

The World is Open at ICODEL 2012 February 22-24, 2012





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

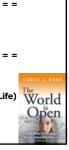
Learner Participation in Open Info Communities

Electronic Collaboration and Interaction

Alternate Reality Learning (e.g., MMOG, Second Life)

Real-Time Mobility and Portability (e.g., iPhone)

Networks of Personalized Learning (Blogs, RSS)



Audience Participation!

1. WE

2. ALL



3. LEARN!!!







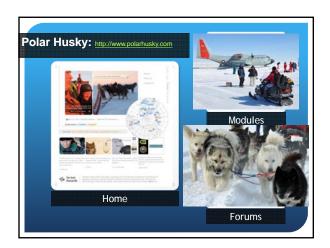






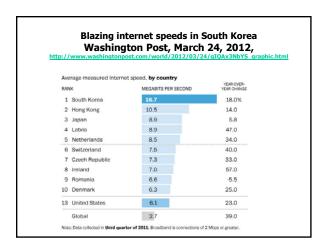


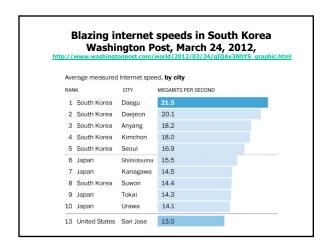










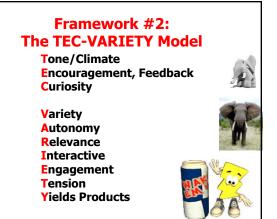


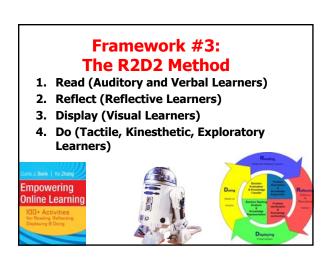


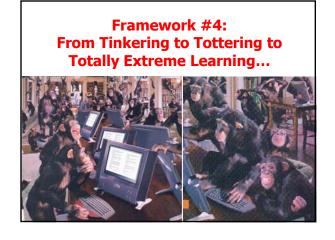
Ahn Young-joon/AP -**Teacher Yeon Eun**jung, right, helps student Jeong Hoseok study on a tablet PC during a lesson at Sosu Elementary School in Gwesan, South Korea in July. The country is now scaling back a plan to digitize classrooms by 2015.











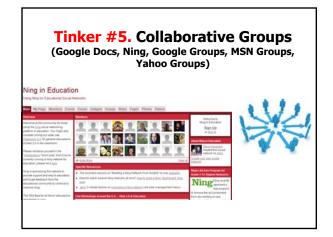






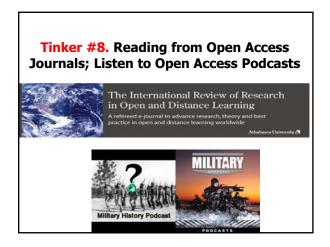










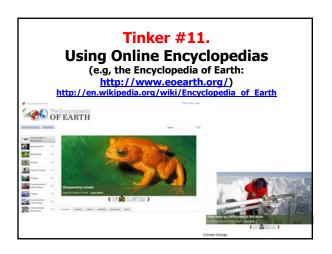






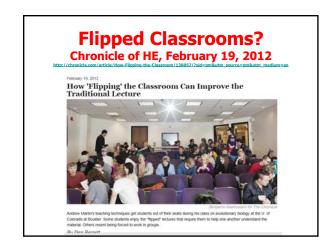




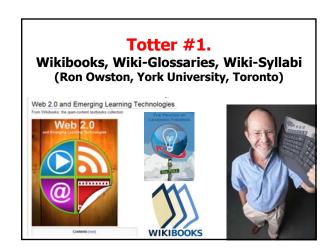






















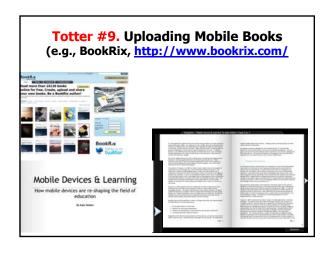


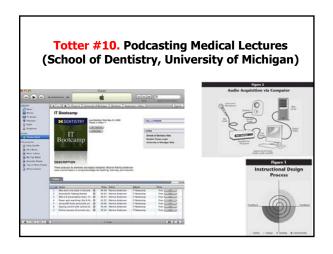
























Extreme Learning Defined (Bonk, 2011)

