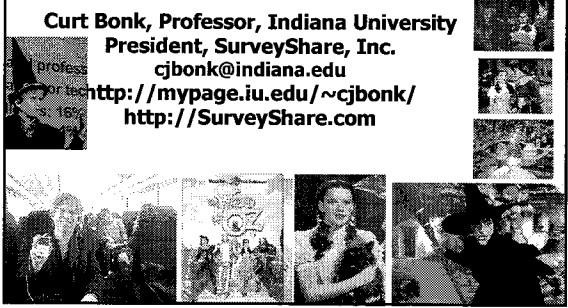


**Podcasts and Wikis and Blogs, Oh My!
Online Learning is Not in Kansas Anymore**

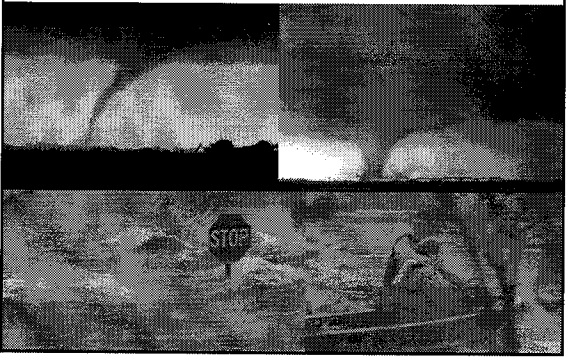
**Curt Bonk, Professor, Indiana University
President, SurveyShare, Inc.
cjbok@indiana.edu
<http://mypage.iu.edu/~cjbok/>
<http://SurveyShare.com>**



**Podcasts and Wikis and Blogs!
Oh My!**



E-Learning Not in Kansas?



**If it is not in Kansas, can we find
e-learning in Honolulu?**



<p>1885 CHARACTERS: WILLIAM LAMBERT AS MR. WILSON</p>	<p>1955 CHARACTERS: WILLIAM LAMBERT AS MR. WILSON</p>
<p>1985 CHARACTERS: GEORGE HUCKLEY AS THE ERIEAN SLAYER</p>	<p>2015 CHARACTERS: DR. EMMETT L. BROWN AS CHRISTOPHER LLOYD</p>

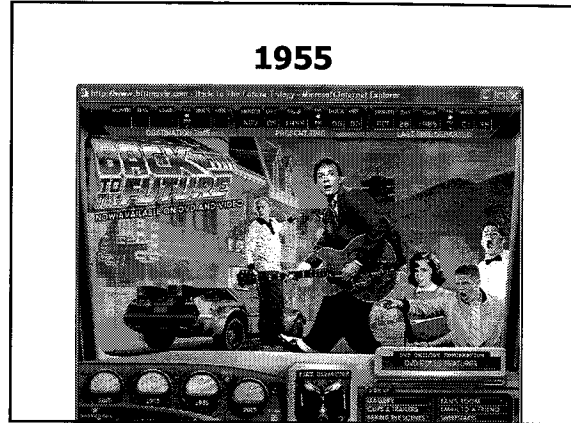
Schools of the 1880s



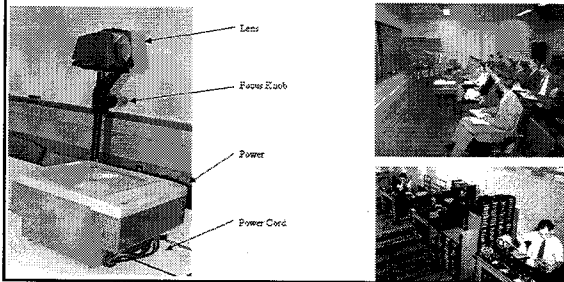
Students of the 1880s



1955



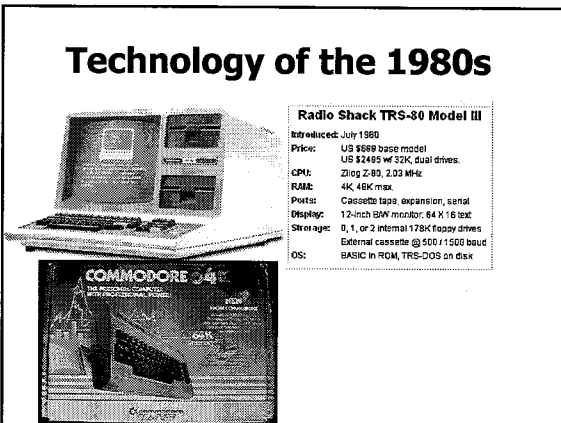
Many Innovative Technologies in by people in this audience



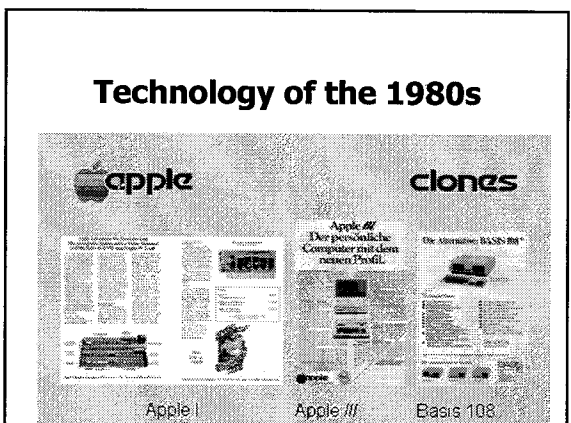
1985



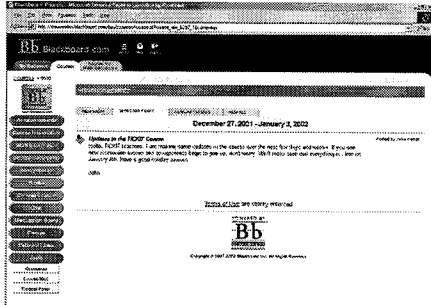
Technology of the 1980s



Technology of the 1980s



Technology of the late 1990s: Course Management Systems



Technology of the 2000s

NEWS
Devices give students Push to education students

Gateway M275 tablet PC, Wisconsin State University, Nevada State University.
The schools will provide the tablet computers to full-time students who do not have laptops from previous programs.

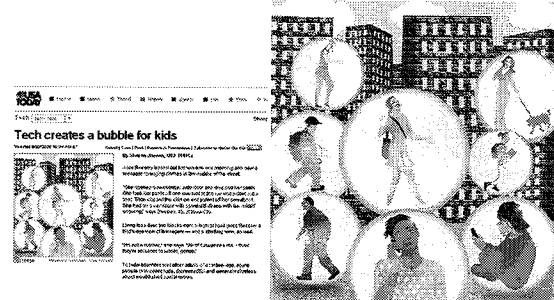
BlackBerry 7716 PDA, University of Maryland.
The school has begun funding out the wireless personal digital assistants to faculty and more than 500 additional graduate students in the School of Education.

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."

Next Generation of Students



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

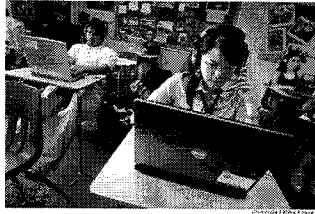
A Different Generation??? Multitasking... "YOUNG AND WIRED," Katherine Seligman, San Fran Chronicle, Sunday, May 14, 2006



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 Li (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 students can't live, or learn, without technology.

USA Today, October 3, 2006

Technology is 'core' to being a student in today's world

COVER STORY

Technology is 'core' to being a student in today's world

By Katherine Seligman

It's not just about the tools, but about the way they are used. Technology is becoming a core part of the student experience. From online learning to mobile devices, students are embracing technology in new ways. This is changing the way we think about education and the role of technology in the classroom.

Following Timoraly Net

Students are using technology to stay connected and informed. The internet is a vast source of information, and students are using it to research, learn, and communicate. This is a shift from traditional learning methods, and it is shaping the future of education.

