

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=OBIGSz8sSM>



*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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HOME HEALTH A-Z DRUGS & TREATMENTS WOMEN MEN CHILDREN'S HEALTH NEWS & BLOGS MESSAGE BOARDS

Glossary of Modern Love

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



today on WebMD

GLOSSARY OF MODERN LOVE DIET SODA PARADOX 10 WAYS TO EASE FLU APPLE CIDER VINEGAR

VIEW MORE

health centers

- ADD/ADHD
- Allergies
- Alzheimer's
- Anxiety Disorders
- Arthritis
- Asthma
- Back Pain
- Bipolar Disorder
- Breast Cancer
- Cancer

VIEW MORE

symptom checker



To check symptoms:

START HERE

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

More articles on Modern Love >

ELECTION 2008 Health Matters

- Election Center
- Compare the Candidates
- Election Message Board
- Super Tuesday Highlights

Latest Headlines

NEWS VIA RSS



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.
Read Full Article

News

- How to Live Long

Features

- Fast Flu Relief at Home

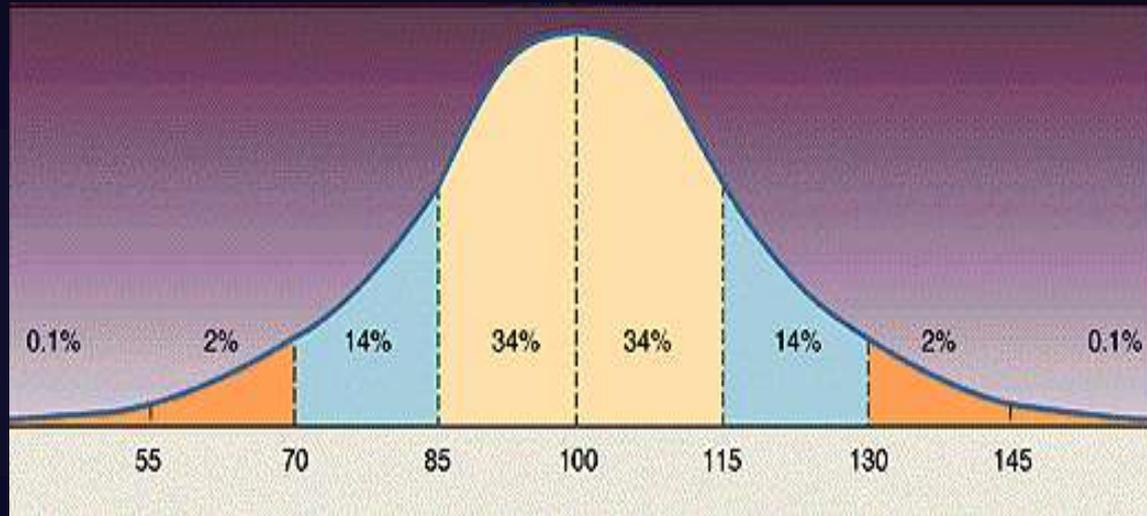
ADVERTISMENT

with



Blurring and Blending

Blurred



Face to Face Infrastructure
* Campus
* Classrooms
* Lecture Halls
* Labs
* Office Hours
* Library
* Open Space

Online Infrastructure
* 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

The screenshot shows the Open Learning Initiative website. At the top, there is a navigation bar with the logo and three tabs: "For Students", "For Instructors", and "The Initiative". Below the navigation bar is a search bar with the text "Search" and a "Go" button. A sidebar on the left lists various subjects under the heading "Open & Free Courses", with "Engineering Statics" highlighted in yellow. The main content area features the headline "Open courses backed by learning research." and three columns of course information. The first column, "Independent Learners", includes an image of a woman at a laptop and a "Find a Course" button. The second column, "Instructors", includes an image of a man in a classroom and a description of offering courses to students. The third column, "Academic Students", includes an image of a man pointing at a whiteboard and a description of earning credits. A "Enter Course Key" button is located at the bottom right of the main content area.

Open Learning Initiative

For Students For Instructors The Initiative

Search

Type keyword/s... Go

Open & Free Courses

Engineering Statics

Statistics

Causal and Statistical Reasoning

Modern Biology

Biochemistry

Chemistry

Economics

French

Logic & Proofs

Open courses backed by learning research.

Independent Learners

Get free materials, activities and assessments for your self-guided learning

Find a Course

Instructors

Offer these courses to your students. You can customize them to suit their needs.

Academic Students

Use these interactive courses to earn credits at your school or university.

