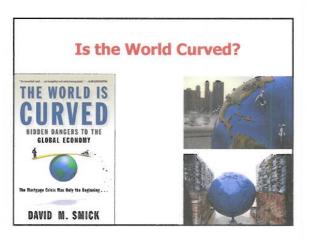


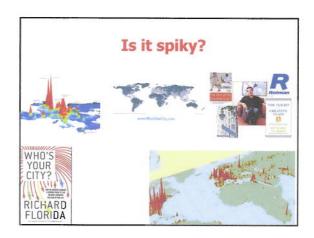
The Ten Forces that Flattened the World

Triple Convergence: (1) new economic players, (2) playing fields, and (3) processes.

- 1. 11/9/89: Berlin Wall came down
- 2. 8/9/95: Netscape went public
- Work Flow Software (e.g., PayPal and eBay)
- Open-Sourcing (Self organ collab communitie Mosiac, Apache, Wikipedia, Linux, Mozilla)
- 5. Outsourcing (Y2K)
- Offshoring (e.g., China, Mexico, Thailand)
- Supply-Chaining (e.g., Walmart)
- Insourcing (UPS fixing Toshiba laptops)
- In-forming (e.g., Google, Yahoo!, MSN Web Search)
 The Steroids: Digital, Mobile, Personal, and Virtual (wireless, file sharing, VoIP, video camera in phone)

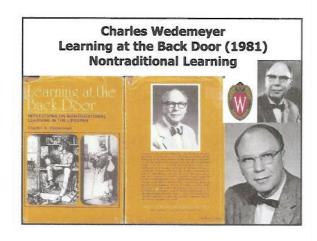






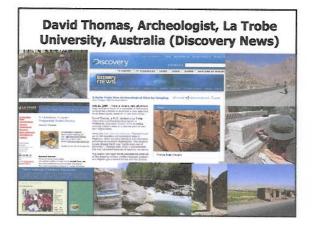






















Perhaps those learning online are akin to the alien archaeologists in the 2008 movie, *Indiana Jones and the Kingdom of the Crystal Skull*. We are seeking the knowledge nuggets of our planetary past and present. As Indy said, "Their treasure wasn't gold, it was knowledge.

Knowledge was their treasure." If that is true for us as well, then today pretty much all the world's known treasures can be found online.

WE-ALL-LEARN:





- Ten Forces that Opened the Learning World
 Web Searching in the World of e-Books (i.e., Darwin)
- 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)



Audience Participation!

1. WE

2. ALL



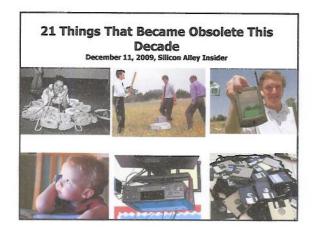


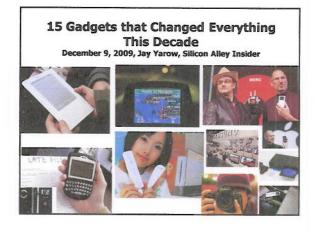
Triple Learning Technology Convergence of "WE-ALL-LEARN"



- 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.