Top 5 "In" Things on Campus June 7, 2006, USA Today

iPods knock over beer mugs



By Mike Seligman

Students are embracing technology in new ways. iPods are a popular choice for entertainment and learning. They are portable, easy to use, and provide a wealth of content. This is a reflection of the broader trend of digital adoption on campus.



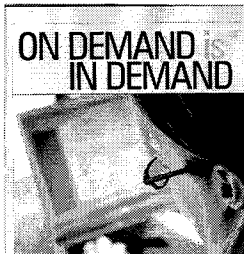
TOP 5 "IN" THINGS ON CAMPUS

Item	Percentage
iPod	82%
Facebook	77%
MySpace	76%
BlackBerry	67%
Cell phone	66%

Students are embracing technology in new ways. iPods are a popular choice for entertainment and learning. They are portable, easy to use, and provide a wealth of content. This is a reflection of the broader trend of digital adoption on campus.

Small text at the bottom of the image: "Small text at the bottom of the image, likely a caption or credit line." The text is too small to read accurately but appears to be a standard photo credit.

Training Magazine, October, 2006



ON DEMAND IS IN DEMAND

Small text at the bottom of the image: "Small text at the bottom of the image, likely a caption or credit line." The text is too small to read accurately but appears to be a standard photo credit.

Learning in Cafes and Pubs USA Today, October 5, 2006



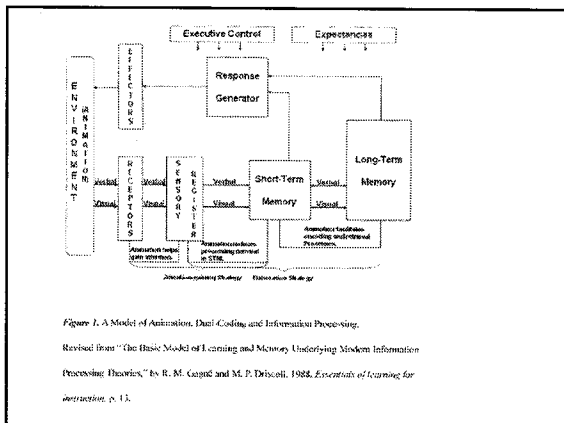
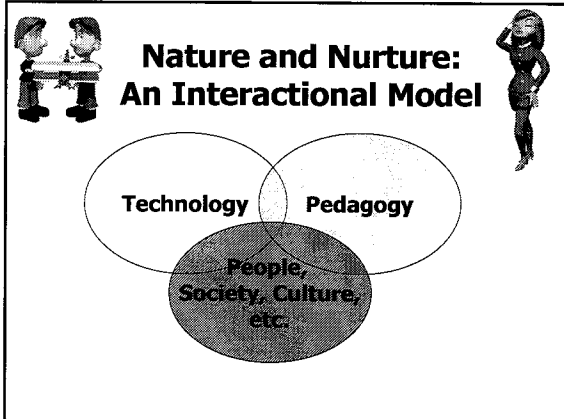
Yahoo News Love me, love my blog," as Netorati couple-surf BY SARA LEDWITH Thu Aug 3, 8:30 AM ET

- Nick Currie and his girlfriend Shizu Yuasa (R) surf the internet over breakfast in Tokyo in this handout photo. As the Internet evolves -- with its webcams, iPods, Instant Messaging, broadband, wi-fi and weblogs -- its image as a relationship-wrecker is changing. Now a sociable habit is emerging among the Netorati: couple-surfing. (Nick Currie/Handout/Reuters)
- "For my birthday, he upgraded my RAM and I thought it was incredibly romantic," writes Jess.



Yahoo News Love me, love my blog," as Netorati couple-surf BY SARA LEDWITH Thu Aug 3, 8:30 AM ET

- Couple-surfing can apparently be as mundane as telling each other to take the trash out, as intimate as sharing a book by a blazing log fire, or as showy as a masked ball.
- "Our new relationship was often the subject of my LJ (blog) entries and I would often say things in there that I wouldn't tell him to his face," writes Kathryn. Another couple -- married for 12 years -- say that for a while they communicated through weblogs without ever discussing their feelings face to face.



The promise of multimedia learning: Using the same instructional design methods across different media

Richard E. Mayer, *Learning and Instruction*, 13 (2003) 125-139.

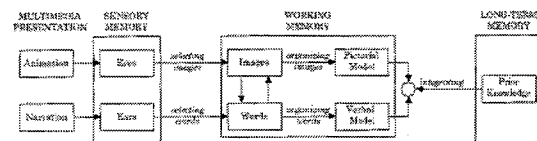


Fig. 1. A cognitive theory of multimedia learning.

Verbal and Visual Systems

- The verbal system specializes in processing and storing linguistic information (words, sentences, etc.,). Information is stored in discrete, sequential units. In contrast, the visual system specializes in processing and storing image or 'picture-like' representations.

The promise of multimedia learning: Using the same instructional design methods across different media

Richard E. Mayer, *Learning and Instruction*, 13 (2003) 125-139.

A review of research on the design of multimedia explanations:

- (a) a multimedia effect: in which students learn more deeply from words and pictures than from words alone—in both book-based and computer-based environments,
- (b) a coherence effect: in which students learn more deeply when extraneous material is excluded rather than included—in both book-based and computer-based environments,

The promise of multimedia learning: using the same instructional design methods across different media

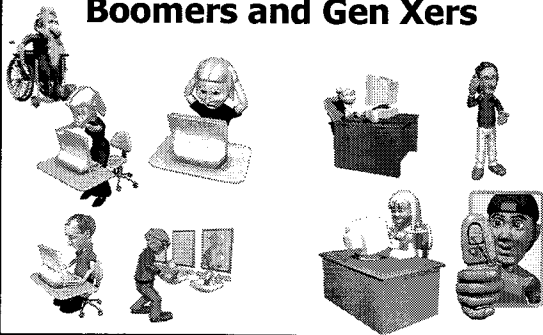
Richard E. Mayer, *Learning and Instruction*, 13 (2003) 125-139.

- (c) a spatial contiguity effect: in which students learn more deeply when printed words are placed near rather than far from corresponding pictures—in both book-based and computer-based environments, and
- (d) a personalization effect: in which students learn more deeply when words are presented in conversational rather than formal style—both in computer-based environments containing spoken words and those using printed words.

Animation Research

- Rieber (1990) suggests that animations help with gaining attention, presentation, and practice
- Animations help emphasize important information (Hannafin & Peck, 1988)
- Attention-getting graphics help make relationships between ideas clear (Levin, Anglin, & Carney, 1987)
- Dynamic visual displays tend to be more effective than static (Park & Hopkins, 1993).

Differences between Boomers and Gen Xers

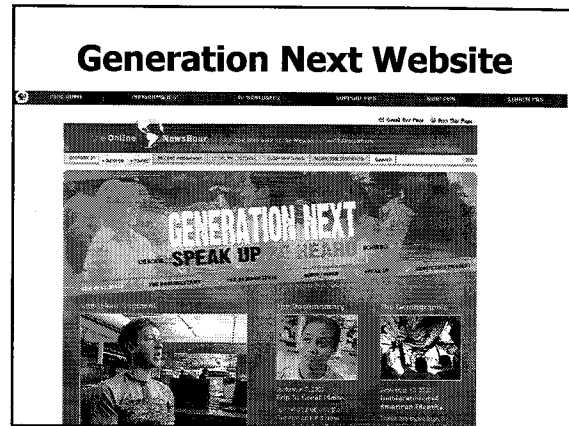
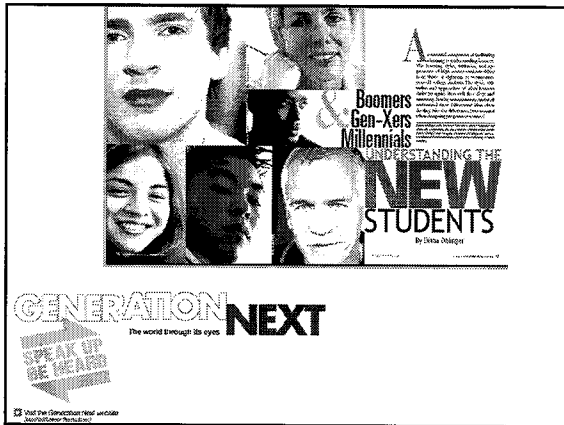


Generations: Dealing with Boomers, Gen-X, and Beyond

N. Boyce Appel, April 1, 2005, *Practice Management Digest*

Generalizations about Generations—Categorizations vs. Stereotypes

Generational Group	Born	Age	Stereotype
Silent Generation	1925 - 1942	61 - 78	Adaptive
Baby Boomers	1943 - 1960	43 - 60	Idealists
Thirteenth (Gen. X)	1961 - 1981	22 - 42	Reactive
Millennial (Gen. Y)	1982 - ?	13 - 21	Civic



Boomers, Gen-Xers, and Millennials: Understanding the "New Students", Diane Oblinger, Educause, July/August, 2003

Millennial Learning Preferences: (study of students age 12-17)

1. Email—81 percent
2. Instant messaging—70 percent
3. Internet for research—94 percent
 1. Also blogs, PDA, cell phones, wikis, etc.

