

Note from ASFE

This is the presentation as we received it from Dr. Milliron. There are video links in the file that do not work; the videos were stored locally on Dr. Milliron's laptop for the presentation and we do not have the videos available to post on our website. Here are a few links to some online videos that may or may not be the same ones shown in the presentation:

- Page 14, Zero Hour: http://inside.gwumc.edu/nemspi/zero_hour.swf
- Page 14, Project Natal for Xbox 360 or Kinect for Xbox 360: Too many links to list and none that were obviously the one. Google it to find hundreds of demos.
- Page 16, School Daze: <http://www.youtube.com/watch?v=P8mgDVZOZ-M>
- Page 25, Charlie Bit My Finger...Again!:
<http://www.youtube.com/watch?v=OBlgSz8sSM>



A New Generation of Learning

Diverse Students, Emerging Technologies, and a Building Challenge

Complex Context

Baby Boomers

- TV generation
- Typewriters
- Telephone
- Memos
- Family focus

Generation X

- Video games
- PC
- Email
- CDs
- Individualist

Net Gen

- Web
- Cell phone
- IM
- MP3s
- Online community



Complex Context

- NetGen's Online 12.2 hrs per week
 - *28% > GenX, 50% > Boomer*
- NetGen 50% more likely to send IMs than GenX, 2x as likely to read Blogs, Just as likely to use Social Networking Sites
- 70% HH Broadband (up from 29% in 2004)
- 85% HH Mobile Phones
 - *Data to phone: 50% NetGen, 33% GenY, 20% Boomers*
- From Fixed Media to Search Engines to Answer Engines

Complex Context



- Attract, Serve, Retain, & Engage
- Visioning
- Planning
- Fundraising
 - *Capital Funds*
 - *Operational Funds*
 - *Maintenance Plans*
- Sustainable Learning Environment

Catalytic Conversations

- Blurring and Blending
- Upward Mobility
- Serious Play
- From Social to Learning Networks
- High-Impact Engagement Technologies
- Taking Action with Analytics
- Getting Ready

Blurring and Blending

February 12, 2008

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What is a "starter marriage"? The answer, plus 17 more modern love terms.

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Modern Love: A WebMD Special Report

[Relationships, Stress, and Your Health](#)
Taking the pulse of love in a 24/7 world


[Chocolate's Dark Secret](#)
It's good for your heart in more ways than one

[Movies That Move Us](#) 
Our favorite screen romances and why we love them

[The Science of Attraction](#)
Feelings or pheromones? New research sheds light on the biology of love


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ELECTION 2008 Health Matters



- [Election Center](#)
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Latest Headlines



Burns Spur 'Icy Hot Heat Therapy' Recall

Chatterm Inc. has recalled its Icy Hot Heat Therapy Air Activated Heat for the back, arms, neck, and legs because of burn risk.


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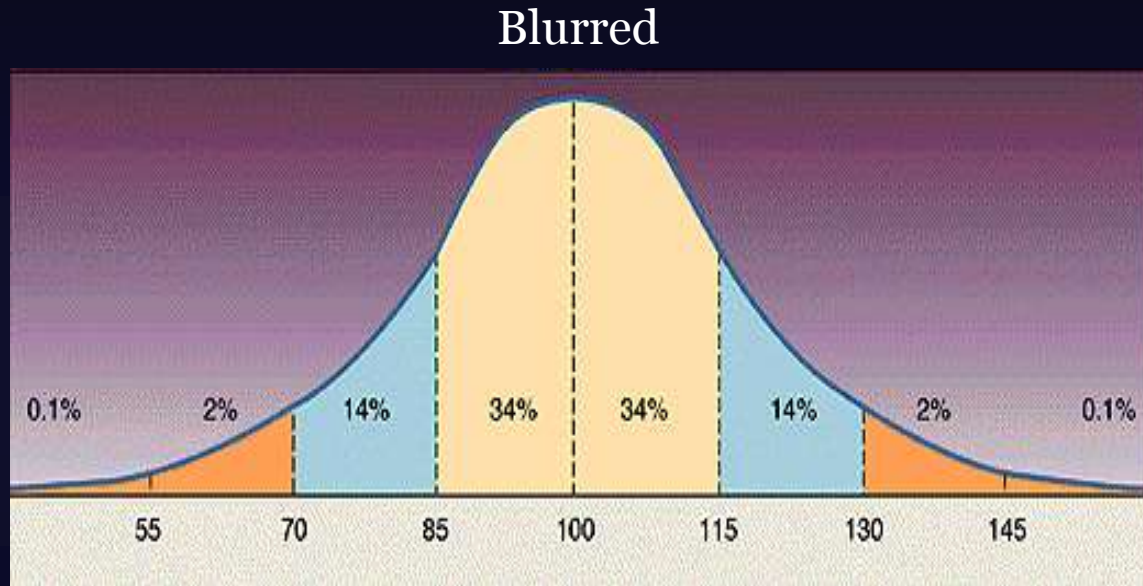
NEWS VIA 