Enter Course Key



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



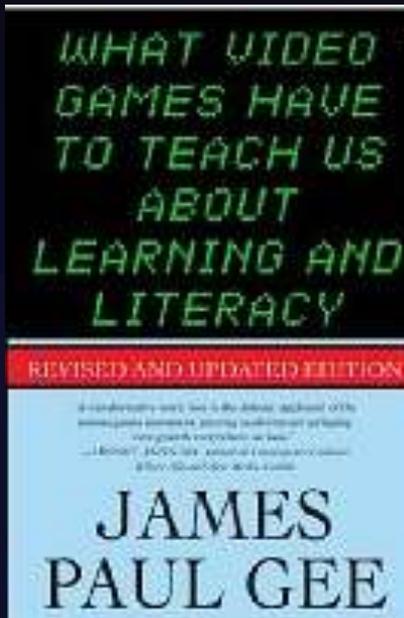
Video player controls including a play button, a progress bar showing 00:17 / 20:04, a volume icon, and buttons for Share and Rate.

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 agents, enacting 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, 2010

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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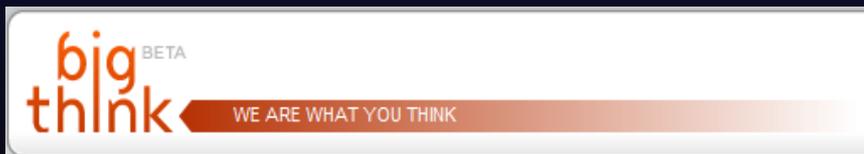
HONEST. ESSENTIAL CRITIQUE

studentloans.com

MOST-RATED SCHOOLS

# RATINGS	SCHOOL
19,005	BROOKLYN TECH HIGH SCHOOL (BROOKLYN, NY)
16,994	QAWSON COLLEGE (Montreal, QC)
16,490	WANIER 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	MELVOLA VALLEY HIGH SCHOOL (NAPERVILLE, IL)
10,455	TELMONESTA MIDDLE SCHOOL (WEST NYACK, NY)

From Social to Learning Nets

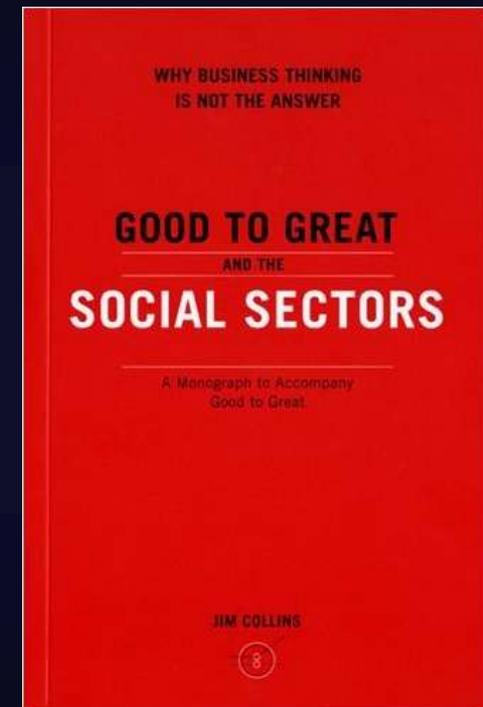
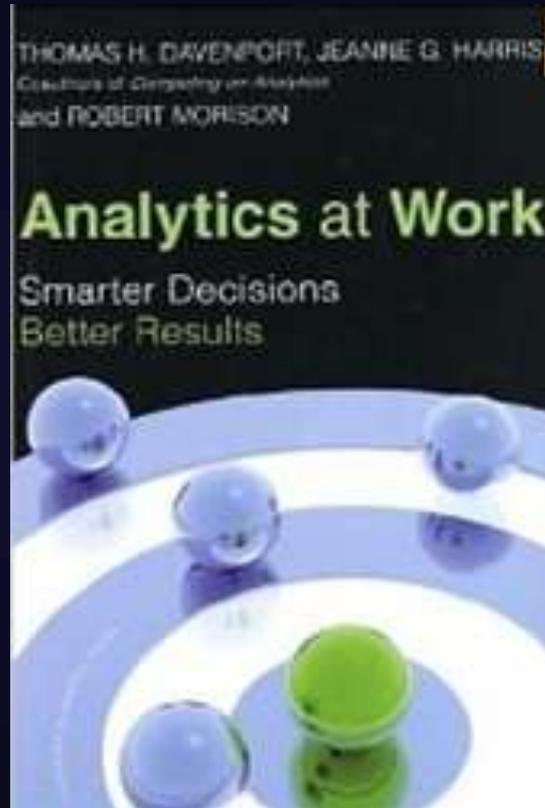
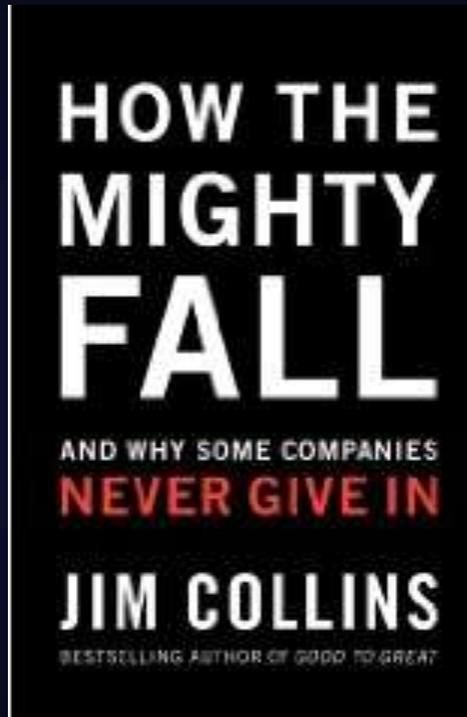


