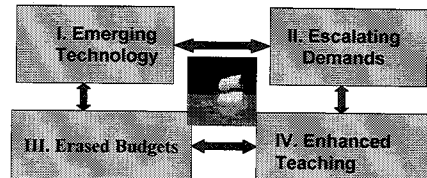


The Perfect E-Storm: Emerging Technology, Enhanced Pedagogy, Enormous Learner Demands, and Stagnant Budgets



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

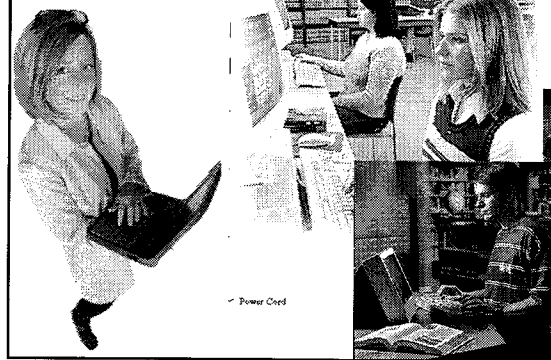
Four Storms are Approaching



Some are scared of the storm!!!



I'm a librarian

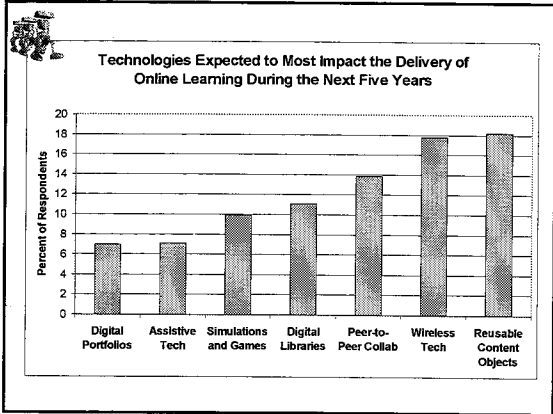


Ok, Million Dollar Question: Which technology will impact schools the most?

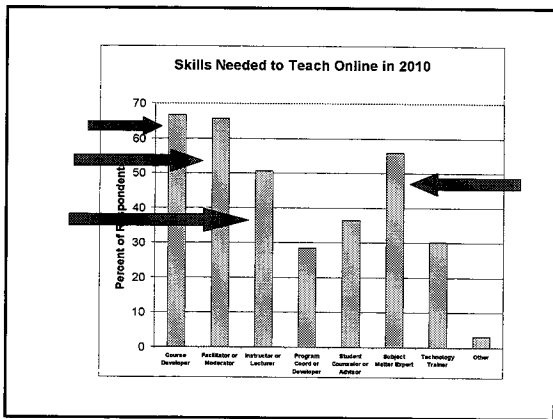


Storm 1. Emerging Learning Technologies

1. Assistive Technologies & Talking Computers
2. Blogs and Online Diaries
3. Digital Portfolios
4. Electronic Books
5. Online Communities and Learning Portals
6. Intelligent Agents
7. Online Exams and Homework
8. Online Games and Simulations (Massive Multiplayer Gaming)
9. Online Translation Tools & Language Lrng
10. Course Management Systems
11. Peer-to-Peer Collaboration
12. Reusable Content Objects
13. Videostreaming, IP Videoconferencing
14. Virtual Worlds/Reality
15. Wearable Computing
16. Wireless Tech: Tablet PCs, Handheld Devices



Myth #1. I must have a technology background to use effectively.



Trend #1. Course Management Systems

Trend #2: Wireless Technology

Handheld Computing

MOST (UN)WIRED SCHOOLS?

ENET and U.S. News and World Report put the top 50 universities' tech specs and asked their white computers they recommend to students and faculty.

Using the local-area intranet

Trend #3: Mobile Technology

Next hot trend for cell phones: Reading?

Mobile technology meets the novel in Japan

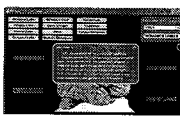

A modern reader's mobile phone screen while the change in government takes place.

The gadget is an all-in-one handheld device that allows users to view full-motion video, listen to music, record voice messages in real time, take images and play games.



Trend #4: Reusable Content Objects

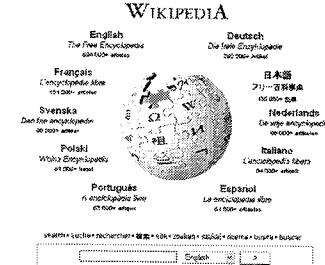
- "Learning Objects are small or large resources that can be used to provide a learning experience. These assets can be lessons, video clips, images, or even people. The Learning Objects can represent tiny "chunks" of knowledge, or they can be whole courses."

