



A New Generation of Learning

What's Up, What's in Store & What's at Stake

Baby Tests

Mess Test

- **Obtain a 55-gallon box of Legos. (If Legos are not available, you may substitute roofing tacks or broken bottles.) Have a friend spread them all over the house. Put on a blindfold. Try to walk to the bathroom or kitchen. Do not scream (this could wake a child at night).**

Baby Tests

Feeding Test

- **Obtain a large plastic milk jug. Fill halfway with water. Suspend from the ceiling with a stout cord. Start the jug swinging. Try to insert spoonfuls of soggy cereal (such as Fruit Loops or Cheerios) into the mouth of the jug while pretending to be an airplane. Now dump the contents of the jug on the floor.**

Baby Tests

Financial Test

- **Go to the nearest drug store. Set your wallet on the counter. Ask the clerk to help himself. Now proceed to the nearest food store. Go to the head office and arrange for your paycheck to be directly deposited to the store. Finally, learn to enjoy the clothes in your closet today; you'll likely have the same wardrobe when your children graduate from college.**

Baby Tests

Grocery Store Test

- **Borrow one or two small animals (goats are best) and take them with you as you shop at the grocery store. Without using a leash on the animal(s), try to complete your shopping while keeping them in sight and under control. Pay for anything they eat or damage.**

Baby Tests

Physical Test (Women)

- **Obtain a large bean-bag chair and attach it to the front of your clothes. Leave it there for 9 months. Now remove 10% of the beans.**

What's Up

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



What's Up

- 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, 3X as likely to use Social Networking Sites
- 41% HH Broadband (up from 29% in 2004)
- 75% HH Mobile Phones
 - *Data to phone: 45% NetGen, 27% GenY, 17% Boomers*
- 91% HH use a Search Engine once a week

What's In Store



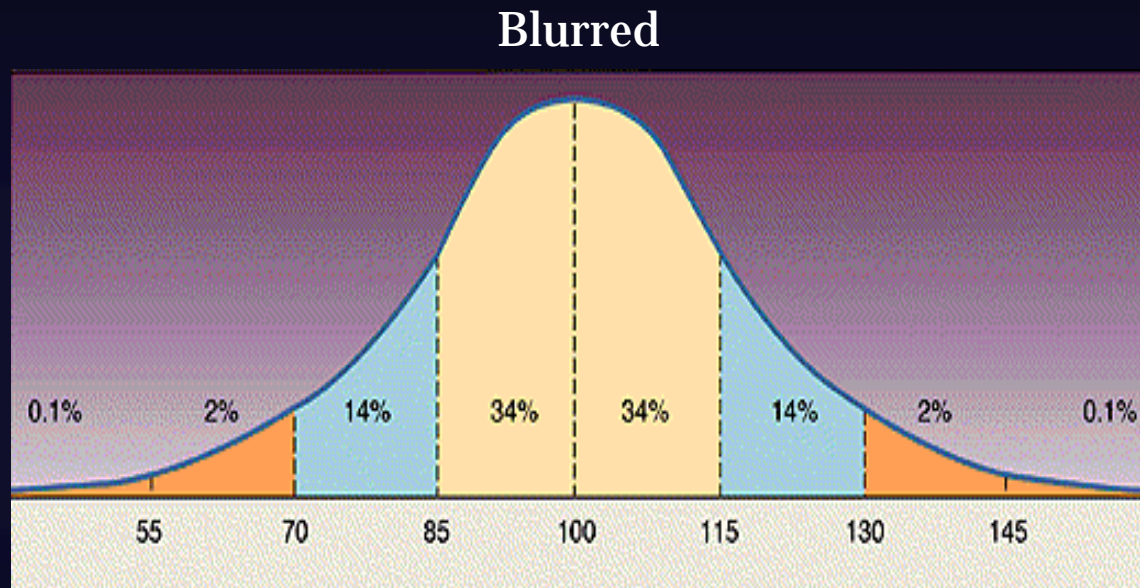
- Attract, Serve, Retain, & Engage
- Visioning
- Planning
- Fundraising
 - *Capital Funds*
 - *Operational Funds*
 - *Maintenance Plans*
- Sustainable Learning Environment

What's In Store

- **Blurring and Blending**
- **Mobility Galore**
- **Gaming**
- **Social Networking**
- **High-Impact Presentation/Engagement Technologies**
- **Analytics, Diagnostics, and Evidence-Based Education**
- **The Human Touch**

Blurring and Blending

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



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

FlexNet®

< Previous | Play Again | Next >

Click To Advance

Blending In-Class and Online Instruction

FlexNet®, at University of Phoenix, combines the flexibility of the online classroom with the traditional campus classroom structure.