High-Impact Engagement Technologies

David Merrill: Siftables, the toy blocks that think



Taking Action with Analytics



Taking Action with Analytics

ACTION ANALYTICS SYMPOSIUM



CAPELLA UNIVERSITY

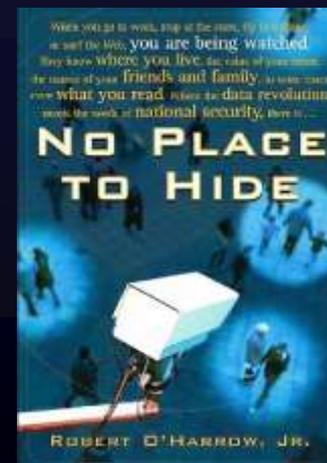
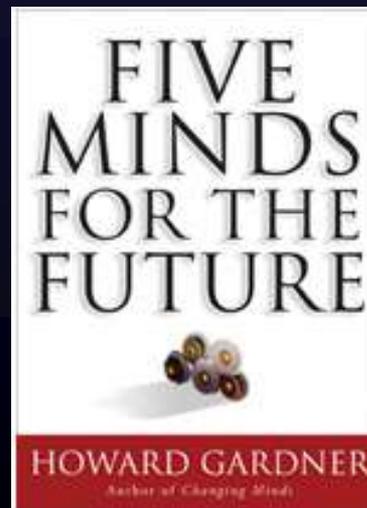
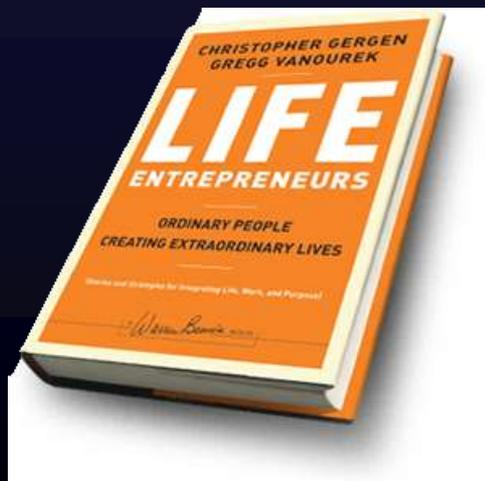
- Sinclair Community College
- University of Maryland (BC)
- Capella University
- [Purdue University](#)