University students:

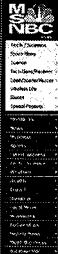
1. Own a computer—84 percent

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.



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



Always online -- and always talking
When three days without a word is an eternity



Always online -- and always talking. When three days without a word is an eternity. The Internet has become a constant presence in the lives of young people. For some, it's a lifeline. For others, it's a distraction. For some, it's a way to stay connected. For others, it's a way to stay entertained. For some, it's a way to stay informed. For others, it's a way to stay entertained. For some, it's a way to stay informed. For others, it's a way to stay entertained.

Difficulty in disconnecting

As technology continues to influence the lives of young people, some are choosing to unplug 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...

Age Group	Computer	Internet	Email	Cell phone	Telephone	Personal digital assistant (PDA)
Young Tech	74%	54%	55%	55%	55%	55%
Older wired	54%	45%	45%	45%	45%	45%
Baby Boomers	45%	35%	35%	35%	35%	35%

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)

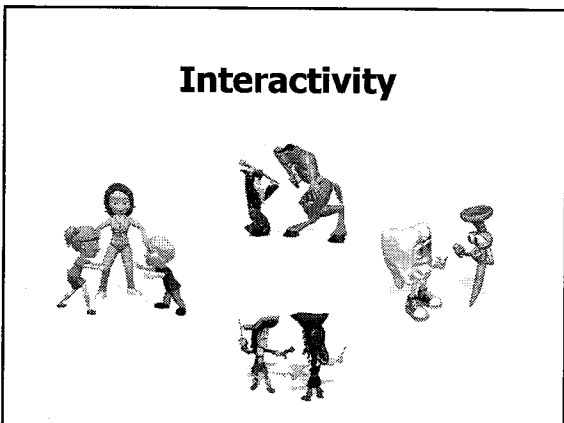
Gadgets rule on college campuses

Students' reliance on mobile devices is increasing, but some say it's hard to disconnect.

For Many Students, One Computer Is Not Enough

Many students are turning to multiple devices to stay connected. Some are using multiple computers, while others are using a combination of devices.



Interactivity & Continuing Motivation

- "The convenience is nice, but that's not what keeps it. It makes you want to try it, but it's not what keeps you interested in it. It's got to have more interaction. It doesn't hold my interest as long as what I think it should, and I think if there was some more interactivity of a program, then it would really keep my interest more, and I would be more enthused about taking more courses."**
- An adult student who took a Dreamweaver course

Simulation: Boomer


- Life experienced at a slower pace promotes an expectation of "it's ok to wait." Learning experienced from an early age as lecture with drill and practice without stimulation/response. Gaming as part of a learning context may be considered less effective because it is less "serious" and in some cases can be distracting.
- Older people prefer less interaction than younger people in distance education (Kearsley, 1995).

Types of Interactions Possible?

(Moore, M. G. (1989). Editorial: Three types of interaction. *American Journal of Distance Education*, 3 (2), 1-7.)

1. Learner-Instructor
2. Learner-Learner
3. Learner-Content

- 4a. Learner-Self: highlighted the importance of 'self talking', or internal dialogue when engaging with learning materials (Soo & Bonk, 1998)
- 4b. Learner-Interface: The learner's ability to use the communication medium facilitating the online course (Hillman, Willis, & Gunawardena, 1994)





Matrix of Web Interactions

(Cummings, Bonk, & Jacobs, 2002, *Internet in Higher Ed*)

Instructor to Student: Syllabus, notes, feedback.

to Instructor: Course resources, syllabi, notes.

to Practitioner: Tutorials, articles, news.

Student to Student: Comments, sample work, links.

to Instructor: Votes, tests, papers, evals.

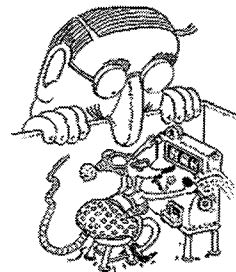
to Practitioner: Web links, resumes, reflections

Practitioner to Student: Internships, jobs, e-fieldtrips

to Instructor: Opinion surveys, fdbk, listservs

to Practitioner: Forums, listservs, prof devel.

Behaviorist Interactivity

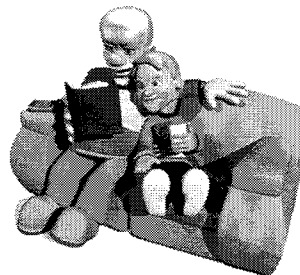


Computer Network

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the author. All other rights reserved.
www.jacobson.com

Online PowerPoint?

Designing Interaction/Interactivity



What is the Interaction Rationale?

(per Ellen Wagner, April, 2004)

- ✓ •Interaction is the most debated construct in the world of technology mediated learning design and development.
- ✓ •In these settings, interaction is the defining attribute of the quality and value
- ✓ •Interactivity (equated with interaction) is the most expensive component of a technology mediated learning design.



Interactivity Online

- Animations in small files (Macromedia (Adobe) Flash)
- Capture desktop activities (Matchware Screencorder)
- Collaborative writing (Writely.com, Jotspot)
- Desktop audio recordings (Audacity; iLife)
- Group Forums (Yahoo! Groups, Google Groups)
- Instant Messaging (AIM, MSN, Yahoo!)
- Noncollaborative writing (Blogger, Pitas)
- Photo Storage (Flickr)
- PP Slides with animation and narration (Articulate)
- VoIP (Skype and Google Talk) voice and text
- Web meetings (Ivisit)
- Wikis (PB Wiki, MediaWiki)



InternetNews.com
September 5, 2006
A Flashy Way to 'Captivate'? Erin Joyce

- But if older online training systems failed to captivate their students with engaging interactivity, quizzes, animations and video, then Adobe is pulling out all the stops with Captivate 2, the latest version of its eLearning software.
- Rich media is the watch phrase in this release. Educators can add video, audio and animation.
- They can add quizzes and simulated demonstrations that help trainers and students explain databases, answer sales questions and generally interact with the modules amid a flurry of multimedia.

Simulation: Xer

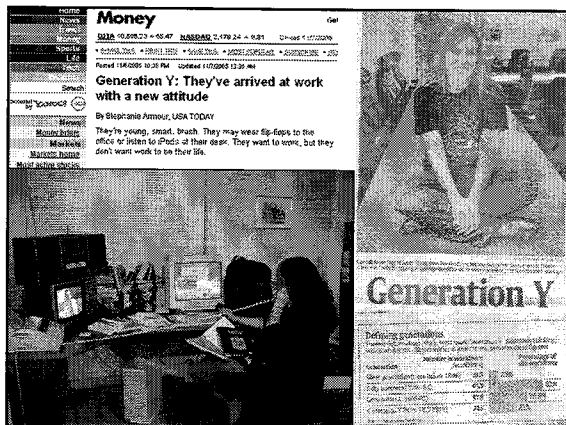
- Conditioned to expect immediate gratification (they grew up with drive-through fast food, remote controls, automatic teller machines and microwave ovens), and an expectation that learning should be stimulating and fun (Sesame Street). Generation Xers crave stimulation and expect immediate answers and feedback.