You will meet in an on-campus classroom the first and last week of a course. The class weeks in between will be conducted in the online virtual environment.

FlexNet®

The Online Education With ClassSM

Mobility Galore



The screenshot shows the Apple Education Products page. At the top is a navigation bar with links: Apple, Store, iPod + iTunes, .Mac, QuickTime, Support, Mac OS X. Below this is a secondary navigation bar: Hot News, Get a Mac, Hardware, Software, Made4Mac, Education, Pro, Mac@work, Developer, Where to Buy. The main header includes 'Apple Education Products' and icons for K-12, Higher Education, Students, Products, Resources, Community, and Shop. A sub-navigation bar lists 'iPod in Education', 'iTunes in Education', 'Podcasting in Education', and 'iTunes U'. The main content area features a large image of iPods with the text 'iPod in Education Learning to go.' Below this is a section titled 'See. Hear. Learn on the go.' with a paragraph about expanding curriculum. To the right is a 'Shop Now at the Apple Store for Education' button. Below that is a search bar and a 'Create' section with the text 'Enable creative expression with iLife '06.'. At the bottom right is a 'Resources and Success Stories' section with a link to 'iPod in Education News & Profiles'.

Apple Education
Products

K-12 Higher Education Students Products Resources Community Shop

iPod in Education iTunes in Education Podcasting in Education iTunes U

iPod in Education

Learning to go.

See. Hear. Learn on the go.

Apple enables educators to expand their curriculum to meet the mobile and media-rich learning styles of today's students. iPod extends teaching and learning beyond the normal classroom hours, allowing students to easily and continuously learn. iTunes and iLife let them access, create, share, and communicate knowledge, and iPod provides students the ability to learn as they live — on the go.

Follow the leaders.

Many educators are already using iPod in their curricula with great results. They're integrating audio and video content including speeches, interviews, artwork, music, and photos to bring lessons to life. By using the iLife suite of multimedia applications, educators and students can create their own iPod content. In all, it's a great way for educators to create, organize, and distribute content. All of which add new and exciting dimensions to learning.

Engage individual learners.

iPod allows educators to more easily engage and match the individual needs of diverse learners. It can be an essential tool in helping students acquire new skills and improve their academic achievement. With iPod, educational institutions can deliver better on the promise of preparing all learners for life in the 21st century.

Shop Now
at the Apple Store for Education

Search Education

iPod in Education

Create

Enable creative expression with iLife '06.

Resources and Success Stories

[iPod in Education News & Profiles](#)



Mobility Galore

BlackBerry Pearl. Small. Smart and Stylish.

BEAUTY INSPIRATION FUNCTION

Gaming



Gaming

Who PLAYS Computer and Video Games?

69%

of American heads of households play computer or video games.

The average game player age is:

33

AGE
OF GAME PLAYERS



31.0% under 18 years
44.0% 18-49 years
25.0% 50+ years

In 2005,

25%

of gamers were over the age of 50.

How Many Gamers Play Games Online?

44% of most frequent game players say they play games online, up from 19% in 2000.

Who Plays Games Online?

58%
of online game players are male.

42%
of online game players are female.

The Top Four Reasons Parents Play Video Games With Their Children:

Because They're Asked To 79%

It's Fun For The Entire Family 75%

It's A Good Opportunity To Socialize With The Child 71%

It's A Good Opportunity To Monitor Game Content 62%

Gaming

"Games are widely used as educational tools, not just for pilots, soldiers and surgeons, but also in schools and businesses.... Games require players to construct hypotheses, solve problems, develop strategies, learn the rules of the in-game world through trial and error. Gamers must also be able to juggle several different tasks, evaluate risks and make quick decisions.... Playing games is, thus, an ideal form of preparation for the workplace of the 21st century, as some forward-thinking firms are already starting to realise."

