

Collaboratory for Interactive Learning Research (C.I.L.R.)

Dept. of Curriculum & Instruction, COEHS Southern Illinois University Carbondale Carbondale, Illinois, U.S.A.

My Expertise in the Area

- From Gatekeeper (approve technology use) (ministry)
- » Trainer (ministers, principals)
- » Coordinator (train other teachers)
- » Technology Advocate (teach future leaders)
- My expertise will be in analyzing new / emerging technologies for integration into future learning
 - Internet » Browser, web design » information » e-Learning
 - Personal Digital Assistants (PDA) » iPod » Podcasting » Mobile Learning

 - Web 1.0 » Web 2.0 » content management & delivery » (online) Learning Management Systems

Technology & Education

Technology funding to help schools acquire ICT

- computer lab, projectors, computers in every classroom
- Upgrade schools in several phases (some new school, some old schools)

Train the people

- in-service to soften resistance
- pre-service to prepare future leaders
- (from teachers to administrator/principals to students)
- Putting technology in teachers' hands does not means they will knowing how to use ICT (Buy-in is necessary)

How to use technology *appropriately* & *effectively* in and for education?

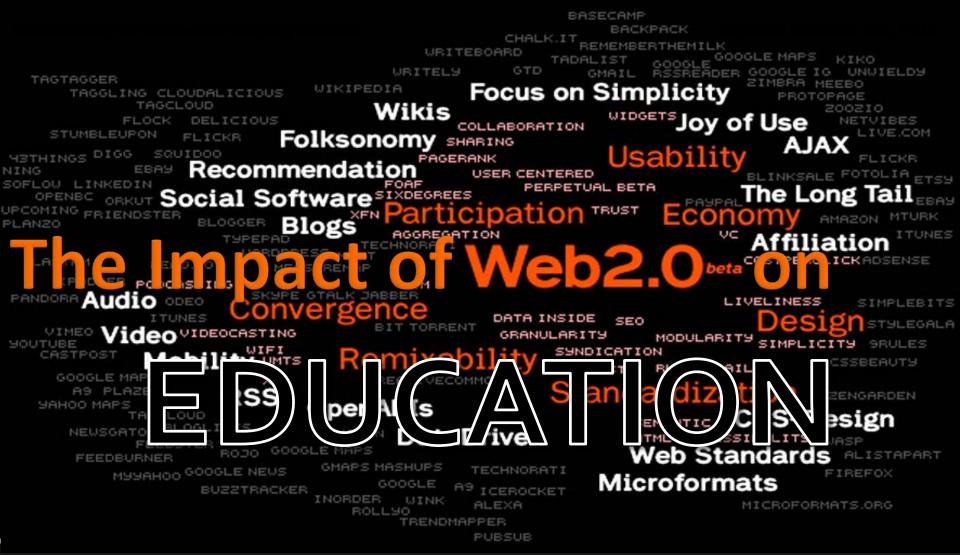
Educational Technology

- Educational Technology => Instructional Technology => Learning Technology (new name)
 - Analyze, Design, Develop, Implement, Evaluate (learning materials/methods/technology)
- Teacher Adoption by changing oneself to modeling:
 - From Technophobia » Comfortable about learning
 - From use » mastery » integrate » innovate
 - Model the (proper) use of technology (teachers/student)
 - Involves changing habits: helping them understand and see the value, and modeling its use