"Extreme learning can involve learning while on a boat at sea near the North Pole or when sailing around the world. It also occurs when tracking the blog and podcasts postings of those in similar adventures such as riding a bike or a car around the world or through the Americas. Extreme learning also includes more sedate and passive forms of learning including watching an online video in TED, LinkTV, CurrentTV, or YouTube."







Extreme Learning continued... (Bonk, 2011)

"Through extreme learning Web resources, those stuck behind prison walls, injured and in a hospital bed, or unemployed and unable to pay for college tuition can learn to be more productive members of society. Others might be in transition from one career to another and find open educational resources and OpenCourseWare can arouse new interests and confidence" (see Iiyoshi & Kumar, 2008).







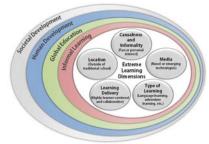
Extreme Learning

"Still others might be retired and offer their educational ideas and mentoring services to anyone interested in the topic. Others might be earning their MBA while in war zones in Iraq or Afghanistan."





Visual Representation of the Dimensions and Impact of Extreme Learning



Totally Extreme #1. Immediate Science Ida (a transitional species) 47-Million-Year-Old Fossil the Missing Link? (May 20, 2009)







Totally Extreme #2. Live Science

(Nautilus Live allows people to watch expeditions live & listen to scientists in control rooms a discoveries made)







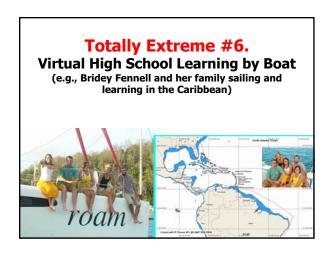






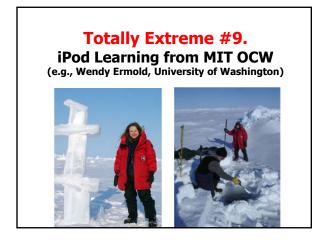




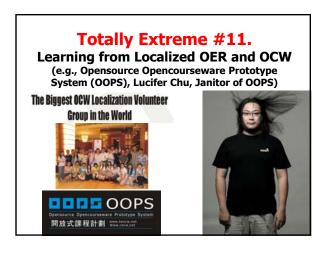


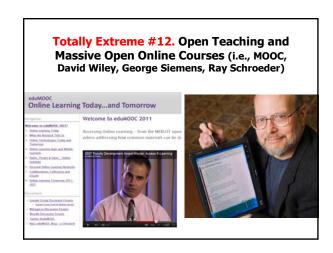














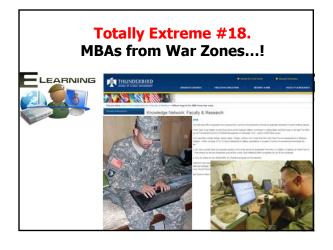




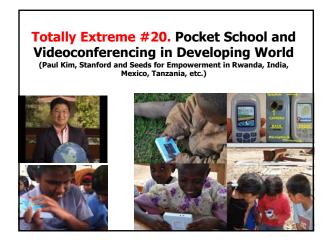












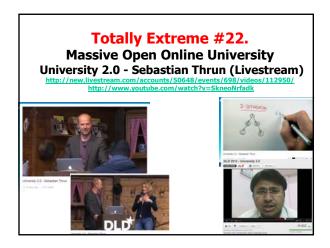














Extreme Learning Areas

- 1. Adventure Learning and environmental education,
- 2. Virtual Education (formal as well as informal),
- 3. Social Change and Global Learning,
- 4. Language Learning,
- 5. Shared online video,
- 6. Learning portals.