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with 

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* Lecture Halls
* Labs
* Office Hours
* Library
* Open Space



Online
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* Portal
* Learning Mgt
Systems
* Repositories
* Phones
* Blogs
* ePortfolios

Blended

Activities

Lecture, Dialogic, Small Groups, Learning Communities, Project-Based Learning, Self-Directed Learning, Collateral Learning

Blurring and Blending

For StudentsFor InstructorsThe Initiative

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Online School for Girls

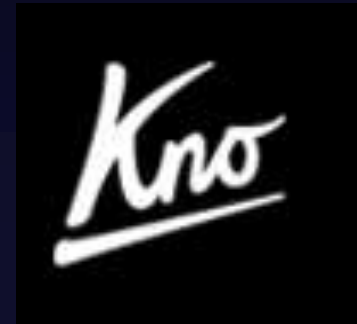
Communication, Collaboration, Application and Creativity

Florida
VirtualSchool

Upward Mobility



Upward Mobility



Read, Write, Research.
Stay organized with all your stuff in 1 place

Serious Play



Jane McGonigal: Gaming can make a better world

TED2010, Filmed Feb 2010; Posted Mar 2010



00:17 | 20:04

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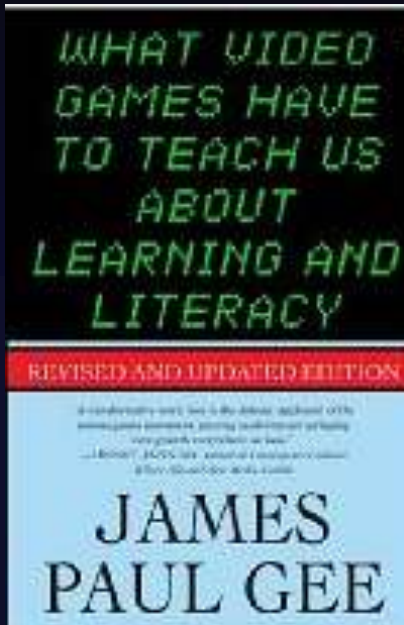
Subtitles Available in:

26 languages [Off]

Serious Play

- 68% of HH play video games
- Average gamer is **35** (has been playing for 12 years)
- Average age of most frequent game purchaser is **39**
- Fast growing cohort, **over 50** (25% now)
- 37% of heads of households play games on wireless devices
- 84% of games are E, T, or E10+

Serious Play



Introducing MUVEES

Multi-User Virtual Environment Experiential Simulator

MUVEES are an engaging way to study classroom-based situated learning and the ways in which virtual environments may aid the transfer of learning from classroom contexts into real world settings.

MUVEES enable multiple simultaneous participants to:

- access virtual architectures configured for learning
- interact with digital artifacts
- represent themselves through graphical "avatars"
- communicate both with other participants and with computer-based agencies, enabling collaborative learning activities
- take part in experiences incorporating modeling and mentoring about problems similar to those in real world contexts.



Studying Situated Learning and Knowledge Transfer in a Multi-User Virtual Environment

Harvard University • Active Worlds • Boston Public Schools

Last Updated: July 27, 2003

Funded by the National Science Foundation



GamesParentsTeachers.com

A Parent-Teacher Toolkit



Social Impact Games

Entertaining Games with Non-Entertainment Goals (a.k.a. Serious Games)



epistemic games

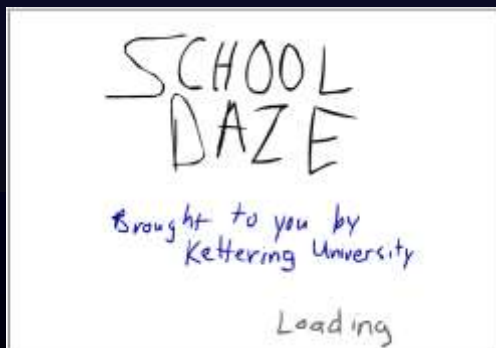
BUILDING THE FUTURE OF EDUCATION



From Social to Learning Nets



From Social to Learning Nets



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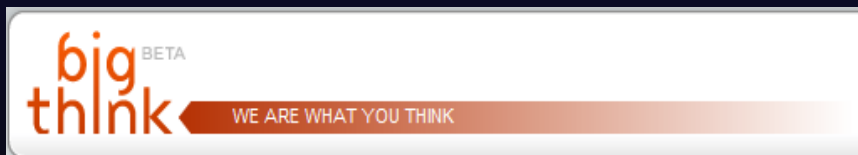
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MOST-RATED SCHOOLS