Simulation: Xer

- Genxers have a rapid-fire information consumption capability. Rushkoff argues that many of the things for which this generation is maligned, such as short attention spans and lack of ability to concentrate on a single task at once are not problems but actually brilliant coping mechanisms for a world overloaded with information.

Simulation: Xer

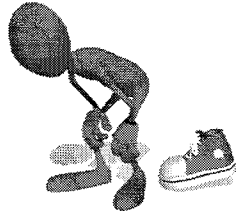
- "The skill to be valued in the twenty-first century is not the length of attention span, but the ability to multitask - to do many things well at once.... [and] the ability to process visual information very rapidly." (Rushkoff, 1996:50)



Learner Control: Boomer

- The traditional instructor-focus is what is expected. The instructor determines what is important to learn and how it should be learned. Consistency and control are maintained with the "tell me, tell me, tell me" approach.

Motivation???



Learner Control: Xer

- Xers expect a range of options, in terms of what they learn and how they learn it. They require autonomy and flexibility for their own learning. They demand a variety of instructional methods from which they can choose to learn, e.g., videotapes, self-paced modules, interactive CDs.
 - "Online gives me something to do when I'm bored with the professor."
 - "I respect myself more as a self-teacher."
- Dziuban, Moskal, & Hartman (2005)

Neomillennial Learning Styles

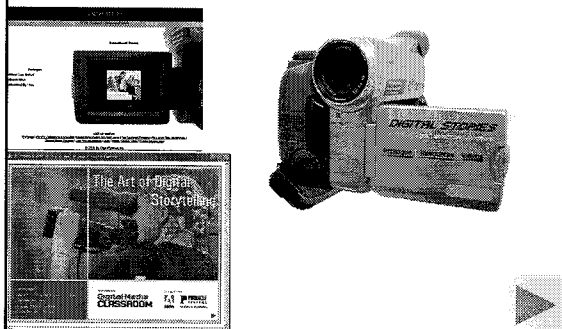
Planning for Neomillennial Learning Styles: Implications for Investments in Technology and Faculty
Chris Dede, Harvard University, Educause, 2005

- Fluency in multiple media--value all types of communication, activities, experiences, not a single best medium
- Actively seek, collect, and synthesize experiences, rather than absorb a single best source
- Active learning and collective reflection
- Non-linear and associated webs of learning
- Co-design of learning experiences for individual needs and preferences not pre-customized

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



Digital Storytelling



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."

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

"Teams of five to 10 people are loaned laptop computers, digital camcorders, and technical support for a week, to produce a five-minute film. Films receive awards in four categories: Best Comedy, Best Drama, Best Documentary, and Best Picture. The CMF Web site stores much of the student work online, and sells DVDs of the movies from each school."

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

- The CMF project is the type of learning experience that builds hands-on skills and teamwork, and really gets students' juices going—or in the jargon of instructional design, "involves active, engaged learning experiences." It hearkens back to the days of guilds and the apprentice model: immersion experiences integrating learning with experts and hands-on production. In the process of creating a movie, students share and build their knowledge about planning, designing, and editing films.

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

Most use P2P technologies to quickly move video segments between student computers; no need to set up Web sites to "host" interim versions. Students often use instant messaging (another P2P technology) rather than email, to quickly contact each other and share ideas about content and editing. They also get involved with reviewing, judging, and evaluating movies, learning what makes a film work.

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



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

"As learning experiences shift from a focus on reading prepackaged content to more active learning where students explore, research, problem solve, and create, the P2P capabilities of file sharing and collaboration become ingrained in the learning process. Teenagers use these types of technologies naturally and almost automatically."

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

"In "eLearning: The Rise of Student Performance Content" (CT, March 2006), I suggested that there are three main types of content in any eLearning course: prepackaged authoritative content, usually from a publisher; guided learning materials developed by the faculty and customized to current learners; and spontaneous performance content developed by the learners themselves, in the process of learning. Students' CMF films are indeed examples of performance content—and some of that content might have staying power."

Neomillennial Learning Styles

Planning for Neomillennial Learning Styles: Implications for Investments in Technology and Faculty
Chris Dede, Harvard University

- Blended/personalized places (not specialized computer labs)
- Mobile wireless computing
- Avatars and personal agents
- Smart objects
- Virtual worlds
- Augmented reality



Stand and Share: Top Three

Technology Trends: Podcasts and Wikis and Blogs, Oh My!!!!



Trend #1: Blogging (75,000 new blogs each day, USA Today, March 27, 2006)

Quarter	Blog Population	Hosted Blogs Created	Growth Rate
Q1 2000	29,500		
Q2 2000	66,100		
Q3 2000	115,000		
Q4 2000	197,000		
Q1 2001	352,000		
Q2 2001	625,000	136,000	-
Q3 2001	951,000		
Q4 2001	1,200,000	958,000	806%
Q1 2002	1,570,000		
Q2 2002	2,140,000	2,160,000	126%
Q3 2002	2,570,000		
Q4 2002	3,070,000	5,010,000	131%
Q1 2003	3,730,000		
Q2 2003	4,680,000	10,300,000	105%
Q3 2003	6,780,000		
Q4 2003	7,300,000		
Q1 2004	9,620,000		
Q2 2004	12,000,000		
Q3 2004	16,200,000		
Q4 2004	21,000,000		
Q1 2005	31,500,000		
Q2 2005	37,800,000		
Q3 2005	45,200,000		
Q4 2005	53,400,000		

Scholars who Blog, Chronicle of Higher Ed, (Glenn Reynolds, instapundit.com; Stephen's Web, www.downes.ca)

Not Just an American Phenomenon



Tuesday • October 10 • 2005

China says number of blogs tops 34 million with 55 million regular readers

Canadian Press

Tuesday, September 26, 2006

BEIJING (AP) - The number of blogs in China has topped 34 million, more than 30 times as many as the country had four years ago, news reports said Tuesday.

Some 17.5 million people in China consider themselves Web log writers, while 55 million regularly read them, newspapers and the Xinhua News Agency said, citing a report by the government's China Internet Network Information Centre.

Web logs are hugely popular in China, where the government controls all media and the Internet offers most people the only public forum for expressing opinions. Most blogs deal with pop culture, travel, family matters and other nonpolitical subjects.

Stephen Downes (2004)

"A blog...is and has always been more than the online equivalent of a personal journal. Though consisting of regular (and often dated) updates, the blog adds to the form of the diary by incorporating the best features of hypertext: the capacity to link to new and useful resources. But a blog is also characterized by its reflection of a personal style, and this style may be reflected in either the writing or the selection of links passed along to readers. Blogs are, in their purest form, the core of what has come to be called *personal publishing*. (p. 18)."

According to Linda Evarts (2003)

"Web logs — blogs for short — are the surprise wedding of the informational capacity of journalism and the speed of instant messaging....Composed of short and frequently updated postings arranged in chronological order, blogs are Web sites similar to online journals, offering information on topics ranging from foreign policy to poetry."

Brandon Hall, Chief Learning Officer Magazine, July 2006

"A blog is a Web journal containing dated entries on a given topic or scheme. They can include search, feedback from readers and links to other sites. They can be written by one person or a group. Blogs can be used to share a viewpoint, enable collaborative discussion, present new product ideas, or explain ongoing news or changes."