Claude Ostyn, Click2Learn

Trend #5. Wikipedia (Jimmy Wales, Founder)

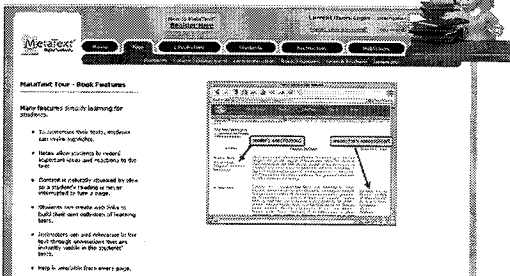





WIKIPEDIA

English: The Free Encyclopedia 400,000+ articles
 Deutsch: Die freie Enzyklopädie 100,000+ Artikel
 Français: L'encyclopédie libre 100,000+ articles
 Svenska: Den fria encyklopedin 100,000+ artiklar
 Polski: Włoka Encyklopedia 100,000+ artykułów
 Portuguese: A enciclopédia livre 100,000+ artigos
 Japanese: フリー百科事典 100,000+ 記事
 Nederlands: De vrije encyclopedie 100,000+ artikelen
 Italiano: L'enciclopedia libera 100,000+ articoli
 Español: La enciclopedia libre 100,000+ artículos

Trend #6. Electronic Books



Mendelex Four - Book Features

- To customize this text, students can make highlights.
- Notes allow students to record important notes and responses to the text.
- Content is automatically checked by the system to ensure that it is appropriate for the user's level.
- Students can create and edit their own notes and highlights of learning materials.
- Interactive use and annotation to the text through annotations that are available within the student's notes.

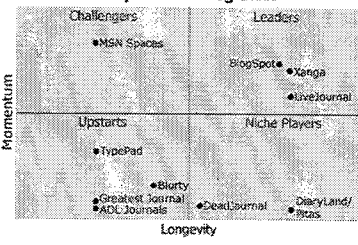
• Help to navigate the entire page.

Trend #7: Blogging

Quarter	Blog Population
Q1 2000	29,500
Q2 2000	66,100
Q3 2000	115,000

Hosted Blog Growth

Key Hosted Blog Sites



Challengers: MSN Spaces

Leaders: BlogSpot, Xanga, LiveJournal

Upstarts: TypePad

Niche Players: Blurty, Greatest Journal, AOL Journals, DeadJournal, DiaryLand, Myas

Longevity

Growth Rate

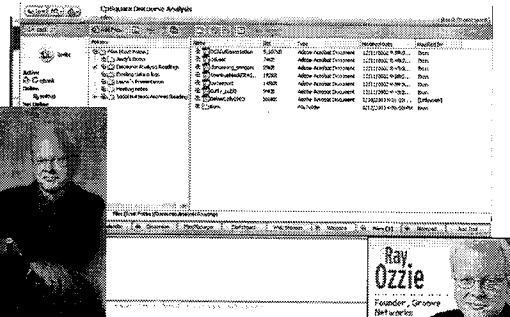

606%

126%

131%

105%

Trend #8. Collaborative Tools

Ray Ozzie
Founder, Groove Networks

Trend #9: Virtual Worlds/Virtual Reality/MMOG



Virtual gaming

Online games are one of the many ways the Web has changed the way young people socialize and entertain themselves.

Percentage of visitors and users to game Web sites by age, September 2004

Age Group	Percentage
12-17	10.5%
18-24	13.2%
25-34	17.9%
35-44	20.3%
45-54	19%
55-64	6.4%
65+	3.9%

SOURCE: ComScore Media Metrix

Trend #10: Synchronous Conferencing

The screenshot shows a web-based interface for synchronous conferencing. It includes a chat window on the left, a video feed in the center, and a document viewer on the right. The interface is designed for real-time collaboration and discussion.

#11. Computer Grading

(New York Times, May 19, 2004, Latent Semantic Analysis, Thomas K. Landauer, UC Boulder)

Indiana Essays Being Graded by Computers

By SOL HERWITZ
Published May 19, 2004

INDIANAPOLIS - In the computer lab at Warren Central High School in west May, Craig Butler, a junior, squinted at the questions on his screen, pestered by proctor bar across and began typing.

Over the course of 48,530 24-hour sessions gathering in high schools across the state to take the end-of-year written English essay test, Butler isn't essay tests, however, this one is being graded not by a teacher but by a computer.

#12. Free Online Resources: Public Library of Science

The screenshot displays the PLOS website with several featured articles and a sidebar with navigation options. The main content area includes a list of articles with titles and brief descriptions.

Museum of Online Museums

BECOME A MEMBER

Laguna

California Art from the Permanent Collection

Port I, San Bernardino, 1842-1925

July 20, 2005 - February 19, 2005

Digital Libraries (LibraryShare)

The screenshot shows the LibraryShare website with a search bar, a list of digital resources, and a sidebar with navigation options. The main content area includes a list of resources with titles and brief descriptions.