– The Economist, August 4, 2005

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, 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



Social Networking

**facebook** [login](#) [register](#) [help](#)

Welcome to Facebook!

Facebook is an online directory that connects people through social networks at schools.

The site is open to a lot of schools, but not everywhere yet. We're working on it.

You can use Facebook to:

- Look up people at your school.
- See how people know each other.
- Find people in your classes and groups.

[Login](#) [Register](#)



WHAT IS SECOND LIFE? | [SHOWCASE](#)

JOIN NOW

MEMBERSHIP IS FREE

SECOND LIFE IS A 3D
ONLINE DIGITAL WORLD
IMAGINED, CREATED, & OWNED
BY ITS RESIDENTS.

BUY & SELL LINDEN DOLLARS

OWN VIRTUAL LAND

REFER FRIENDS

VIEW
INTERACTIVE
MAP

[Home](#) | [Browse](#) | [Search](#) | [Invite](#) | [Join](#) | [Help](#) | [Blog](#) | [Feedback](#) | [Forum](#) | [Groups](#) | [Events](#) | [Videos](#) | [Place](#) | [Click here](#)

Mchenry County College

Grade your professor
[Start grading now!](#)

Just Added
David
[Rate your professor?](#)

Moderator
[Rate your moderator?](#)

Alumni

 Stephanie	 Wartello	 Ben	 Greg	 ~Sophistica..
 Laura	 Steven	 Paul	 I "The Law"	 Michael
 Kramer	 Mark	 Ralphieboy	 Theresa	 Ashlea

Social Networking

WIKIPEDIA

English

The Free Encyclopedia
1 032 000+ articles

Deutsch

Die freie Enzyklopädie
372 000+ Artikel

Français

L'encyclopédie libre
256 000+ articles

Polski

Wolna Encyklopedia
221 000+ haseł

日本語

フリー百科事典
193 000+ 記事



Nederlands

De vrije encyclopedie
150 000+ artikelen

Svenska

Den fria encyklopedin
145 000+ artiklar

Italiano

L'enciclopedia libera
145 000+ articoli

Português

A enciclopédia livre
122 000+ artigos

Español

La enciclopedia libre
102 000+ artículos

search • suche • rechercher • szukaj • 検索 • zoeken • sök • ricerca • busca • buscar



What It's All About

Administrators

Faculty

Students

iTunes U: the campus that never sleeps.

Education evolves.

See it for yourself.

Browse the iTunes U sites in the iTunes Store.



[Go to iTunes U in the iTunes Store](#)