Tips on Setting Up a Blog

- Make list of 3-5 usernames you like
- Use a simple or creative title
- Try out administrative functions
- Post short introduction of yourself
- Share with friends (or make private)

Educational use of Blogs

For instructors

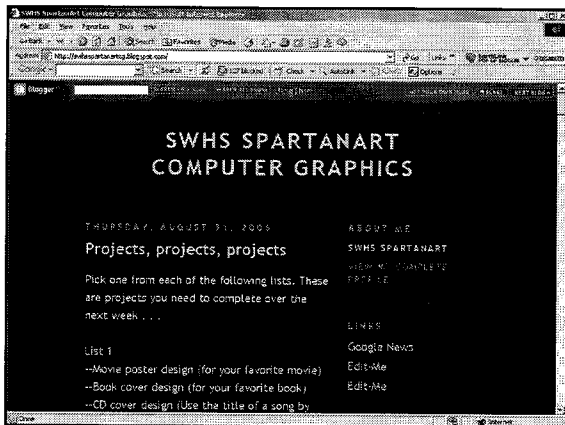
- Professional practice
- Networking and knowledge sharing
- Course management tool
-

For students

- Reflections or journals
- Dialogue with peers
- Group work
- Communicate with instructor
-

Sample Uses of Weblogs (especially English writing class)

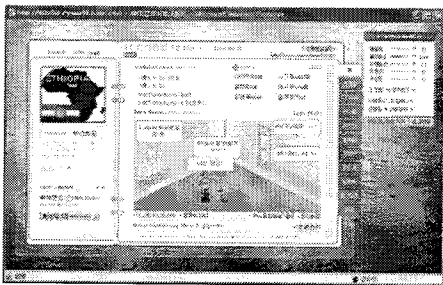
1. Instructor or Tutor blog: resources, information, space to chat
2. Learner blog: reflections, sharing links and pics, fosters ownership of learning
3. Partner blog: work on team projects or activities
4. Class blog: international exchanges, projects, PBL
5. Revision: review and explode sentences from previous posts, add details
6. Nutshell: summarize themes or comments across blogs
7. Blog on blog: reflections on feelings, confusions, and experiences with blogs



Blogger Software: You have many choices!

1. **Blogger:** <http://www.blogger.com/>
2. **Diaryland:** <http://www.diaryland.com/>
3. **Live Journal:** <http://www.sixapart.com/livejournal/>
4. **Movable Type:**
<http://www.sixapart.com/movabletype/>
5. **Pitas:** <http://www.pitas.com/>
6. **TypePad:** <http://www.sixapart.com/typepad/pricing>
7. **Xanga:** <http://www.xanga.com/>

Screen shot of Cyworld. A famous South Korean blog service.



New Pew Survey Defines Today's Bloggers Jimmy Moore, July 22, 2006

- Among the different kinds of blogs out there, here is the breakdown:
- **Personal life - 37 percent** (can you say [MySpace.com?](http://www.myspace.com/))
- **Political - 11 percent**
- **Entertainment - 7 percent**
- **Sports - 6 percent**
- **News/Current Events - 5 percent**
- **Business - 5 percent**
- **Technology - 4 percent**
- **Religion/Faith - 2 percent**
- **Health - 1 percent**

Pew Research Group New Pew Survey Defines Today's Bloggers Jimmy Moore, July 22, 2006

- **Most bloggers share their personal experiences**
- **Most bloggers write about the things they are most passionate**
- **Most bloggers write daily or almost daily**
- **Most bloggers LOVE to write and are good at it**
- **Most bloggers have a full-time job (and it's not blogging!)**

New Pew Survey Defines Today's Bloggers Jimmy Moore, July 22, 2006

- **Most bloggers are young, primarily 18-30 year olds**
- **Most bloggers have never published their writings b4**
- **Most bloggers remain anonymous using a fake name**
- **Most bloggers spend hours on the Internet per day**
- **Most bloggers are not in it to make money**

Blogs (diaries, writing)

What's New at the e-Learning Centre

New additions to the e-Learning Centre website and more ...

LINKS

[e-Learning Centre \(Main site\)](#)



A.S.B.A.L.

[Home](#)

NOVEMBER 2004

Mon Tue Wed Thu Fri Sat

1 2 3 4 5 6

7 8 9 10 11 12 13

14 15 16 17 18 19 20

21 22 23 24 25 26 27

28 29 30

[s, Tips and tricks for teaching online. How to teach like a pro!](#)
[Main | e-Learning Centre | Introduction to e-Learning | e-Learning | e-Learning | e-Learning | e-Learning](#)

Monday, October 25, 2004

How to videoblog with Blogger

"Almost everyone who owns a computer has the ability to add and publish video. Several hundred thousand people already have photoblogs and there are more than 1.5 million text-bloggers. How come there are so few videobloggers around? Is it really that hard to make a videoblog? No, in fact it has become pretty easy, but in order to help you start this tutorial will show you how to become a videoblogger using Blogger!"
 Tutorial by Steve Hoar and Jon Hoar, Arts and Media Dept, Norwegian University of Science and Technology, October 2004.

[How to videoblog with Blogger](#)

RECENT POSTS

[Make Training Activities Fun!](#)

[Education used to make education work.](#)

[So why are the cost effectiveness of online e-Learning?](#)

[So why are the cost effectiveness of online e-Learning?](#)

[So why are the cost effectiveness of online e-Learning?](#)

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[So why are the cost effectiveness of online e-Learning?](#)

Vlogging (Video Blogging)

SI 36 Pundet Marching for Immigrant Rights



SI 36 Pundet Marching for Immigrant Rights protest, the first since in Cambridge and Boston, Massachusetts. The video follows a group of 1,000 protesters from March 22 to March 24 and along their Assembly March to Boston Common. I find the story for India's edition of Rockbottom.



Posted by sariya at 11:23:28 GMT+05:30

[SI 36 Pundet Marching for Immigrant Rights](#)

April 1st, 2004

Labels:

Adventure Blogging (Ben Saunders, Mark Fennell)



the sarco transarctic expedition (2004)

Ben Saunders
 Mark Fennell
 2004-2005
 Arctic
 1000 miles
 100 days
 10000 miles

Adventure Blogging

MountEverest.net

Everest & Himalaya wrap-up: Italians approaching Annapurna's summit!

Annapurna

Italians: Summit push ON

Images

Labels: Everest, Himalaya, Annapurna, Summit, Push, ON

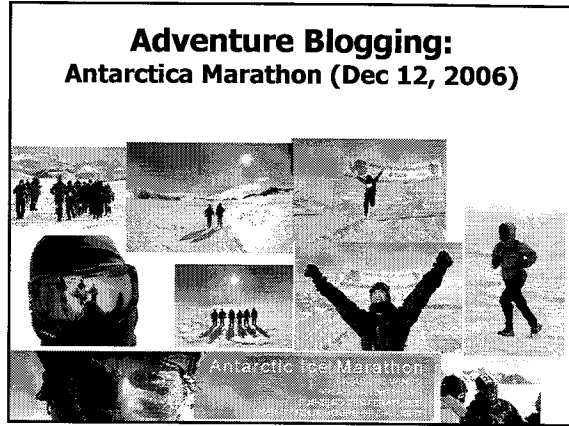
Labels: Everest, Himalaya, Annapurna, Summit, Push, ON

Adventure Blogging: North Pole Marathon



North Pole Marathon

- Don't let this experience of a lifetime pass you by. **REGISTER NOW** for the North Pole Marathon. For the race fee of EUR €9,300, Polar Running Adventures will provide athletes with accomodation in Spitsbergen (Norway) on April 5th; return flights from Spitsbergen to the North Pole camp; heated tents while at the Pole between April 6th and 8th; entry to the official North Pole Marathon helicopter flights in the polar region; pictures at exactly 90N, t-shirts, medals and souvenirs; professional photos of each competitor in action; and hotel accomodation on April 8th and 9th in Spitsbergen on return from the Pole.



Antarctica Marathon

- The scheduled dates of the trip are December 10th – 18th, 2006. Places are limited and will be allotted on a first come first served basis.
- The price is US\$15,000 and includes return flights from Punta Arenas to Antarctica; accommodation and meals in Antarctica; entry to the marathon, half-marathon and ultramarathon; t-shirts, medals, and professional photos of each competitor in action.



Blogs at Work

Warning: Your clever little blog could get you fired

8.5 million bloggers in USA

57% are male

48% are age 30

42% have college degrees

39% have college degrees

82% are in the workforce

Employers catch on to workers' Web logs, and s

Cover story

Employers are catching on to workers' Web logs, and some are firing them. A new survey shows that 82% of workers who blog are in the workforce, and 39% have college degrees. The survey also found that 57% of bloggers are male and 48% are age 30 or older.