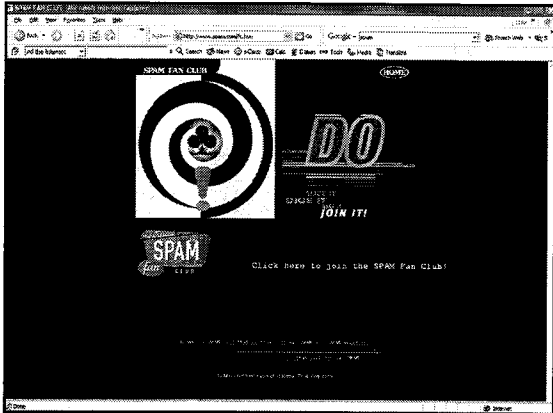
Tufts OpenCourseWare Project

Tufts OpenCourseWare

SEARCH

IDP200 Pathophysiology of Infectious Diseases, Fall 2004/2005

Course Faculty:
Susan Hadley
Michael Guay
Shamshad Goshani
Linda He
Laura Kogutman
Deena O'Rourke
John Ross
David Sridharan
Chelise Thorne
Miguel Vazquez
Cristina L. Hsu
17 Hours
Lived
2nd Year



What can we say about emerging technology then???

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



How many have ever felt that they hit the wall as far as teaching online?

BONK!

When your body stalls mid-run, it's called bonking.

On to Storm 2... Escalating (Learner) Demands

Myth #2. We can just wait it out—it will go away

Prefer online to traditional!

EDUCATION with eLearning Now
Students prefer online courses
 Classes popular with on-campus students

14 JAN. 1, 2004, 1:59 PM EST (GMT-5:00)

Looking for a DEAL?
 Students looking for a deal on travel and more.

275 Best-Selling Books
 The top 275 best-selling books in the U.S. for the week ending Dec. 27, 2003.

Demand for Internet in US

Always online -- and always talking
 When there's a need to be online, it's an emergency

Difficulty in disconnecting
 As technology continues to influence the lives of young people, some are choosing to unplug from the Internet and other high-tech gadgets. Others say it would be "very hard" to give up...

Percentage who say it would be "very hard" to give up...

Device	Very Hard	Hard	Not Hard
Computer	74%	24%	2%
Cell phone	50%	45%	5%
Internet*	65%	31%	4%
Telephone	55%	41%	4%
Personal digital assistant (PDA)	32%	67%	1%

*Asked only of those who use the particular technology.

SOURCE: Pew Internet & American Life Project



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.

Peak Consulting, an educational consulting group, estimates:

- 1 million American high school students are currently taking Internet courses in 2004-05
- 571,000 in 2003
- 378,000 in 2002

- More students log on to learn, Boston.com, Peter Schworm, September 16, 2004.

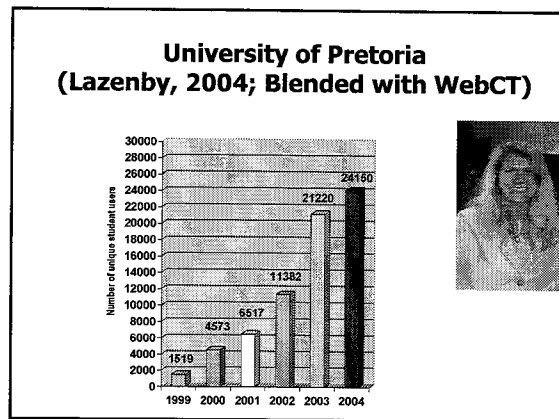
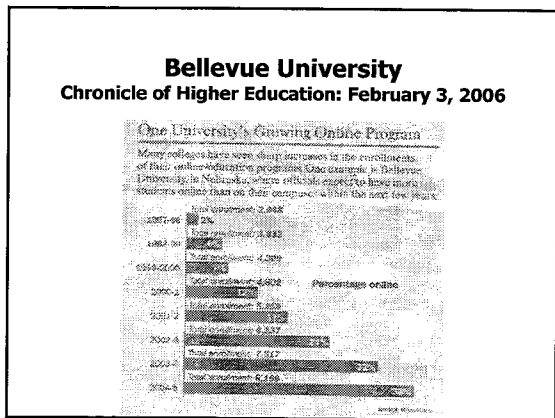
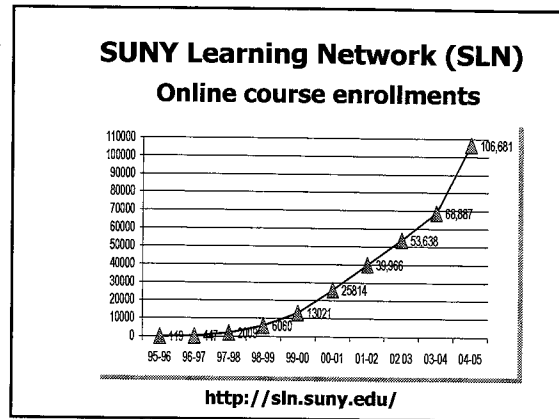
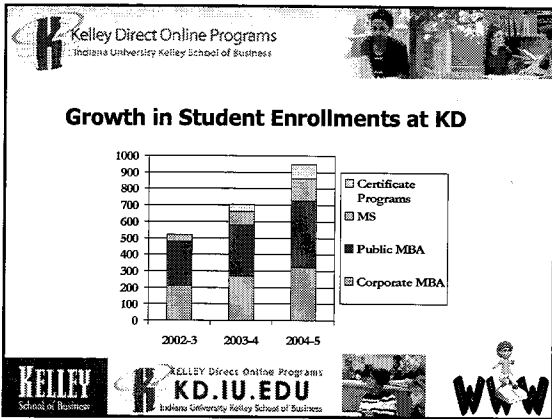
Indiana Univ (8 campuses): Spring 2005