Getting Ready

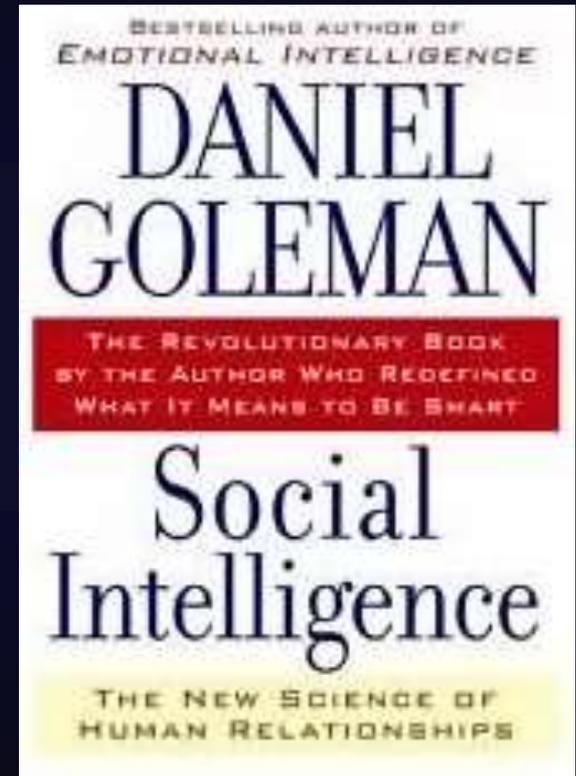
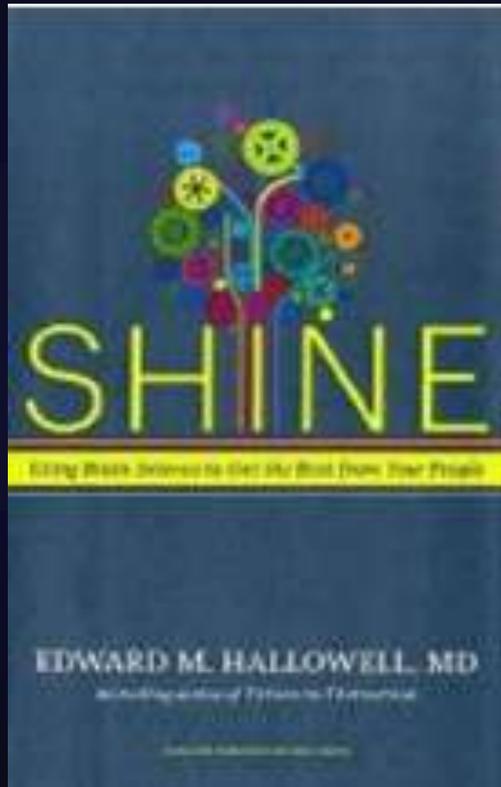


- **Critical Learning**
- **Creative Learning**
- **Social Learning**
- **Courageous Learning**



Getting Ready

Social Learning

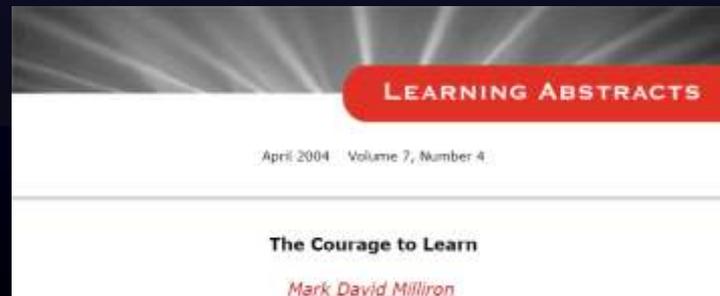


- Two Sigma!

Getting Ready

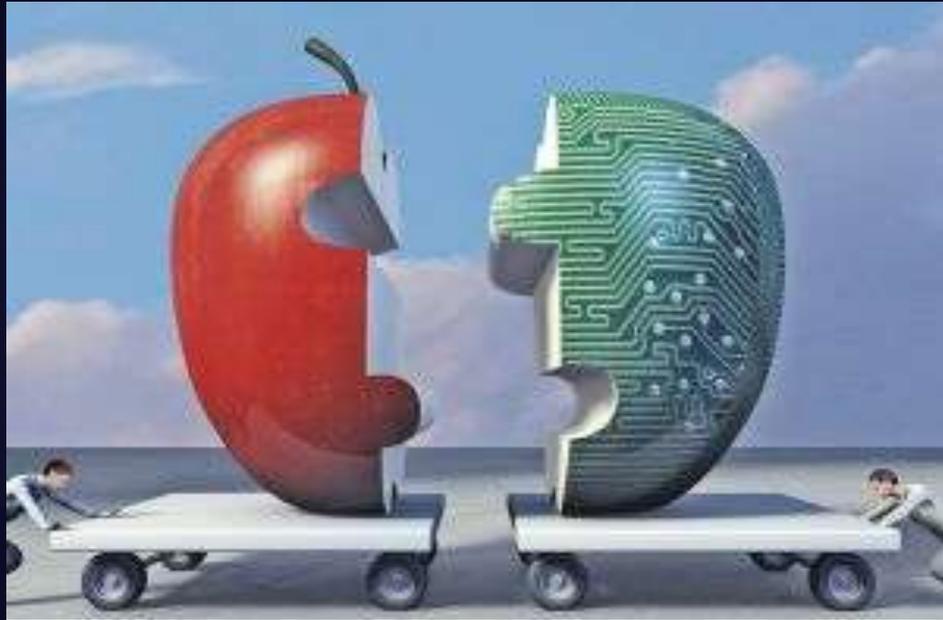
Courageous Learning

“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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