Business Conference Blogs

OPEN adventures
Oct 18-21, 2005

3 blogs, 1 event, countless insights. OPEN Adventures in Entrepreneurship October 18-21, 2005

There's a lot of buzz on the web about business bloggers and their articles by the dozens, but what's the real value of their blogs?

- Some bloggers are recognized in existing industries
- They become hubs for small business owners
- They're a great way to get feedback
- They're a great way to get started

Join us for two days, get training, practical tips and learn from the best. The program is not too big, it's just right.

Question of the day posed by Clay Shirky
What's the biggest question you have about the world of blogging and business?

October 18
Register Now! [Click here to register](#)

Business Blogs

USA TODAY ■ Home ■ News ■ Travel ■ Money ■ Sports ■ Life ■ Tech

Small Business **Startups** **Money**

GET A QUOTE: Enter symbol(s) or keywords **DJIA** 11,812.71 ▲ +75.88 **NASDAQ** 2,284.76 ▲

Blogs put businesses on Web search map

Updated 9/19/2006 10:30 PM ET [E-mail](#) [Print](#) [Reprints & Permissions](#)

By **Jim Hopkins, USA TODAY**

SAN FRANCISCO — Hunting for ways to boost revenue, a growing number of small businesses are turning to a new marketing tool: blogging.

A blog draws more traffic to a company's website because it improves search-engine results. Blogs are easier and cheaper to update and encourage customer feedback on new products and services.

SMALL BUSINESS CONNECTION: Join the blog conversation

Trend #2. Wikis

WIKIPEDIA
The Free Encyclopedia

English: The Free Encyclopedia
Deutsch: Die freie Enzyklopädie
Français: L'encyclopédie libre
日本語: フリー百科事典
Español: Enciclopedia libre
Português: A enciclopédia livre
Polski: Wpisy encyklopedyczne
Italiano: Enciclopedia libera
Eesti: Vabade arvustuste loomine

Debates about Wiki Quality

NEWS

Belatedly, Britannica lambastes Wiki

By **Genevieve**
Published: March 13, 2006, 12:00 PM ET

Encyclopaedia Britannica has announced the release of its new encyclopedia, which is a more considered approach to its content. "We will continue to turn attention away from growth and towards quality," Wales said.

The addition of the new encyclopedia has been met with a mixed response. In a December article, the author of the book "The Wikipedia Effect" argued that Britannica is a relic of a bygone era.

InfoWorld

HOME NEWS COLUMNS BLOGS PODCASTS VIDEO RESOURCES TECHNO

Wikipedia to focus on quality issues

Founder says Wikipedia needs to improve the quality of its content in the coming year

By **China Martens, IDG News Service**
August 04, 2006

Free online encyclopedia Wikipedia needs to improve the quality of its content in the coming year, said Friday.

Free IT resource "We're going to have a really strong quality initiative," Wales told attendees

Info World

By China Martens, IDG News Service August 04, 2006

- With the English-language version of Wikipedia containing close to **1.3 million articles**, the time has come to adopt a more considered approach to its content. "We will continue to turn attention away from growth and towards quality," Wales said.
- **Wikipedia and Wales have battled criticism over the accuracy of information contained in the encyclopedia, which was originally set up to allow anyone to add and edit any content on the Web site.**
- **The negative publicity reached fever pitch last year when John Seigenthaler, a U.S. journalist and former political aide, wrote an article about what he found in a Wikipedia biographical listing about himself.**

Info World
By China Martens, IDG News Service
August 04, 2006

- The defamatory content, which had sat mostly unaltered for four months on the Wikipedia site, linked Seigenthaler to the assassinations of both U.S. President John Kennedy and his brother Robert Kennedy, the U.S. Attorney General, who Seigenthaler had worked for as an assistant.
- "That was really bad, a terrible error, and we fixed it really quickly," Wales said, noting that after he appeared on CNN with Seigenthaler to discuss the incident in December, traffic to Wikipedia nearly tripled.

Brandon Hall, Chief Learning Officer Magazine, July 2006

"A wiki is a collection of Web pages that can be easily viewed and modified by anyone, providing a means for sharing learning and collaboration."

Brandon Hall, Chief Learning Officer Magazine, July 2006

"Wikis can be used to create content on-the-fly, as a repository for information and for archiving group learning. Benefits include speed, simplicity and a sense of ownership among participants."

Brandon Hall, Chief Learning Officer Magazine, July 2006

"Teams use them to track virtual team members, provide information about their roles, discuss project processes, and share knowledge and insights. Benefits include ease of collaboration, editing and access."

For Teachers New to Wikis

- Wikis are free, online writing spaces.
- Wikis use simple formatting rules, so no HTML understanding required.
- Highly collaborative composing and creativity
- Authors do not claim ownership
- Published online
- Wikis provide a history and anyone can revisit prior versions of text

For Teachers New to Wikis

- Wikis are a writing space
- Writers build upon, edit, and revise
- Power and authority reside in the community not in an individual
- Permissions can be set to limit readers and writers who participate

How use in teaching

1. Provide space for free writing
2. Debate course topics and readings
3. Share resources (websites, conferences, writing, etc.)
4. Maintain group progress journal
5. Require group or class essay
6. Have student revise Wikipedia pages
7. Write a wikibook

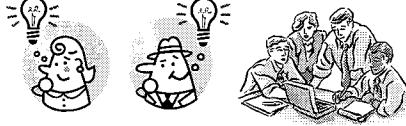
Wiki Resources/Options

- Wikipedia
- Wikibooks
- Wiktionary
- Wikiversity
- Wikispecies
- Wikiquote
- Wikinews



What is a wiki?

• What I Know Is



- collaborative web-writing
- cross class/ interdisciplinary projects
- project spaces

What is a wiki?

- Ward Cunningham, in 1995
- The name, wiki, is based on the Hawaiian term *wikiwiki*, meaning "quick"



Wiki
From Wikibooks, the free textbooks
Revision history

(Latest | Edit | View (previous 50) (next 50) | 20 | 50 | 100 | 250 | 500)

Legend: (cur) = difference with current version, (lat) = difference with preceding version, m = minor edit

02:26:45 (cur) [edit]

* (cur) (cur)	02:26, 14 February 2006	63.100.100.5	(=Page last edited by)
* (cur) (cur)	02:26, 14 February 2006	63.100.100.5	(=Page last edited by)
* (cur) (cur)	02:37, 14 February 2006	63.100.100.5	(=Page last edited by)
* (cur) (cur)	06:32, 14 February 2006	Dimitris m	(Reverted edit by 141.186.43.159 to last version by Touba)
* (cur) (cur)	06:32, 14 February 2006	141.186.43.115	(=Page last edited by)
* (cur) (cur)	06:29, 14 February 2006	7ankar m	(Reverted edit by 124.167.430.32 (Talk) to last version by Shamed)
* (cur) (cur)	06:29, 14 February 2006	194.187.130.32	
* (cur) (cur)	22:06, 13 February 2006	Shamed m	(Reverted edit by 81.126.49.54 (Talk) to last version by Shamed)
* (cur) (cur)	21:59, 13 February 2006	81.129.49.64	
* (cur) (cur)	21:57, 13 February 2006	Shamed m	(Reverted edit by 81.126.49.54 (Talk) to last version by TexasAstronaut)
* (cur) (cur)	21:55, 13 February 2006	81.129.49.64	
* (cur) (cur)	21:52, 13 February 2006	TexasAstronaut (T)	
* (cur) (cur)	21:51, 13 February 2006	81.129.49.64	
* (cur) (cur)	04:01, 13 February 2006	Guarace m	(Reverted edit by 203.10.121.81 (Talk) to last version by M-Adequate)
* (cur) (cur)	04:00, 13 February 2006	121.01.01	
* (cur) (cur)	02:12, 13 February 2006	M-Adequate (or user talk)	

Wiki Software

- Wiki software is a type of collaborative software that runs a Wiki system.
 - Java based:
<http://sourceforge.net/projects/friki>
 - Perl based (Twiki)
<http://twiki.org/>
 - PHP based
<http://www.qwikiwiki.com/>
 - PHP & MySQL
<http://www.mediawiki.org/>

Wiki farm

- A "Wiki farm" refers to a server or a collection of servers that provides wiki hosting, or a group of wikis hosted on such servers.
 - <http://www.seedwiki.com/> (public, WYSIWYG)
 - <http://pbwiki.com/> (password-protected, text editor)
 - <http://www.jot.com/> (password-protected, WYSIWYG)

How to choose?