# RATINGS	SCHOOL
19,005	BROOKLYN TECH HIGH SCHOOL (BROOKLYN, NY)
16,994	DAWSON COLLEGE (Montreal, QC)
16,490	VANIER COLLEGE (St. Laurent, QC)
12,654	JOHN ABBOTT COLLEGE (St. Anne-de-Bellevue, QC)
12,513	ARCADIA HIGH SCHOOL (ARCADIA, CA)
12,033	BRONX HIGH SCHOOL OF SCIENCE (BRONX, NY)
11,773	MEADOW VALLEY HIGH SCHOOL (NAPERVILLE, IL)
10,455	TELUK PETA MIDDLE SCHOOL (WEST NYACK, NY)

From Social to Learning Nets

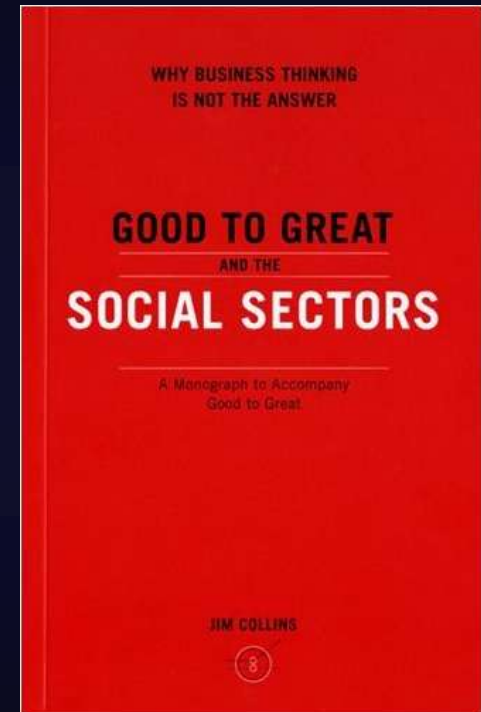
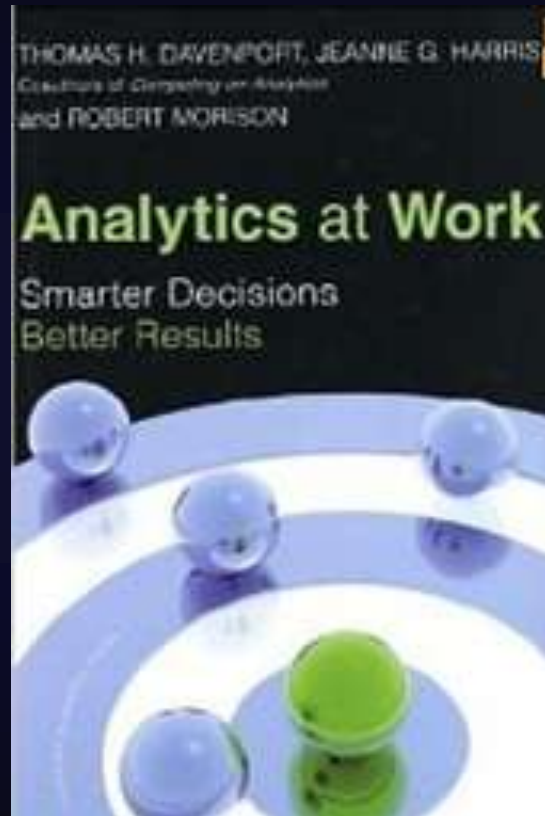
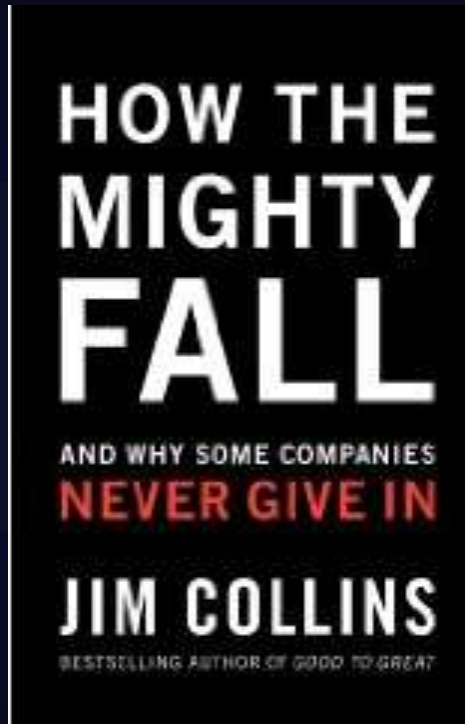


