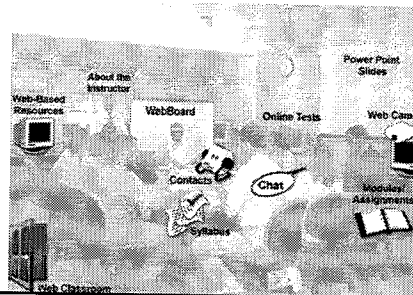


**Blogs, Blends, Boards, or Back to the Future:  
Building the Ultimate Online Learning  
Environment**

**Curt Bonk, Professor, Indiana University  
President, SurveyShare, Inc.  
cjbonk@indiana.edu  
<http://mypage.iu.edu/~cjbonk/>  
<http://SurveyShare.com>**



**Florida Gulf Coast University  
Web-Class of the Future**



**Personalized Learning  
Environments**

- **There will be increasing focus on providing the learner with what he or she needs and wants with the growth of personalized learning environments (PLEs) during the coming decade.**

**Personalized Learning Environments  
(Mark Johnson et al., University of Bolton, 2006)**

- **Web 2.0 technologies including social networking software, weblogging, Wikis, personal publishing, authoring tools, tools for collaboration (e.g., Writely), news aggregators**
- **Other tools include calendaring and scheduling tools, email, chat and instant messaging.**

**Personalized Learning Environments  
(Mark Johnson et al., University of Bolton, 2006)**

- **Context—providing a preferred context for learning.**
- **Conversation patterns—supporting conversations in learning and moderating that learning**
- **Team—helping connect one to others who share similar learning interests.**
- **Activities—matching one's learning activities to one's learning preferences.**
- **Social events—matching people for learning events based on personal profiles, preferences, and contacts.**
- **Technology—making tools available that prefer.**

**Personalized Learning Environments**

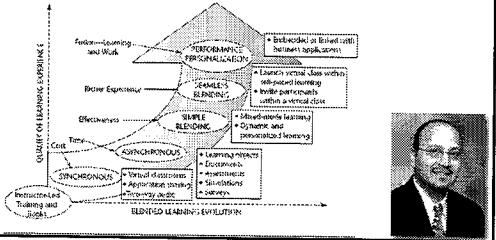
- **Providing learning paths for students.**
- **Offering portfolios that stay with learner—showcases work.**
- **Students select from a range of learning environments, courses, and instructors.**
- **Learner cohorts are made up of students from various countries of choice.**
- **Age grouping is less relevant and instead a push for more learning by interest, knowledge, and experiences.**
- **Instructor will be on display for learner selection.**

# Harvey Singh (2006)



Blending Learning and Work 477

FIGURE 34.1. PAST, PRESENT, AND FUTURE OF BLENDED LEARNING.



## YOUR WEB, YOUR WAY

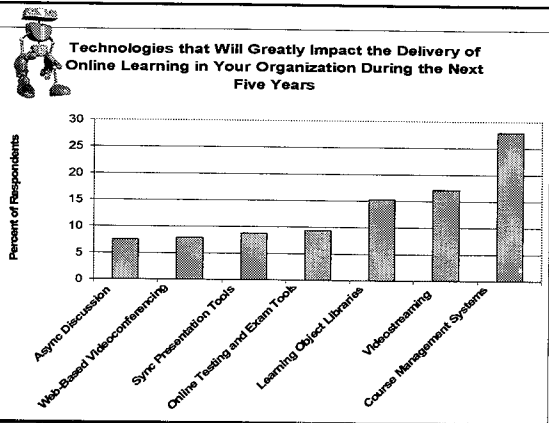
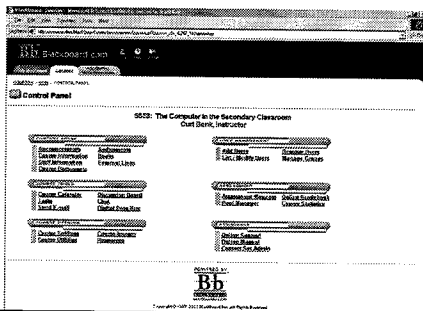
Next-Generation Course Management Systems, Educause Quarterly, Number 1, 2003, Colleen Carmean & Jeremy Haefner

**“Difficult choices lie ahead both for CMS vendors and for institutions of higher learning.”**

Next-Generation Course Management Systems, Educause Quarterly, Number 1, 2003, Colleen Carmean & Jeremy Haefner

**“A very good thing has grown very large, very quickly, and few faculty are speaking or being heard in the discussions of what an ideal CMS might look like in maturity.”**