- Source code (Text editors vs. WYSIWYG)
- Access control (password vs. open to public)
- Editing control (various levels of editing controls)
- Free vs. license fee
- RSS awareness
- Advanced features (spell-check, emoticons, blogging, polling, calendar)



TOSS THE TRADITIONAL TEXTBOOK

OPEN SOURCE EDUCATION RESOURCES CAN REPLACE STALE OLD VOLUMES.

BY GARAGE INDUSTRIES

Garage Industries is a non-profit organization that provides open source educational resources. Our goal is to create a community of educators who can share their knowledge and expertise with the world. We believe that open source education resources can replace stale old volumes. Our resources are available for free and can be used by anyone. We are currently working on a variety of projects, including a new open source textbook. We are also working on a variety of other educational resources, including a new open source courseware system. We are currently working on a variety of projects, including a new open source textbook. We are also working on a variety of other educational resources, including a new open source courseware system.

Wikibooks

NEW! ALL WIKIBOOKS IN CATEGORY [E] OPEN SOURCE COLLABORATION [IN ADVANTAGE FREE 20 JULIE WIKIBOOKS CAN BE FOUND HERE

Wikibooks have
 - Flexible design
 - Flexible layout
 - Flexibility

Book of the month

The book of the month for December is *Logarithms - an interactive course for students in the computer language*.
 Vote for January - Book of the month

Collaboration of the Month

The Collaboration of the Month for December is *LL and Mathematics - a course of mathematics for students of computer science*.
 Vote for January - Collaboration of the Month

Wikijunior New Book of the Quarter

The Wikijunior New Book Project of the Quarter for the 4th Quarter of 2005 is *Wikijunior Project: Calculators - exploring the secret mathematics of the world*.
 Vote for January 2006 - Wikijunior New Book of the Quarter

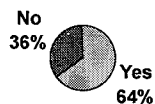
Wikijunior books

- Big Cats
- The Solar System
- Space Science
- Animals Encyclopedia

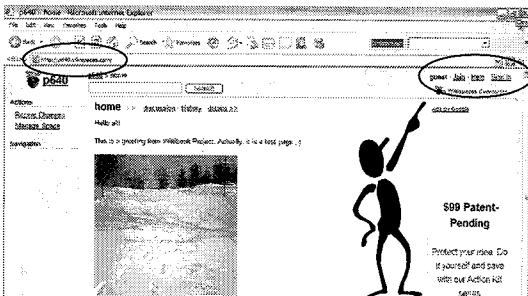
About Wikijunior

Wikibook Research

Can a Wikibook ever be completed?



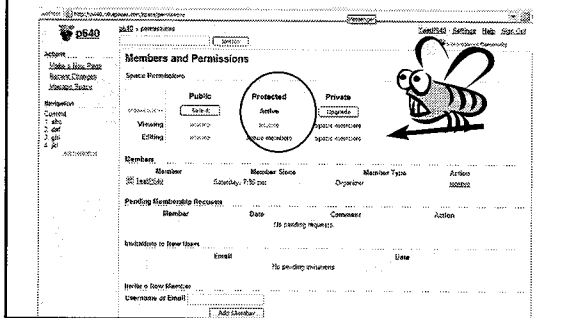
My Wikibook Project



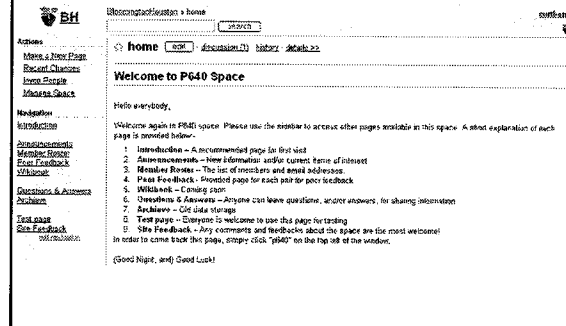
500 Patent-Pending

Protect your idea. Do it yourself and save with our ActionKit series.

Members



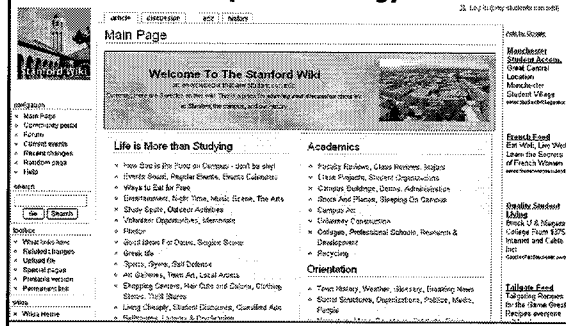
Wikibook Creation and Collaboration



Stanford Debuts Wiki of All Things Stanford October 10, 2006 Campus Technology

- Stanford University last week launched the Stanford Wiki, a spin-off of the Wikipedia Web encyclopedia. It will focus solely on things related to Stanford.
- Stanford Wiki is the brainchild of Tristan Harris, student in computer science. "The Stanford Wiki is a place for students to share information about essentially anything they want related to Stanford," Harris told the *Stanford Report*. "It can be about their favorite professors, the best places to take people on dates, the worst dining halls, [or] good places nearby to get haircuts."

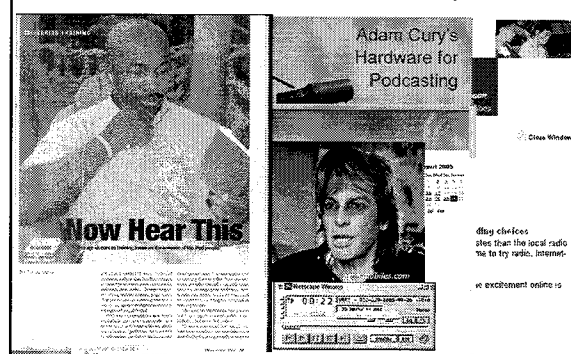
Stanford Debuts Wiki of All Things Stanford October 10, 2006 Campus Technology



MIT Launches Center for Collective (Wiki) Intelligence, October 10, 2006 Campus Technology

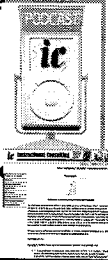
- MIT opens the doors this week of the MIT Center for Collective Intelligence (CCI), which has set the ambitious goal to understand how to harness the power of large numbers of people – connected via the Internet and other technologies – to solve a range of business, scientific, and societal problems.
- CCI Director Thomas Malone said the recent successes of Google and Wikipedia suggest that the time is now ripe for many more such systems. "Malone, author of "The Future of Work," said the Center's research will address, "how can people and computers be connected so that – collectively – they act more intelligently than any individuals, groups, or computers have ever done before?"