Students: 89,413 loaded; 78,549 logged in (88%)
 Faculty: 7,014 loaded; 5,441 logged in (78%)
 Courses: 22,419 loaded; 9,206 active (41%)

University-Wide Oncourse Growth

Category	Spring 2004	Fall 2004	Spring 2005
Students	89,413	89,413	89,413
Faculty	7,014	7,014	7,014
Courses	22,419	22,419	22,419

Percentage Growth (approximate):
 Students: 100%
 Faculty: 100%
 Courses: 100%



Canadian Virtual University

(<http://www.cvu-uvc.ca/english.html>)

CVU-UVC
EDUCATION ONLINE FROM CANADA'S LEADING UNIVERSITIES

CATHOLIC VIRTUAL UNIVERSITY

MEMBERS

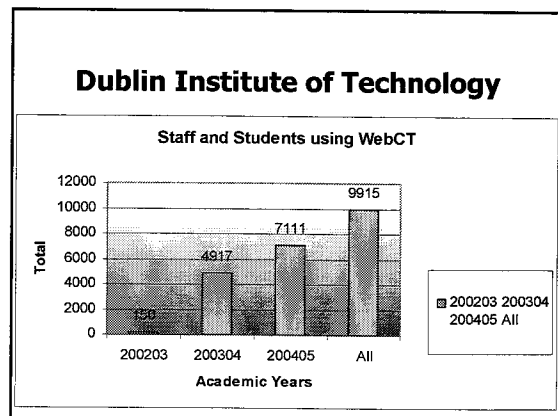
- ACARIA
- CARLETON UNIVERSITY
- MEMORIA
- NIPISSING

Our universities offer 200 complete degrees, diploma or certificates, and 2,000 individual courses available completely online or through distance education.

Our universities are all accredited Canadian universities.

This means you that your education will be recognized by employers and by other universities.

WHAT OUR STUDENTS SAY



African Virtual University

The African Virtual University website features a top navigation bar with links for Home, About Us, Academic Programs, Africa Initiative, Technology, AAVU Leadership, Leadership Resources, News and Events, and Email. The main content area includes a large image of a building and text describing the university's mission and programs. A sidebar on the right lists various academic programs and courses.

Even Shaq is taking courses online!

2005 NBA Playoffs

Updated: June 23, 2005, 9:12 AM ET

Shaq joins University of Phoenix grad

Associated Press

INGLEWOOD, Calif. -- Shaquille O'Neal returned to the Forum on Saturday, not for an NBA game, but to pick up his MBA.

The man who once called himself the Big Aristotle was the tallest and most famous of the 2,200 University of Phoenix graduates at the arena. But O'Neal said he was simply getting ready for the real world.

"It's just something to have on my resume [for] when I go back into coaching the Lakers," O'Neal said.

We're in the Midst of Storm 3: Erased Budgets

Myth #3. My school or university cannot afford online learning.