# Teaching Technology of 21st Century (diff type of blackboard)



**Question:  
What is wrong with the  
course management  
systems we are using?**



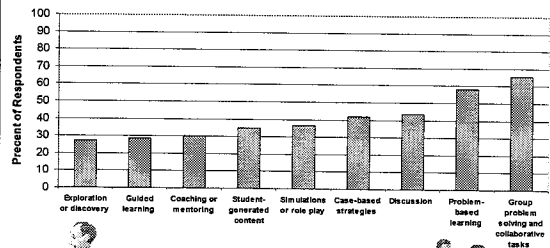
**What are the problems?**

- **Hard to use?**
- **Poor interface?**
- **Few options?**
- **Limited tools?**
- **High cost?**
- **Minimal or no support?**

**What are the Goals?**

- **Higher productivity?**
- **Instructor sharing?**
- **Data integration?**
- **More efficient tools (e.g., drop boxes, tracking changes, enhanced gradebooks)**
- **Student collaboration?**
- **More instructor control?**
- **More student control?**

**Instructional Approaches that Selected by Respondents as Among the Four Strategies Likely to Become More Widely Used**



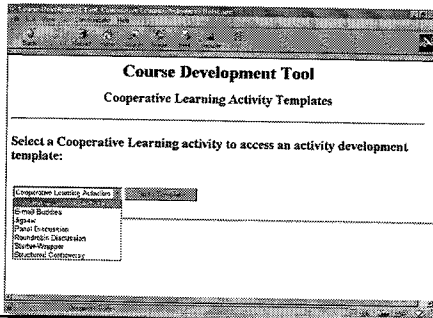
**What will Next Generation  
Tools Focus on?**

- **Active, constructivistic**
- **Contextual, work embedded**
- **Engaging, motivational**
- **Team oriented, collaborative**
- **Fosters ownership, personal control**
- **Intelligent, advisement, mentoring**

**Learning and Thinking Skills Goals?**

- **Search, explore, filter Information**
- **Summarize and synthesize**
- **Generate ideas**
- **Document and justify ideas**
- **Problem solve, make decisions**
- **???????**
- **???????**

## Frameworks and Templates for Thinking

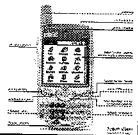


## Group Reflection #1: What skills should they promote?



## Trend #1. Mobile Learning

- Increasing use of mobile and handheld will create rich and exciting new avenues for learning. Teachers can deliver instruction and participate in class from more locations.



## Trend #2. Greater Visualization, Individualization, and Hands-on Learning

- Online and FTF learning environments will increasingly become individualized; in particular, emphasizing visual and hands-on activities.



## Trend #3. Self-Determined Learning

- ICT will foster greater student responsibility for learning. Decisions about the type and format of blended learning will be made by students instead of instructors or instructional designers. Learners will be designing their own programs and degrees.



## Trend #4. Student Expectations Rise

- Students will be used to having more choices and selections so their expectations will rise as do the expectations of their parents.



**Trend #5.  
Personalized Learning  
Environments**

- There will be increasing focus on providing the learner with what he or she needs and wants with the growth of personalized learning environments (PLEs) during the coming decade.

**Trend #6.  
Increased Connectedness,  
Community, and Collaboration**

- ICT will open new avenues for collaboration, community building, and global connectedness. It will become used as a tool for global understanding and appreciation.



**Trend #7.  
Increased Authenticity and On-  
Demand Learning**

- Online learning will focus on authenticity and real world experiences to supplement, extend, enhance, and replace formal learning. As this occurs, blended learning will fuel advancements in the creation and use of online case-learning, scenarios, simulations and role play, and problem-based learning.



**Trend #8.  
Linking Work and Learning**

- As blended learning proliferates, the lines between workplace learning and formal learning will increasingly blur. Higher education degrees will have credits from the workplace and even credit for work performed.

**Trend #9.  
Less Predefined Schedules**

- When teachers are teaching and students are learning is less clear. New norms and measurement scales will emerge.



**Trend #10.  
Changed Instructor Roles**

- The role of an instructor or trainer in a blended environment will shift to one of mentor, coach, and counselor.



Excitement in Learning

**NEW... LOW COST**  
Audio Visual Method  
WITH DISCUSSIONAL CONTROL

TEACHING AIDS  
Dramatic NEW Teaching Aid...