3. Podcasting, Webcasting, and Coursecasting (Adam Curry; www.dailysourcecode.com)



Educational Applications

1. Recordings of lectures (Coursecasting)
2. Supplemental textbook or entire book
3. Student projects
4. Interviews
5. Language lessons
6. Oral reports
7. K-12 classroom interactions
8. Downloadable library of resources
9. Recordings of performances



Apple Plans to Inhabit Living Room

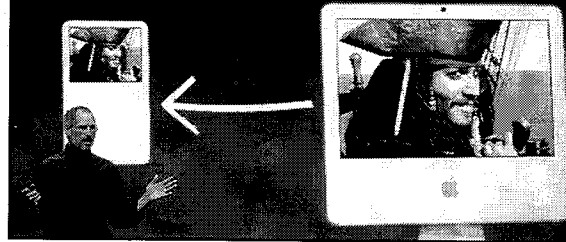
The New York Times

By JOHN MARKOFF and LAURA M. HOLSON

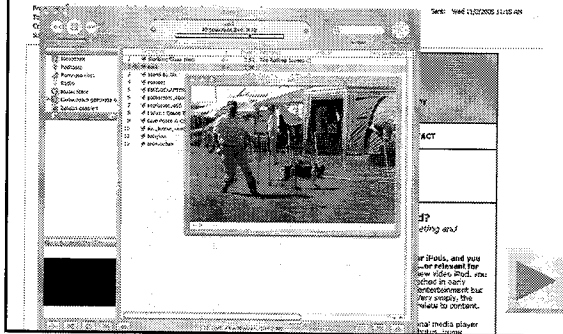
Published: September 13, 2006

Home Page | NYTimes.com | News | Sports | Business | Technology | Arts & Culture | Local | World | Health | Science | Environment | Books | Entertainment | Travel | Food & Wine | Real Estate | Classifieds | Jobs | Feedback

Technology



Vodcasting



Brandon Hall, Chief Learning Officer Magazine, July 2006

"Podcasts provide a way to distribute an audio or video episode via the Internet for playback at any time on any MP3 device or PC. Podcasts allow training in the form of event capture, new product information, sales tips, orientation, etc. to be delivered on a just-in-time, just-enough basis to anyone anywhere."

Playfuls.com July 15, 2006



- Nielsen/NetRatings announced that 6.6 percent of the U.S. adult online population, or 9.2 million Web users, have recently downloaded an audio podcast. Also 4.0 percent, or 5.6 million Web users, have recently downloaded a video podcast. These figures put the podcasting population on a par with those who publish blogs, 4.8 percent, and online daters, 3.9 percent. However, podcasting is not yet nearly as popular as viewing and paying bills online, 51.6 percent, or online job hunting, 24.6 percent.

Podcast Guides

- Short, to the point
- Not loaded with URLs and other stuff to write down--put that in the blog
- Informal, friendly, conversational

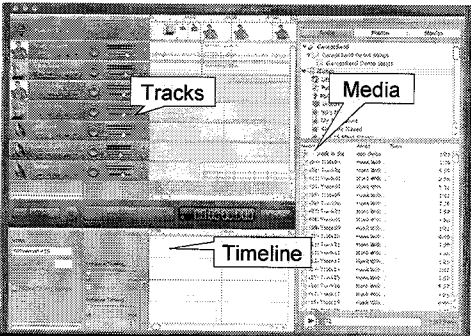
Gather (Chris Essex, 2006)

- Find content
- Collect related URLs, citations
- Arrange for interviews
- Write script
- Collect images, sound clips, "podsafe" music

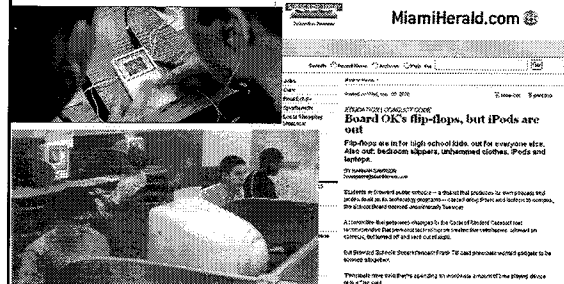
Upload (Essex, 2006)

- Create RSS file (Really Simple Syndication)
- Upload .mp3 file and RSS file to webserver
- Update website
- Enter site into directories (first time)

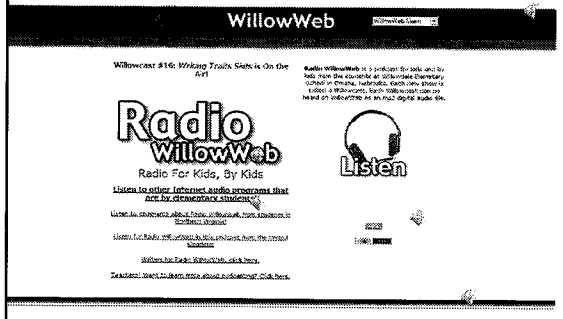
Record & Edit



Podcasts in Schools



K-12

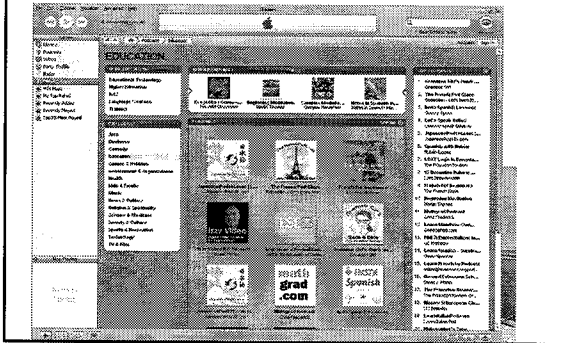


Podcasting and Coursecasting (Adam Curry; www.dailysourcecode.com)

"Just the word 'podcast' scares a lot of teachers away," Ms. Schrock said. "There are a lot of misconceptions."
 "All you need is a computer, access to the Internet and a microphone that you can buy at Toys 'R' Us," Mr. Warlick said. "I listen to podcasts on my computer." (NY Times, Jan 25, 2006)



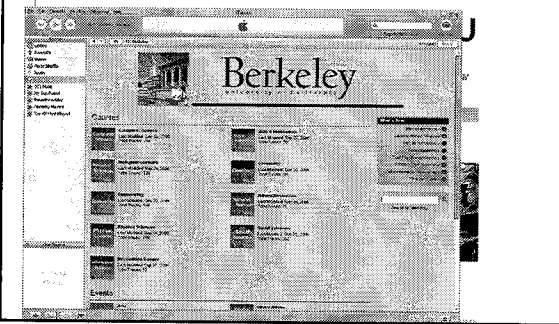
Other Languages



Podcasting <http://itunes.stanford.edu/>



Podcasting <http://itunes.stanford.edu/>



Webcasts: WorldBridges Goals

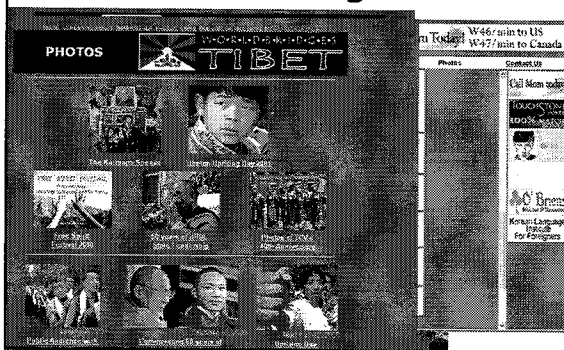
What is Worldbridges?

- Worldbridges is a network of individuals and organizations that use live, interactive webcasting and other new media technologies to help people connect, learn, & collaborate. (Webheads, Koreabridge, Worldbridges Tibet, EdTechTalk, etc.)

Goals & Values

- Our primary goal is to foster understanding and cooperation amongst the citizens of the world. We value civility and respect, open source collaboration, fair distribution of income, and a sense of world identity.

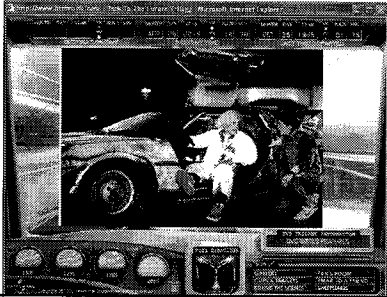
WorldBridges



Listen: iTunes, Podcast.net



What will e-learning look like in 2015???



Podcasts and Wikis and Blogs Oh My!
(Sample Chapters at PublicationShare.com
archived Talks at TrainingShare.com)



Final Task: Form 3 teams:

1. Bad "Wiki Witch" of the east
2. Beautiful Blogging Witch of the South
3. Scarecrow: Podcasters