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

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

SAKAI Overview

The SAKAI Overview diagram shows a timeline from January 2002 to December 2003. Key milestones include the start of the project, the release of SAKAI 1.0, and the completion of SAKAI 1.0. The diagram also lists various project phases and milestones, such as 'SAKAI 1.0 Release', 'SAKAI 1.0.1 Release', 'SAKAI 1.0.2 Release', 'SAKAI 1.0.3 Release', 'SAKAI 1.0.4 Release', 'SAKAI 1.0.5 Release', 'SAKAI 1.0.6 Release', 'SAKAI 1.0.7 Release', 'SAKAI 1.0.8 Release', 'SAKAI 1.0.9 Release', 'SAKAI 1.0.10 Release', 'SAKAI 1.0.11 Release', 'SAKAI 1.0.12 Release', 'SAKAI 1.0.13 Release', 'SAKAI 1.0.14 Release', 'SAKAI 1.0.15 Release', 'SAKAI 1.0.16 Release', 'SAKAI 1.0.17 Release', 'SAKAI 1.0.18 Release', 'SAKAI 1.0.19 Release', 'SAKAI 1.0.20 Release', 'SAKAI 1.0.21 Release', 'SAKAI 1.0.22 Release', 'SAKAI 1.0.23 Release', 'SAKAI 1.0.24 Release', 'SAKAI 1.0.25 Release', 'SAKAI 1.0.26 Release', 'SAKAI 1.0.27 Release', 'SAKAI 1.0.28 Release', 'SAKAI 1.0.29 Release', 'SAKAI 1.0.30 Release', 'SAKAI 1.0.31 Release', 'SAKAI 1.0.32 Release', 'SAKAI 1.0.33 Release', 'SAKAI 1.0.34 Release', 'SAKAI 1.0.35 Release', 'SAKAI 1.0.36 Release', 'SAKAI 1.0.37 Release', 'SAKAI 1.0.38 Release', 'SAKAI 1.0.39 Release', 'SAKAI 1.0.40 Release', 'SAKAI 1.0.41 Release', 'SAKAI 1.0.42 Release', 'SAKAI 1.0.43 Release', 'SAKAI 1.0.44 Release', 'SAKAI 1.0.45 Release', 'SAKAI 1.0.46 Release', 'SAKAI 1.0.47 Release', 'SAKAI 1.0.48 Release', 'SAKAI 1.0.49 Release', 'SAKAI 1.0.50 Release', 'SAKAI 1.0.51 Release', 'SAKAI 1.0.52 Release', 'SAKAI 1.0.53 Release', 'SAKAI 1.0.54 Release', 'SAKAI 1.0.55 Release', 'SAKAI 1.0.56 Release', 'SAKAI 1.0.57 Release', 'SAKAI 1.0.58 Release', 'SAKAI 1.0.59 Release', 'SAKAI 1.0.60 Release', 'SAKAI 1.0.61 Release', 'SAKAI 1.0.62 Release', 'SAKAI 1.0.63 Release', 'SAKAI 1.0.64 Release', 'SAKAI 1.0.65 Release', 'SAKAI 1.0.66 Release', 'SAKAI 1.0.67 Release', 'SAKAI 1.0.68 Release', 'SAKAI 1.0.69 Release', 'SAKAI 1.0.70 Release', 'SAKAI 1.0.71 Release', 'SAKAI 1.0.72 Release', 'SAKAI 1.0.73 Release', 'SAKAI 1.0.74 Release', 'SAKAI 1.0.75 Release', 'SAKAI 1.0.76 Release', 'SAKAI 1.0.77 Release', 'SAKAI 1.0.78 Release', 'SAKAI 1.0.79 Release', 'SAKAI 1.0.80 Release', 'SAKAI 1.0.81 Release', 'SAKAI 1.0.82 Release', 'SAKAI 1.0.83 Release', 'SAKAI 1.0.84 Release', 'SAKAI 1.0.85 Release', 'SAKAI 1.0.86 Release', 'SAKAI 1.0.87 Release', 'SAKAI 1.0.88 Release', 'SAKAI 1.0.89 Release', 'SAKAI 1.0.90 Release', 'SAKAI 1.0.91 Release', 'SAKAI 1.0.92 Release', 'SAKAI 1.0.93 Release', 'SAKAI 1.0.94 Release', 'SAKAI 1.0.95 Release', 'SAKAI 1.0.96 Release', 'SAKAI 1.0.97 Release', 'SAKAI 1.0.98 Release', 'SAKAI 1.0.99 Release', 'SAKAI 1.0.100 Release'.

eSchool News, January 1, 2004

Average Budget Slashed from \$13.9 to \$10.4

eSCHOOL NEWSonline™

Where K-12 Education and Technology Meet

<http://www.eschoolnews.com>
 Complete Copyright 2004 eSchool News. All rights reserved.

State funding shortfalls slam ed tech

SETDA survey reveals state programs suffer

From eSchool News staff and wire service reports
 January 1, 2004

As state and local education leaders warn word from Washington, D.C., on how tough money the federal government will spend on education in 2004, a new survey from the State Educational Technology Directors Association (SETDA) paints a troubling picture of school technology funding at the state level.

SETDA's survey of budget data from 31 states reveals that the average budget for a state education technology office dropped from \$13.9 million in 2002 to \$10.4 million in 2003, with more cuts expected for 2004. More than half of the responding states say they had to reduce the number of ed-tech office staff members during the last year as well.

The news isn't good for local school technology leaders, who themselves are being asked to do more than ever before with fewer resources at their disposal. Even worse, federal government spending isn't likely to make up the gap, as Congress struggles to cope with a \$200-billion deficit.

Tight Budget Nippones Out College Issues for Bush

Internet degrades a disgraceful waste, say MPs

Rebecca Smithers, education editor
Thursday March 3, 2005
The Guardian

A government initiative to offer British university degree courses over the internet is condemned by MPs today as a "disgraceful waste" of public money after it recruited just 500 students at a cost of £50m.

An investigation by the Commons education select committee found that studying at the UK e-University, which folded last year six months after the launch of its first courses, cost an average of £44,000 per student - more expensive than going to Oxford or Cambridge.

Schools 'failing to tap e-cash'

Schools are failing to spend a larger part of money provided by government for e-learning, according to a report, as providers of electronic learning tools.

Only half of the £200m budget for government set aside in 2002 for e-learning projects was spent, it says.

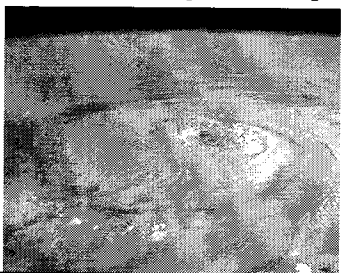
In the Midst of Budget Cutbacks, there are Technology Giveaways

Gateway M275 tablet PC, Winona State University, Mayville State University
The schools will provide the tablet computers to full-time students who do not have laptops from previous programs.