**DUKANE CORPORATION**  
DUKANE CORPORATION

**AMERICAN OPTICAL**  
OPAQUE PROJECTOR

## Technology of the 1980s

A Great Christmas Gift from Radio Shack  
**The New Handy 1000 EX**  
Complete with our Color Monitor  
and 16 Color Slides  
Only \$799

**Radio Shack**

## Technology of the 1980s

apple clones

Apple I  
Apple III  
Basis 108

## Technology of the late 1990s: Course Management Systems

bb blackboard.com

December 27, 2001 - January 3, 2002

Welcome to the TPOFF Course

bb

## Next Generation of Students

Tech creates a bubble for kids

Tech Creates Bubble for Kids  
Alejandro Gonzalez, USA TODAY, Updated 6/20/2006 10:34 AM ET

## Technology of the 2000s

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 7310 PDA,  
University of Maryland  
The school has begun  
piloting the wireless  
personal digital  
assistants to faculty and  
more than 300 full-time  
graduate students in the  
School of Education.

**Effects of interactive multimedia in distance learning**

Giti Javidi and Ehsan Sheybani, 2004, In Proceedings of the IASTED International Conference WEB-BASED EDUCATION

"The advancement in technology is shaping every aspect of our life, including education. One decade ago, the Internet was not critical to education. However, now, it has become an integral part of learning process. Internet technology is having a dramatic effect on colleges and universities, producing what may be the most challenging period in the history of higher education."

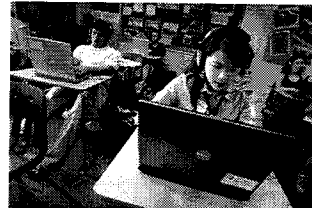
**A Different Generation??? Multitasking... "YOUNG AND WIRED," Katherine Seligman, San Fran Chronicle, Sunday, May 14, 2006**



Gloria Kwan listens to her iPod while text messaging a friend who's in class. Chronicle photo by Mike Kepka



**"YOUNG AND WIRED, Computers, cell phones, video games, blogs, text messages -- how will the sheer amount of time spent plugged in affect our kids?" Katherine Seligman, San Fran Chronicle, Sunday, May 14, 2006**



Harker student Stephanie Lil (wearing a false nametag), during language class, recording her voice in Spanish for the teacher to evaluate later. Chronicle photo by Mike Kepka

**USA Today, October 3, 2006**



**Totally wireless on campus**

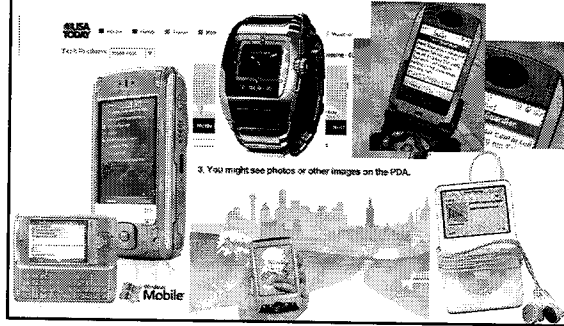
Today's young digital natives can't live without their technology.



**Freshmen Arrive Bearing Gadgets and Great Expectations**  
**September 22, 2006**  
**Chronicle of Higher Ed**

- Students will spend 27.5 percent more on electronic purchases this year than last year, according to a report on the National Retail Federation's annual Back-to-College Consumer Intentions and Actions Survey. That's \$10.46-billion, in a category that includes flat-panel TV's, video-game consoles, laptops, and, of course, digital music players.

**All learning in one's own hands?**



**Demand for Internet in US**  
**(Special MSNBC report, Dec 13, 2004)**

**Always online -- and always talking**  
 When three days without a word in an e-civvy

**Difficulty in disconnecting**  
 As technology continues to influence the lives of young people, some are finding it tricky from the Internet and other high-tech gadgets. Others say it would be hard to disconnect.

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

Group	Computer*	Internet**	Email*	Cell phone	Telephone	Personal digital assistant (PDA)
Young Tech Elites	74%	68%	57%	66%	56%	67%
Older wired Baby Boomers	54%	53%	44%	48%	37%	22%

\* Adult only; of those who use this particular technology.  
 \*\* Adult only; of those who use this particular technology.

SOURCE: Pew Internet & American Life Project

**"Learning that takes place in the classroom isn't as important as time studying on your own."**  
 -Dziuban, Moskal, & Hartman (2005)

**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.



**CAMPUSMOVIEFEST.COM showcases the collab work of tens of thousands of student filmmakers from around the world**

**Ah, Shoot**

ProshLife MOVIE FESTIVAL

**How P2P Will Change Collaborative Learning**  
 By Judith V. Boettcher  
 Campus Technology, June 2006

**"One manifestation of the new sharing and personal publishing culture is Campus MovieFest (CMF), a filmmaking competition started in 2000 by students at Emory University (GA). It has since grown into an international event involving tens of thousands of college students, faculty, and staff."**