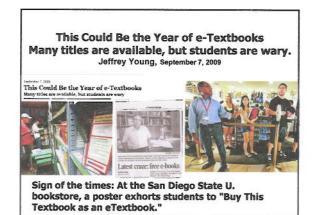


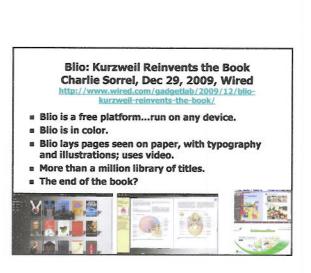


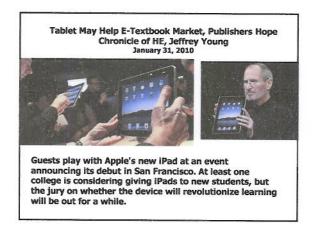


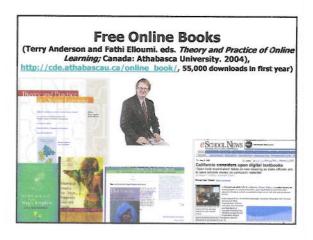


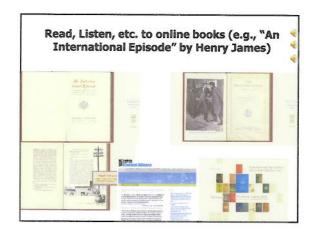


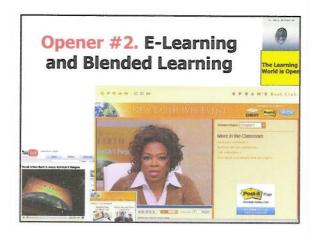










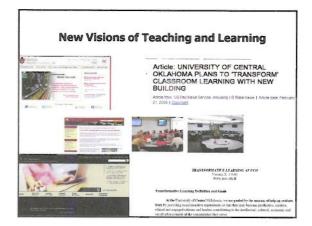


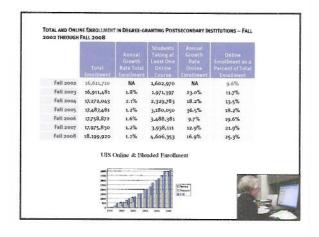


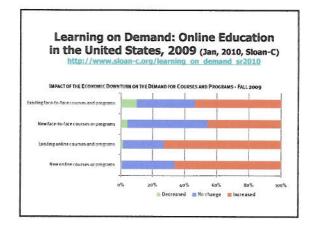


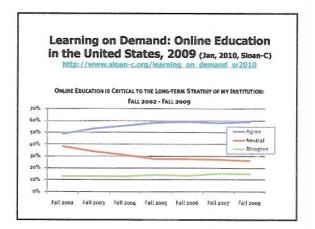


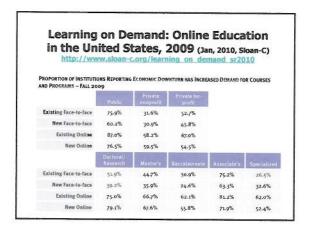


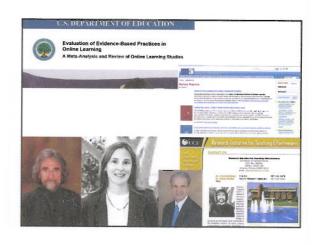




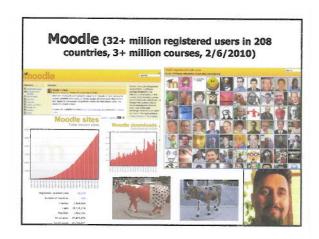




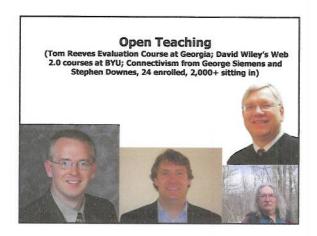






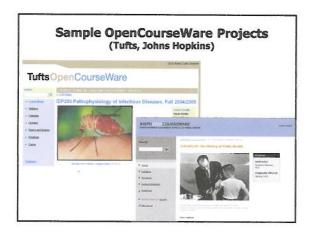






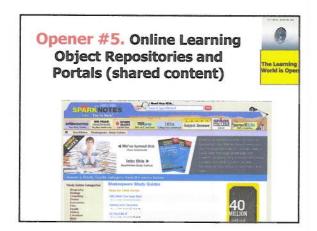




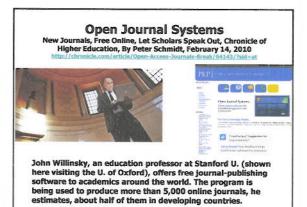














Elliott Masie, Learning Trends, March 2, 2010

"The introduction of video into almost every aspect of our learning and work tasks is profound and "disrupting." As designers, we must experiment with these formats – looking for evidence and appropriate use cases and examples of when not to use video."

Video blogs, Webinars, Webcasts, capture conference keynotes, flipcams, etc.

How about rich video portals? Most of the Websites below did not exist 5 or 10 years ago.

- 1. BBC News Video and Audio
- 2. CNN.com Video
- 3. MSNBC.com
- 4. Google Video, Yahoo Video
- 5. Current TV
- 6. Fora TV
- 7. MIT World
- a. YouTube, YouTube Edu
- 9. TeacherTube
- 10. Link TV, Explore, Global Pulse, Latin Pulse
- Howcast, Big Think, WonderHowTo, Explo.TV, NASA TV, ClipChef, TV Lesson, BookTV, Edutopia videos, MonkeySee, doFlick, the Research Channel, iVideosong











College 2.0: More Professors Could Share
Lectures Online. But Should They?,
Chronicle of HE, Jeffrey R. Young, March 7, 2010
"The latest Campus Computing Survey,
which gathers data on classroom
technology nationwide, found that 28
percent of colleges have a strategic plan to
provide coursecasting equipment, and 35
percent more are working on a plan now."