High-Impact Engagement Technologies

David Merrill: Siftables, the toy blocks that think



Taking Action with Analytics



Taking Action with Analytics

ACTION ANALYTICS SYMPOSIUM



 CAPELLA UNIVERSITY

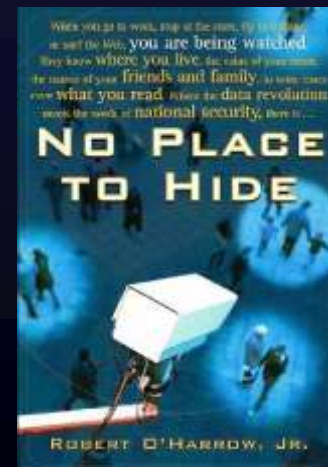
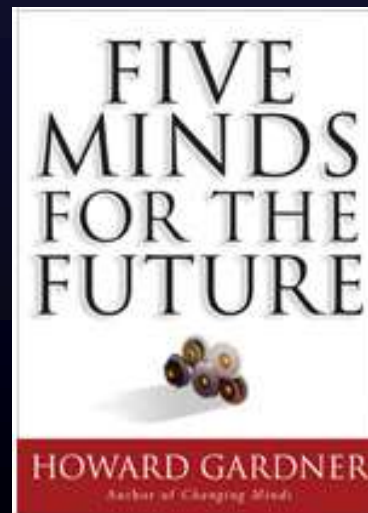
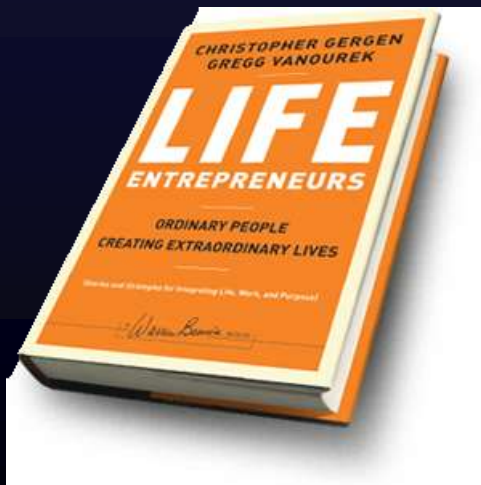
- Sinclair Community College
- University of Maryland (BC)
- Capella University
- [Purdue University](#)