big ^{BETA}
think

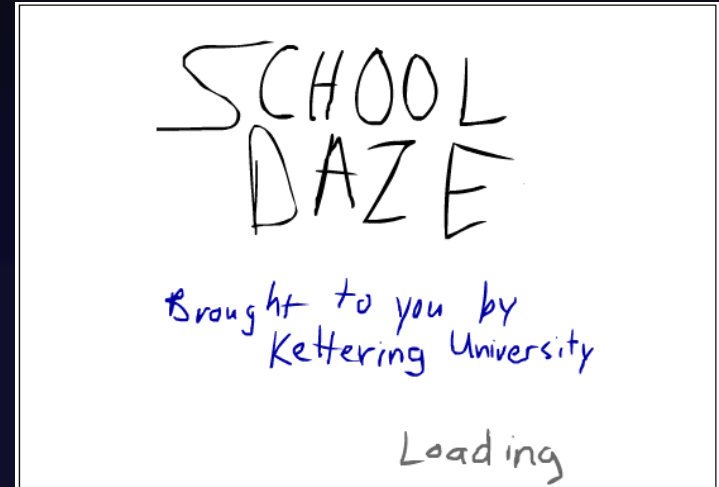
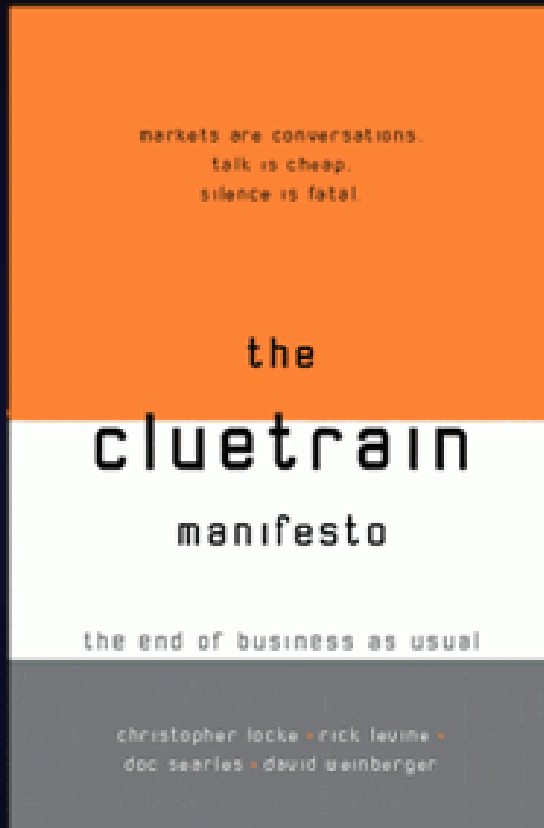
WE ARE WHAT YOU THINK

The brilliant ideas network,
bringing you video discourse,
discussion and debate on
politics, technology, business
and culture.

F  RA.tv ^{BETA}

THE WORLD IS THINKING

Social Networking





High-Impact Presentation/ Engagement Technologies



3D Displays See 3D without the glasses.



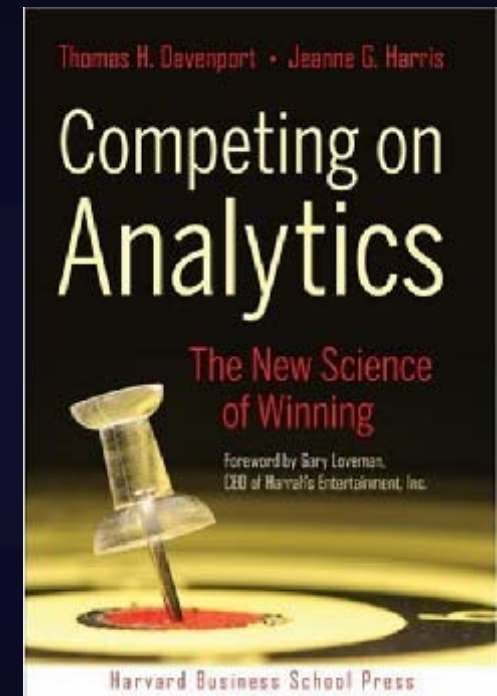
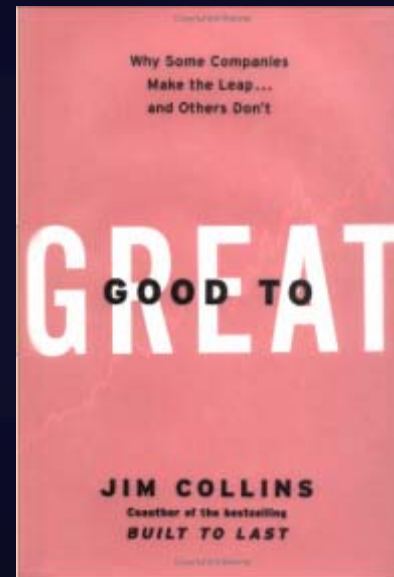
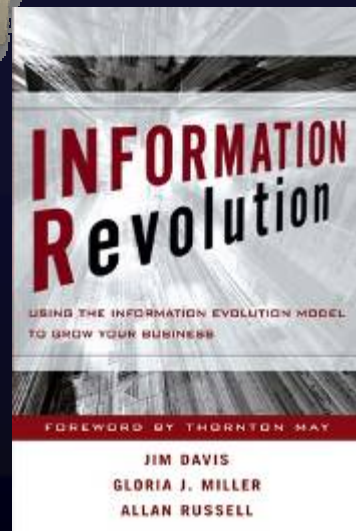
You won't believe your eyes!

