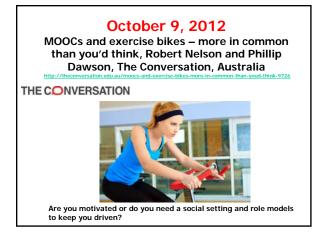
February 20, 2013

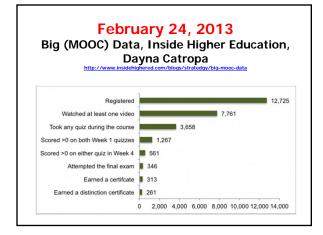
UW-Madison to expand distance learning with Massive Open Online Courses, Kari Knutson, University of Wisconsin-Madison News

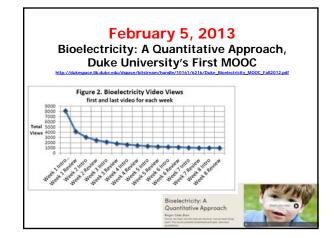


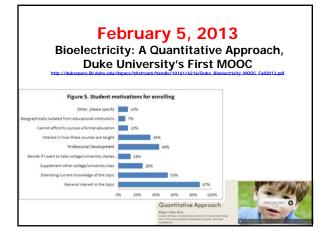


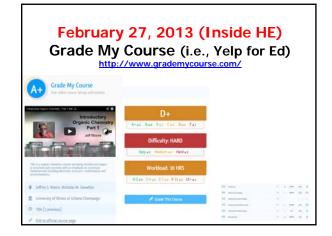


















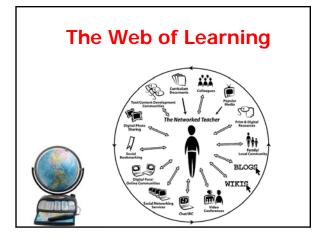


The World is Open... It is open in Korea!



The World is Open... It is open in the Philippines!











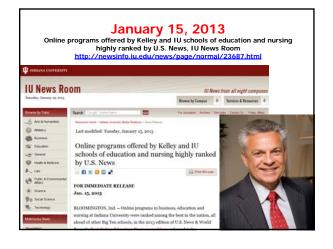


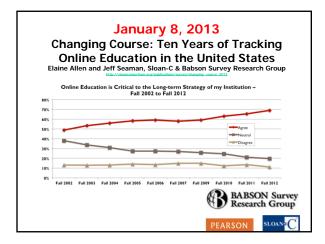












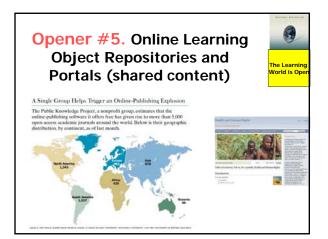






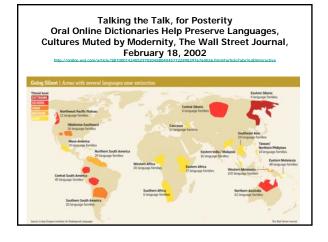




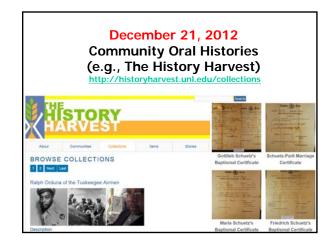


























and Le	earning Conf	erence
	Beijing 2008	London 2
Smartphones	139.3 million	657 million
Facebook	90 million	901 million
Twitter	<1 million	300 million
Tweets / day	1.1 million	140 million
Tablets) o .	54.8 million
App store downloads	300+ million	25+ billior

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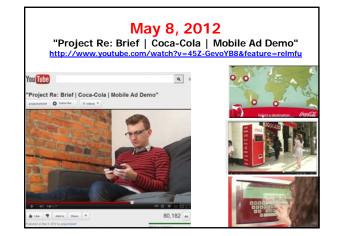


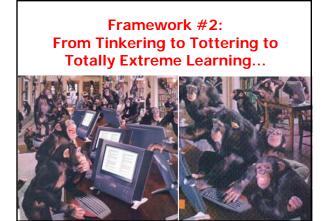
October 4, 2012

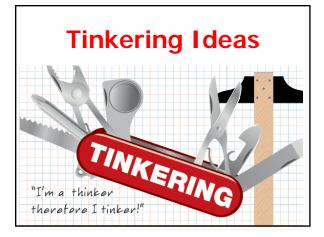
















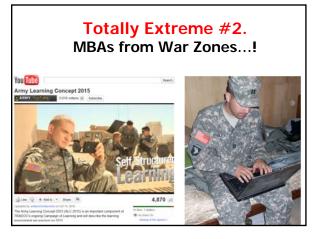




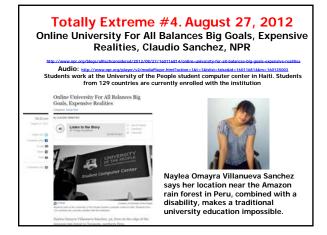












Framework #3: TEC-VARIETY for Online Motivation and Retention

- 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