BlackBerry 7510 PDA, University of Maryland
The school is giving away the PDA to students who do not have one.

Intel Core 2 Duo, Intel
The school is giving away the processor to students who do not have one.

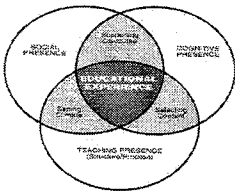
On to Storm 4: Enhanced Teaching (and Excellent Retention) (a swirling storm)



Myth #4. There are no models or best practices for teaching with technology.

118 CAROLAN, ANDERSON AND HOLLER

Community of Inquiry




Communication Medium

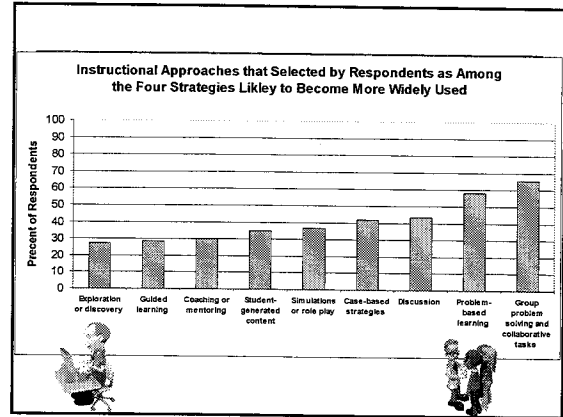


Three Most Vital Skills
The Online Teacher, TAFE, Guy Kemshat-Bell (April, 2001)

- Ability to engage the learner (30)
- Ability to motivate online learners (23)
- Ability to build relationships (19)
- Technical ability (18)
- Having a positive attitude (14)
- Adapt to individual needs (12)
- Innovation or creativity (11)



Myth #5.
Teachers can just teach the same way they always have.



24 Online Pedagogical Examples that are not boring!

Experience. The difference.

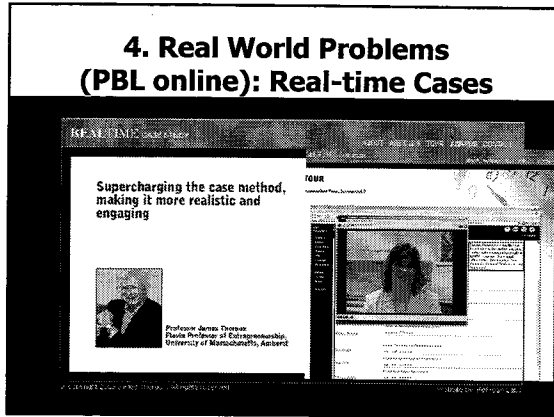
1. Educational Simulations, Scenarios, and Manipulations

2. Financial Accounting (University of Calgary)

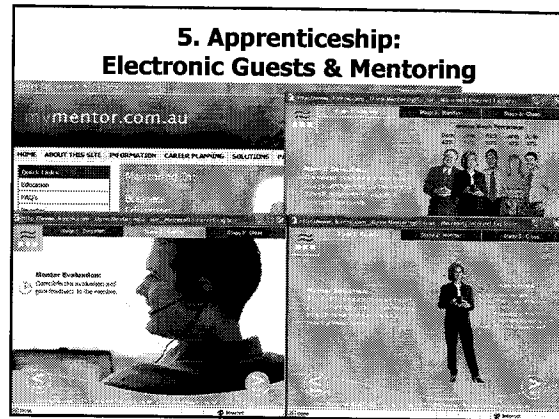
3. Link Book and Field: Internships/Field Experience Job Interviews

- 1. Instructor provides reflection or prompt for job related or field observations**
- 2. Reflect on job setting or observe in field**

4. Real World Problems (PBL online): Real-time Cases



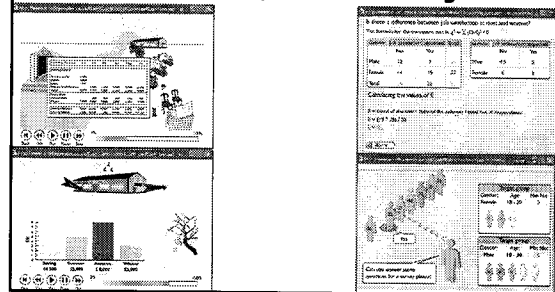
5. Apprenticeship: Electronic Guests & Mentoring