It's finally here - full 3D without the need for glasses or any special viewing apparatus.

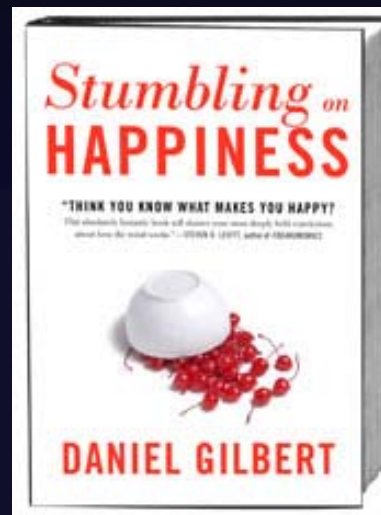
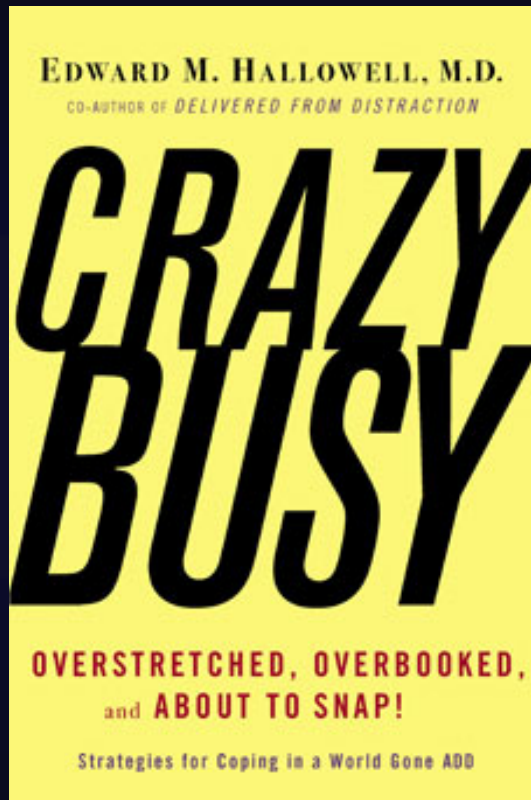


Qwizdom®

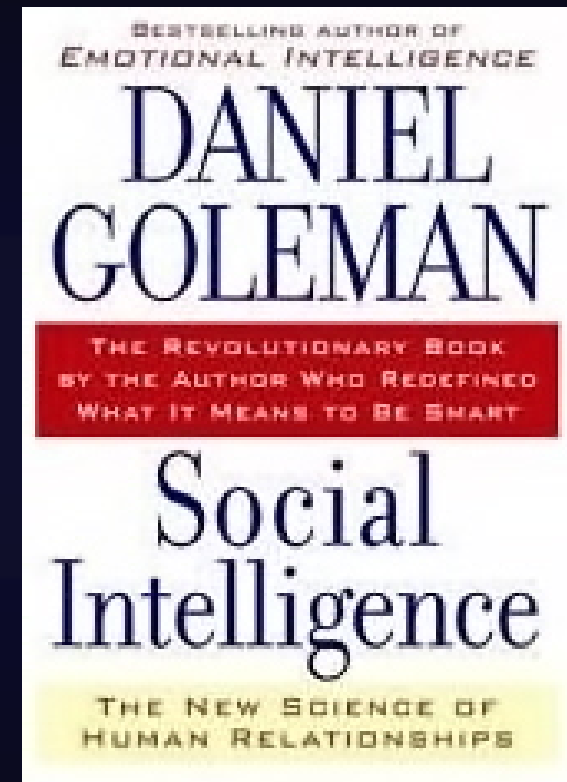
Analytics, Diagnostics, and Evidence-Based Education



