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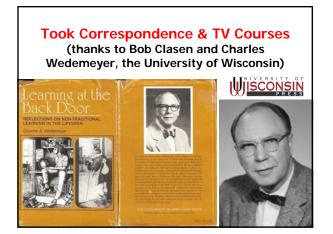
























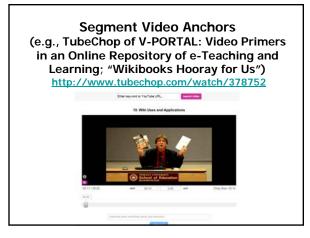














	Deging 2008	London 2012
imartphones	139.3 million	657 million
Facebook	90 million	901 million
Twitter	<1 million	300 million
Tweets / day	1.1 million	140 million
Tablets	0	54.8 million
App store downloads	300+ million	25+ billion
1	Sources: Ne	Isen, eMarketer, Forrester, Apple









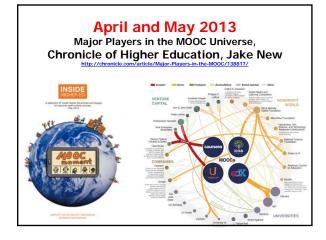


Dr. Curt Bonk: "Instructional Ideas and Technology Tools for Online Success" (4,039 now enrolled) http://www.youtube.com/watch?v=rBNe8CUePTQ&feature=youtu.be











VII. Learning is More Empowering

iPad gives voice to kids with autism Supraja Seshadri, CNN, May 14, 2012 iPad gives voice to kids with autism



Sharia Siddiqui uses an iPad to help her communicate. Her father says it's "given her a sense of control she never had."



IX. Learning is More Collaborative Collaboration and Discussion in Google Hangouts or with iPad, Jan. 28, 2013 (Carrie Gong from Beijing Normal University)







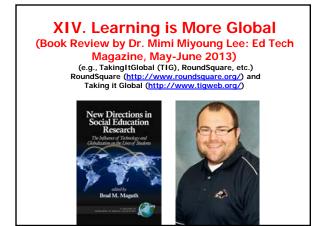


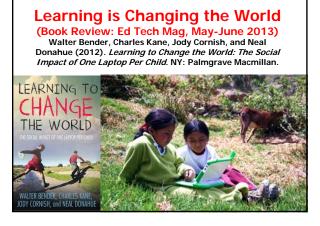




June 29, 2011 and July 6, 2012 Google+ Hangouts and Facebook Video calling

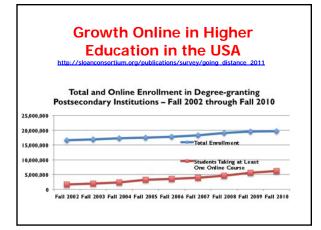


















Poll #2: Is this a revolution in education today? A. Yes... B. No...



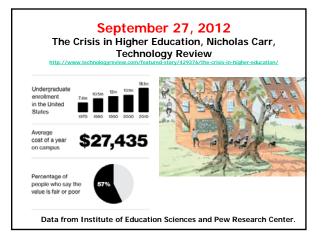
My dog is content....



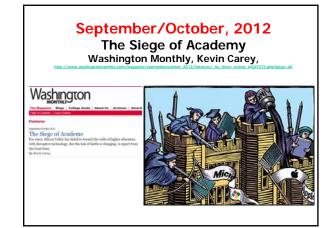




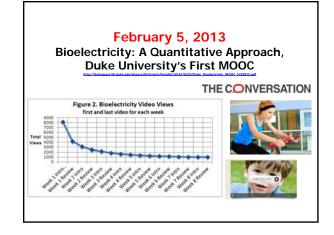










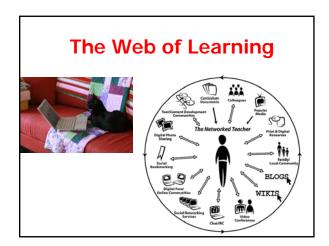




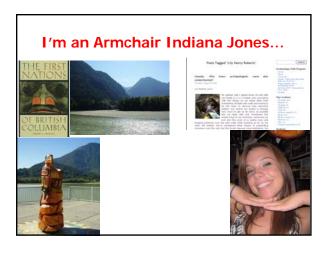


May 10, 2013 Debate Over MOOCs Reaches Harvard Chronicle of Higher Education, Dan Berrett May 10, 2013 Debate Over MOOCs Reaches Harvard By Dan Berrett Ambivalence about MOOCs, which has increasingly been voiced on campuses across the country, is also being heard among faculty members at Harvard University. 🛃 🔛 💥 🖂 🚔 Comments (51) May 9, 2013 As MOOC Debate Simmers at San Jose State, American U. Calls a Halt By Steve Kolowich









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

Web Searching in the World of e-Books E-Learning and Blended Learning

Availability of Open Source and Free Software Leveraged Resources and OpenCourseWare Learning Object Repositories and Portals Learner Participation in Open Info Communities Electronic Collaboration and Interaction Alternate Reality Learning (e.g., MMOG, Second Life) World Real-Time Mobility and Portability (e.g., iPhone) Open Networks of Personalized Learning (Blogs, RSS)



Sleepy U?





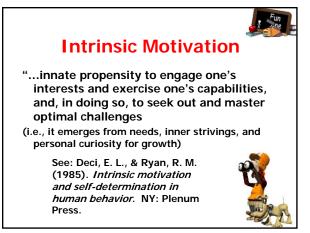
Ok, Million Dollar Question: What words come to mind when I say that I want to motivate learners?



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
- 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