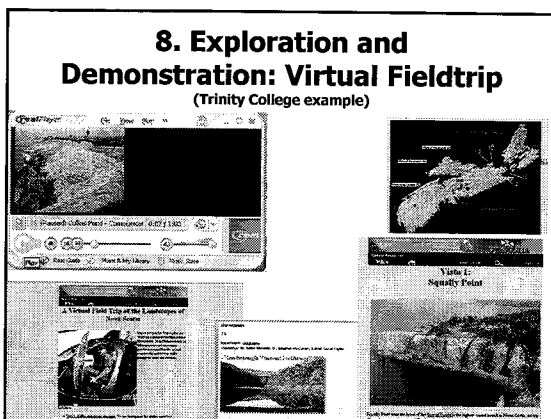
6. Teacher as Guide: Math Emporium of Online Tutorials and Testing (Virginia Tech, Robert Olin)



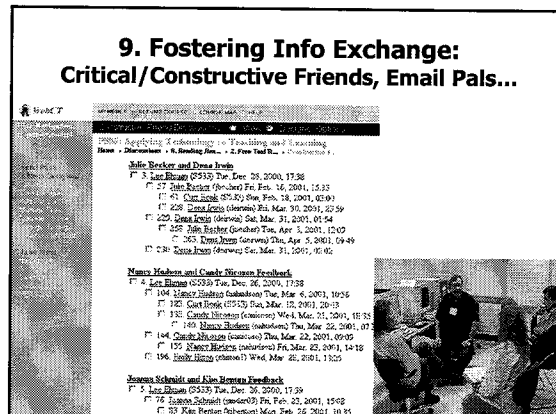
7. Flash Visuals and Animations (e.g., Statistics, Cash Flow, news, etc.) eCollege Wales, Univ. of Glamorgan



8. Exploration and Demonstration: Virtual Fieldtrip (Trinity College example)



9. Fostering Info Exchange: Critical/Constructive Friends, Email Pals...



10. Practitioner Feedback: Asynchronous Threaded Discussion plus Sync Expert Chat (e.g., Starter-Wrapper + Sync Guest Chat)

10. Practitioner Feedback: Asynchronous Threaded Discussion plus Sync Expert Chat (e.g., Starter-Wrapper + Sync Guest Chat)

SiteScope Forum

Empty Topic Name

45. Real-time Chat is Enabled...And also More Async Questions for Bob, Erping, Julia, John, or Kira or anyone else.

Started on 11/25/03 07:14 PM
Modified by Chi-Hung Wang on 11/25/03 07:27 PM

One class post asks Chapter 8, 9, or 10 questions from Bob, John, Erping, Xia, Jia, and others; eight reply "Thanks."

• You have chat messages collected for time

• View the chat transcript as done for the chat

11. Online Role Play of Scholars, Personalities, or Famous People

11. Online Role Play of Scholars, Personalities, or Famous People

- Enroll famous people in your course
- Students assume voice of that person for one or more sessions

24.3. [I am so wise...so listen](#) Aristotle 11/25/03 05:49 PM

- Training Magazine might have a little bit of a bias too. Also, I'm boring instructional animations and videos. Classroom or e-learning a good audiotape - they can all be good for learning. Cost-effective to go away as an issue, so we might as well face it instead of saying learning is better than another - because it costs more! How did y of the Huns? Didn't you compare prices on spears and horses before global conquests?

24.3.1. [Again my opinion - e-learning is NOT cost-effective and is NOT value for money, and does NOT equate good quality](#) Amlia the Hun

12. Just-In-Time-Teaching (JITT) <http://webphysics.iupui.edu/jitt/jitt.html>

12. Just-In-Time-Teaching (JITT) <http://webphysics.iupui.edu/jitt/jitt.html>

JUST-IN-TIME TEACHING

©1999-2003

This content is based upon work supported by the National Science Foundation under Grant No. 9721174, 0223646, and Grant No. 0221174.

13. Video Library of Concepts, Cases, or Experts

13. Video Library of Concepts, Cases, or Experts

Discover ENGINEERING Online

DOWNLOADS

NOTE: Most of the downloadable items listed below are not part of the main Engineering website, we are building links to help you find them. We are also building links to help you find them. We are also building links to help you find them.

Screen Savers

Download: Download, Update, Download, Update, Download, Update

Video Clips

NOTE: These clips are being played on the...

14. Grounded Research and Production. Video Paper Builder

14. Grounded Research and Production. Video Paper Builder

VideoPaper Builder 3

Welcome to VideoPaper Builder 3

VideoPaper Builder 3 is a multimedia authoring tool for creating research papers. The program is designed to help you create a research paper in a single session. It includes a built-in video player, a built-in text editor, and a built-in video editor. It also includes a built-in video editor, a built-in text editor, and a built-in video player.

Highlights

- Free HTML editing
- Save/Load templates

15. Cross Cultural Exchanges and Goal Driven and Product Based: PBL: Tourism Mock Tours

15. Cross Cultural Exchanges and Goal Driven and Product Based: PBL: Tourism Mock Tours

news bureau

Dynamics of Tourism: students from IU and South Korea use online resources to plan tours and create mock tour packages.

CHAMPAGNE, Ill. -- For students enrolled in University of Illinois' cross-cultural exchange program, learning about tourism can be an adventure.