The Human Touch



Balance



What's In Store

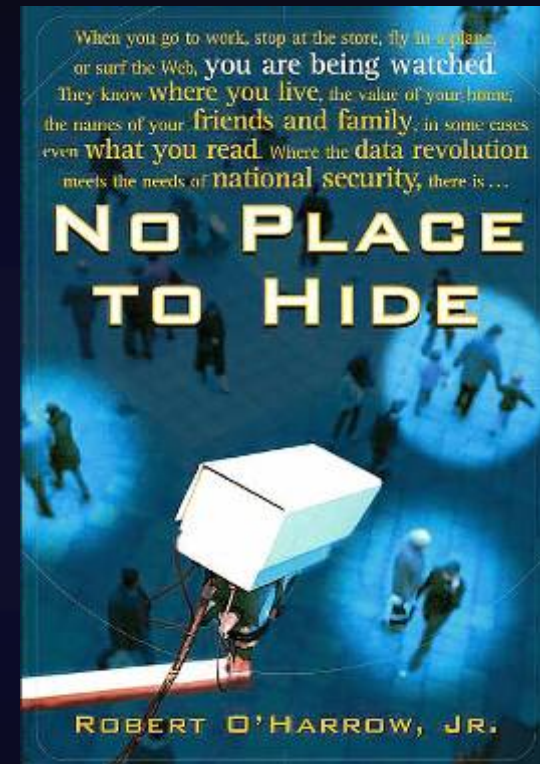
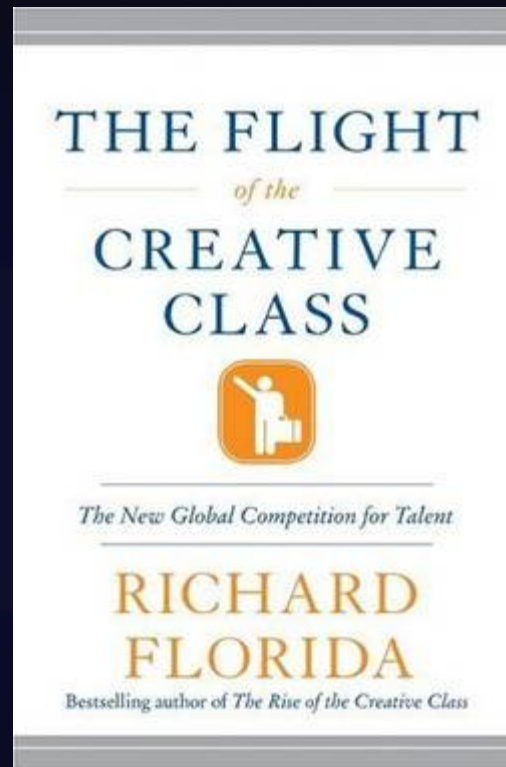
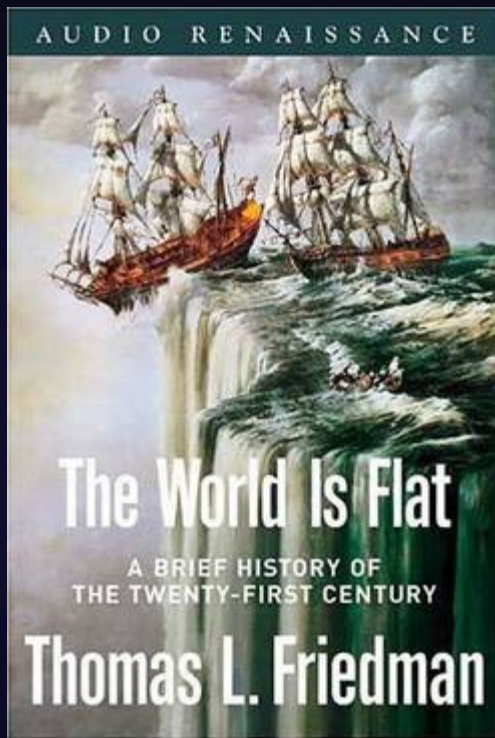
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What's in Store



<http://www.networkforgood.org/>

<http://www.splcenter.org/intel/map/hate.jsp>

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