Getting Ready

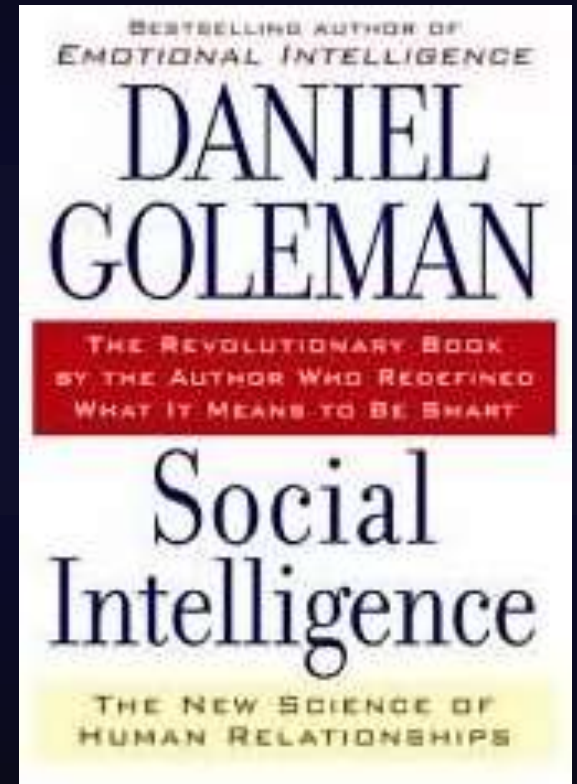
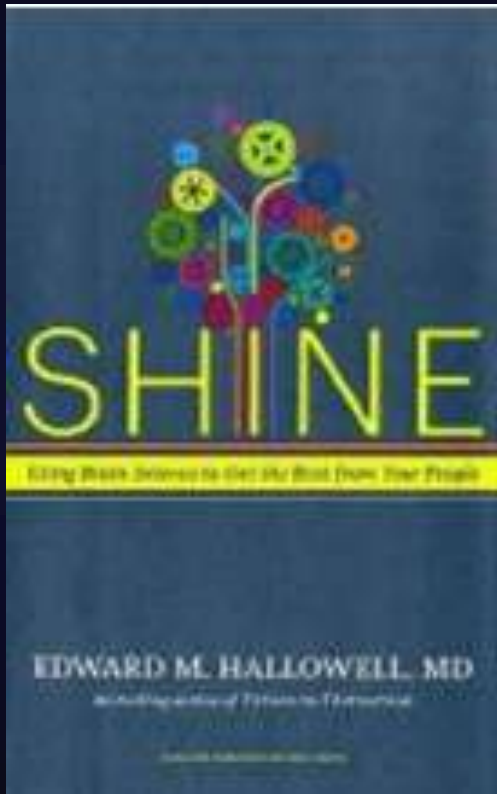


- Critical Learning
- Creative Learning
- Social Learning
- Courageous Learning



Getting Ready

Social Learning

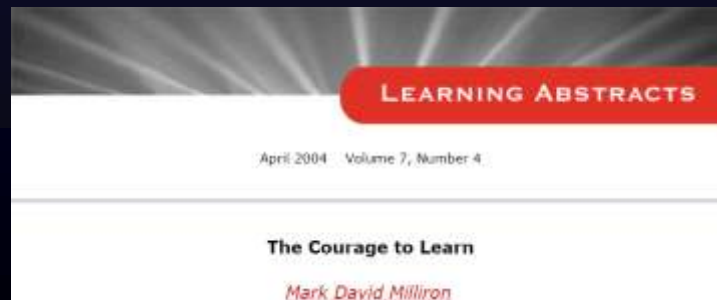


- **Two Sigma!**

Getting Ready

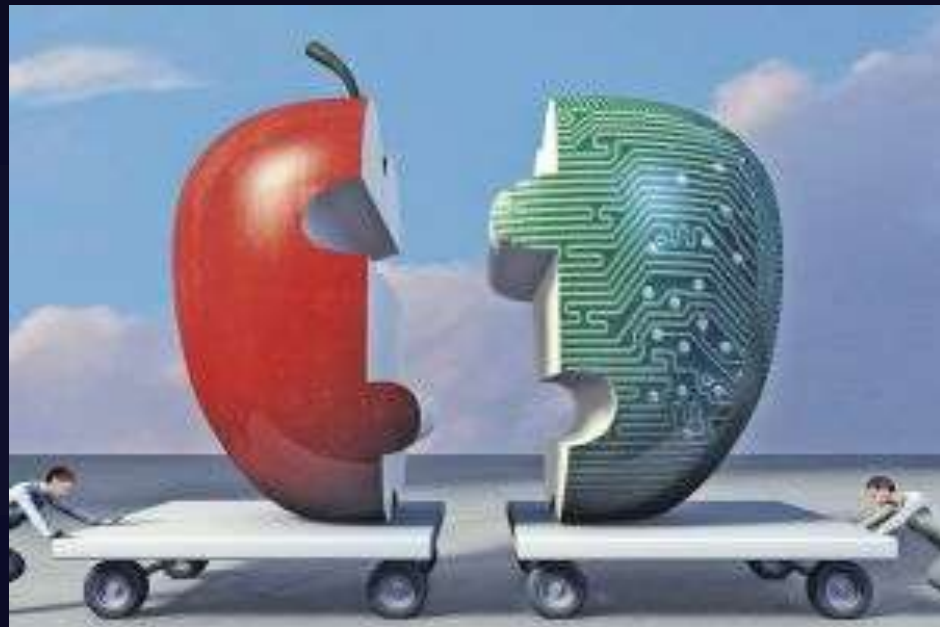
Courageous Learning

“In times of drastic change, it is the learners who inherit the future. The learned usually find themselves equipped to live in a world that no longer exists.” --Eric Hoffer



Catalytic Conversations

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