Last semester, 100 students launched a pilot course, "Dynamics of Tourism," which brought IU students with students at South Korea's University of Chungnam in Daejeon. The IU-based students had online meetings to plan tours of the United States of eight to 10 days for the Korean students, who are training to work as guides in English-speaking countries. The mock tour packages included some of the usual U.S. travel destinations, such as Las Vegas and California, but also incorporated some unique elements, including a visit to the state capital of Colorado and a tour of Chicago's Loop.

16. Online Resource Libraries

SiteScape Forum

Home Home List Search Help

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PS-8 Learning and Cognition in Education (Spring 2004)

Student Online Resource Libraries (ORL)

Folders

- Directions for Online Resource Library (ORL)
- Online Resource Library for Amanda Kolb
- ORL For
- ORL For
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17. Reuse Chat Transcripts

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PS-8 Learning and Cognition in Education (Spring 2004)

47. Week 9: Chat 4MAT with Bernice McCarthy March 10th from 5-6 pm

Chat Book

Posted on 02/25/04 11:24 PM
By: Bernice McCarthy

Total Answers: 10

OK, it is time to do 4MAT. This is a chat with Bernice McCarthy.

- Open the entry for me, her chatlog
- Open the chat transcript for me
- Open the chat transcript for me

All answers:

- http://www.4mat.com/4mat/4mat.htm
- http://www.4mat.com/4mat/4mat.htm
- http://www.4mat.com/4mat/4mat.htm
- http://www.4mat.com/4mat/4mat.htm
- http://www.4mat.com/4mat/4mat.htm
- http://www.4mat.com/4mat/4mat.htm

18. Online Data Collection Survey Research

(e.g., WebSurveyor, Zoomerang, SurveyShare, SurveyKey)

SurveyShare.com

Surveyor

Zoomerang

SurveyConsole

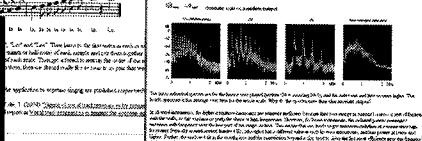
19. Basic Acoustics of Musical Instruments

Sound files

These sound files do not form part of the study, they are simply illustrative of the phonetic effect of the widely spaced harmonics and the resonance tuning. For these recordings, an experienced soprano, who had no knowledge of the purpose of the study, was asked to sing an ascending scale over two octaves, from Bb3 to Bb5. She was asked to sing the scale five times, each time using a different vowel sound. The vowels (phonetic symbols in parentheses) are those in the English words "lure" (i), "bore" (o), "ure" (u), "here" (e) and "here" (e), but using with an initial consonant 'L'. (The music and the phonemes to be sung were presented in writing)

Response challenge

There is a response and you need to decide whether an observation is relevant to the study or not. The response is a list of notes, perfect for use in writing a report. The notes are a list of notes, perfect for use in writing a report. The notes are a list of notes, perfect for use in writing a report.



20. Tests Online

(e.g., resources for self study in anatomy)

Muscular System

The following file will allow you to access real photographs of the cat muscular system.

The purpose of these pages is to give you knowledge on the structure of the muscular system.

Please try to answer all questions (or guess) before you look at the answers!

Choose one of the following categories:

- Neck Muscles
- Trunk & Shoulder Muscles
- Lower Extremity Muscles

Trunk & Shoulder Muscles

Shoulder & Upper Back (Superficial)

21. Learners Producing Product Pod Casting Broadcasts

(Adam Curry; www.dailysourcecode.com)

BusinessWeek online

Internet Radio 101

Want to podcast your own "radio" or listen to the new medium's pleasures? Here's a guide to the Net's exploding choices.

Pod casting is the same old playlist on your iPod? Want background music at work that's more in tune with your tastes than the local radio station? Looking to listen to talk shows on your own time? If the answer to any of these questions is "yes," then it's time to try radio, internet-style.

Internet radio comes in all different types and flavors (see EW, 3/14/02, "The New Radio Revolution"). Currently, all the excitement online is focused on "podcasting," the audio technology that lets anyone become a DJ or a talk-show host.

22. Online Modeling: Watch Expert Performances (Music, Cyber Fashion Shows, etc.)

INFORMATION TECHNOLOGY

Internet? at a Crossroads

23. Virtual Surgery

John Robertson MP
Annie'sland, Glasgow

Online-Surgery

The Online-Surgery allows you to put questions to John, or to make a comment about any issue.

You can request that replies to be sent by e-mail, post or telephone.

Each question is allocated an individual reference number which can be used in future correspondence.

There are no mandatory fields, but if you require a response please enter your name and means of contact.

[Click here to complete a form.](#)

24. Electronic Portfolios

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Career Objectives

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John Doe
Learning and Growing Every Day

My Career Objectives

Have Fun
Does this really need an explanation?

Make a Money
I can't think what an explanation

Write Early
End of Chapter 1. Then the rest of my life's story will unfold.

The End...Remember

Recap of the Perfect E-Storm....

1. Emerging Technology
2. Escalating (Learner) Demands
3. Erased Budgets
4. Enhanced Teaching

Any questions, comments, or concerns?