

# 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."



# Technology = Almost Free...







## I. Learning is More Open

(80-Year-Old WGU Texas Grad Keeps His Promise, November 30, 2012, Reeve Hamilton, Texas Tribune)



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

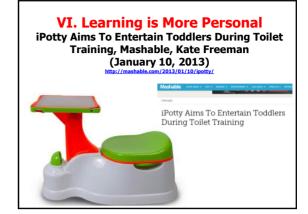


#### **III. Learning is More Mobile** Brown, Keynote talk, "Learning in Hand With Mobile Technology," Wisconsin Distance Teaching and Learning Conference, August 10, 2012 Beijing 2008 London 2012 Smartphones 139.3 million 657 million Facebook 90 million 901 million Twitter <1 million 300 million Tweets / day 1.1 million 140 million Tablets 0 54.8 million App store 25+ billion 300+ million vnload

es: Nielsen, eMarketer, Fo







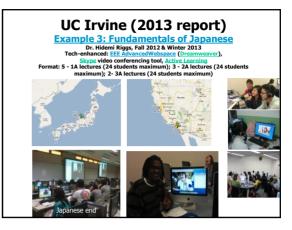






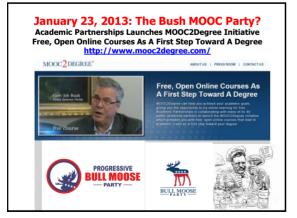














October 1, 2012: MOOC Students 4 Massive Open Online Courses and How They Work, Ben Gose, Chronicle of HE





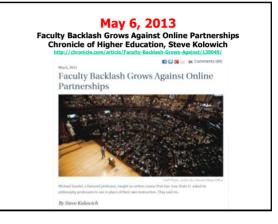
Krissa Swain, of Knoxville, Tenn., is taking "Operations Management" online to help develop her management skills.

Rajeev Bajpai, an airline pilot based in Mumbai, took an online computer-science course to gain programming skills.

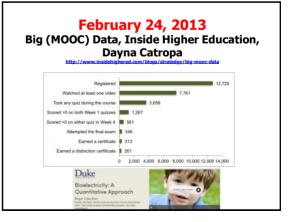


Clockwise, from top left: an online course in circuits and electronics with an M.I.T. professor (edX); statistics, Stanford (Udacity); machine learning, Stanford (Coursera); organic chemistry, University of Illinois, Urbana (Coursera).

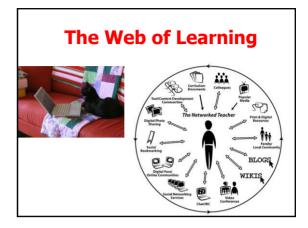
















### Framework #1: WE-ALL-LEARN: W Ten Forces that Opened the Learning World



- 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.
- 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)





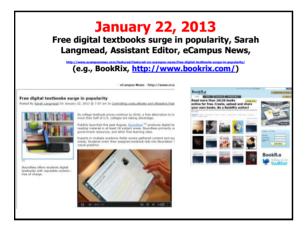
### Triple Learning Technology Convergence of "WE-ALL-LEARN"



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

**Opener #1.** Web Searching (e.g., Google, MSN, Yahoo!) in the World of e-Books (i.e., Darwin, Shakespeare, etc.)

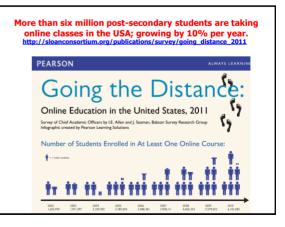




# **Opener #2. E-Learning** and Blended Learning

























IONATHAN ZITTRA

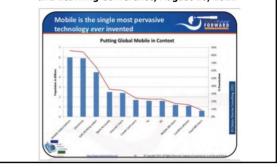








Judy Brown, Keynote talk, "Learning in Hand With Mobile Technology," Wisconsin Distance Teaching and Learning Conference, August 10, 2012





















## **Decisions for this Open Ed World...**

- Technology & Administrator Decisions:
  - What do to about OER, open source, E-books, mobile, etc.?
- Instructional Designer & Trainer decisions:
  Act as Concierge, Counselor, Course facilitator, Credit manager?
- Formal Learner & Informal Lrnr decisions:
  - Should I attend traditional university or create your own degree path?
  - How to report use of OER on resumes?



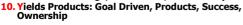


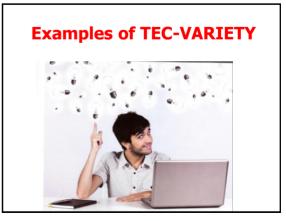
What did Jean-Luc Picard say?



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

#### 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 Relevance: Meaningful, Authentic, Interesting 6. 7. Interactive: Collaborative, Team-Based, Community 8. Engagement: Effort, Involvement, Excitement 9. Tension: Challenge, Dissonance, Controversy





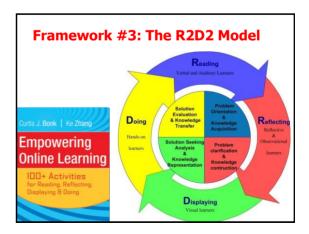














• Auditory and verbal learners prefer words, spoken or written explanations.







