

Audience Polls #2:

- I. Who remembers where they were when they found out that Steve Jobs passed away?
- II. Who remembers what they were doing on the day that John F. Kennedy was shot?
- III. Who remembers what they were doing on 911? IV. Who remembers what they were doing on 441?



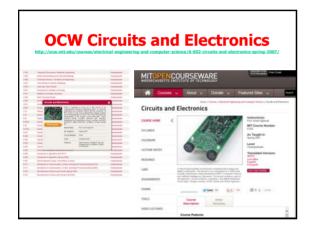
Charles Vest (April 4, 2001) http://web.mit.edu/newsoffice/2001/ocw.html

"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."





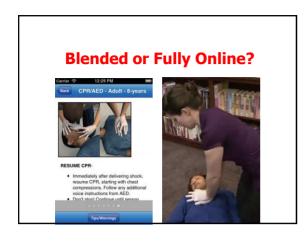










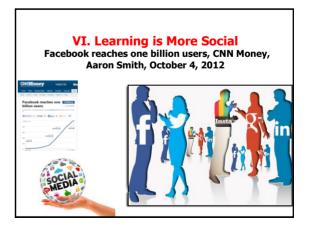










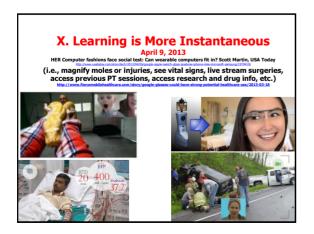












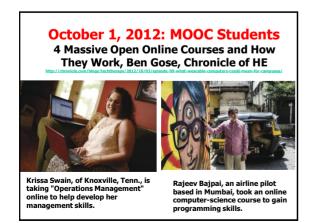


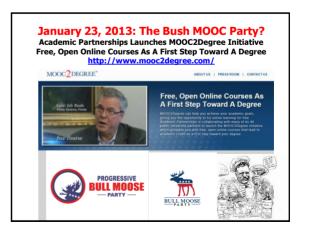


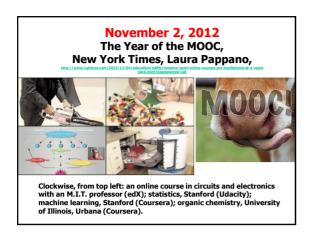




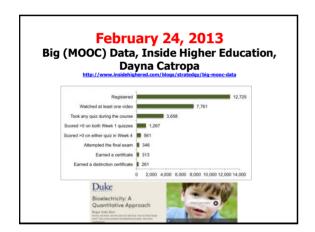


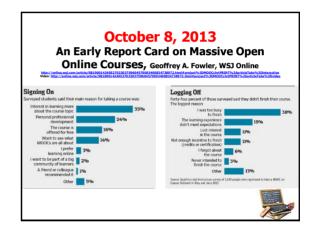


















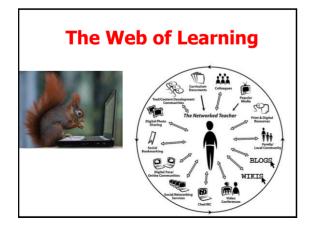




Question: What is the Web?

- An entertainment system?
- A writing aid?
- A communications system?
- A means to handle commercial transaction?
- A social networking device?

No, it is a learning tool!







Framework #1: WE-ALL-LEARN:

Ten Forces that Opened the Learning World



- 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, Simulations, and Virtual Worlds; e.g., Second Life)
- Real-Time Mobility and Portability (e.g., iPhone)
- Networks of Personalized Learning (Blogs, RSS)



World

Open

Audience Participation!



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



- 1. Pipes: The availability of tools and infrastructure for learning.
- Pages: The availability of free educational content and resources (OER—Open Educational Resources).
- 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.)



Digital Textbooks



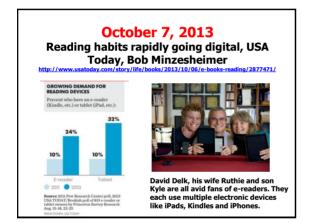


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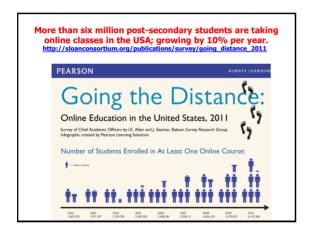












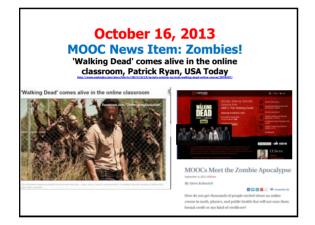


































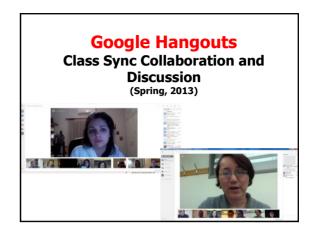














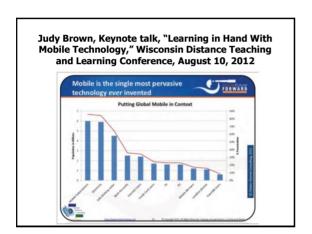
















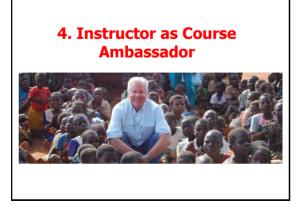














6. Instructor as Concierge