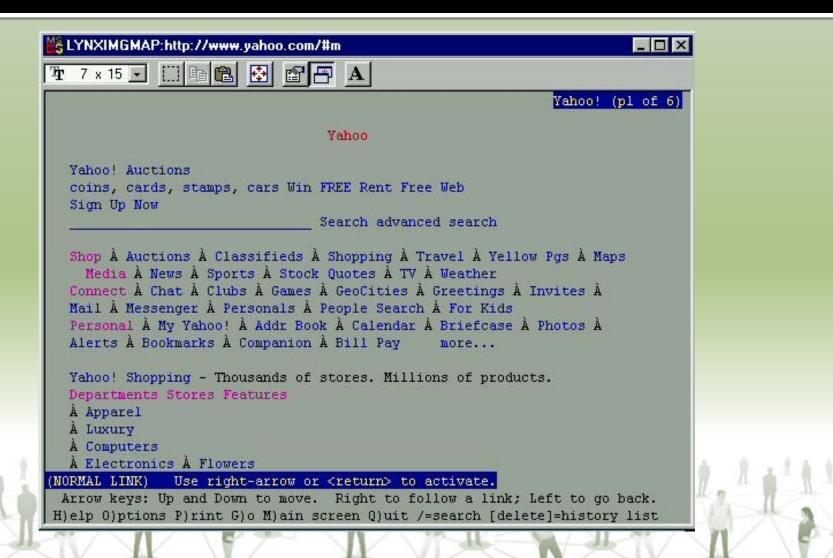




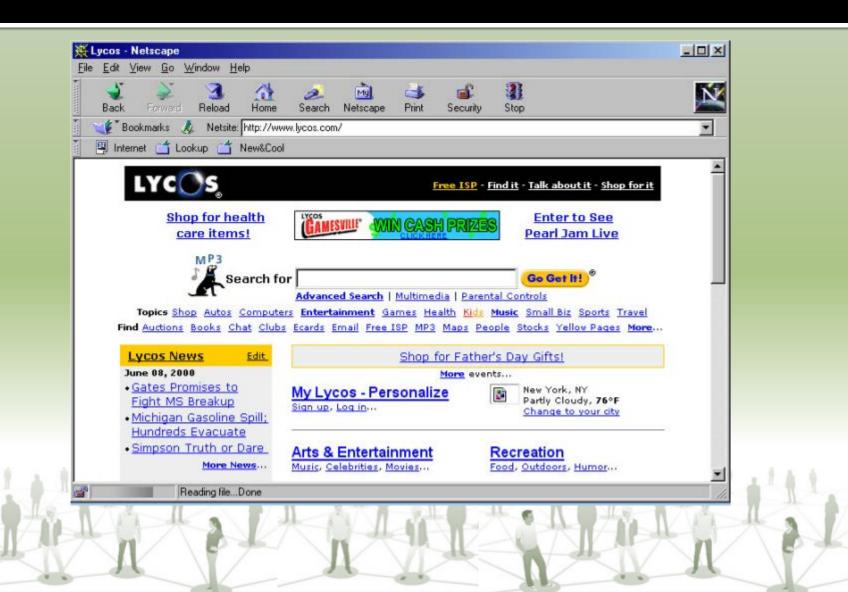




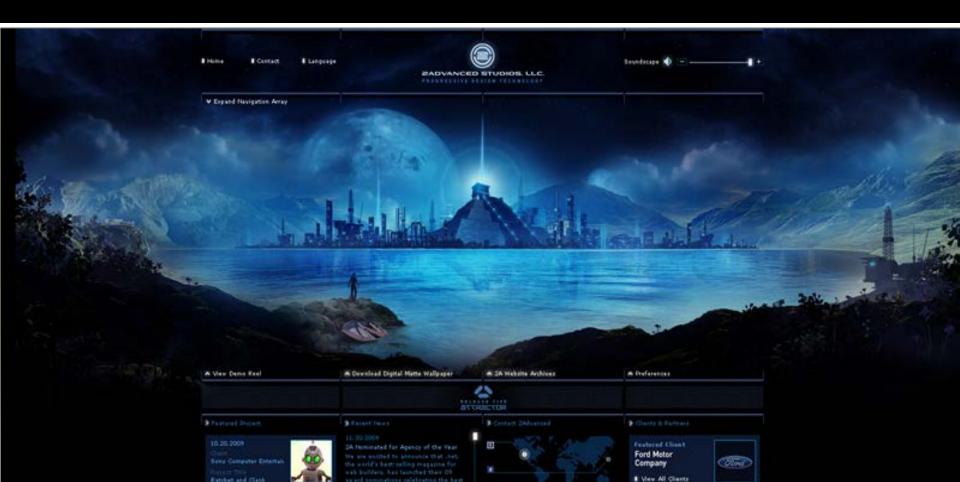
Early Web: Text Only...



Colored Text & Graphics...



Fancy Web



SAbranced Studies, USA

http://2advanced.com/

The Gnomon

View All Partners

Workshop

A launches the phase 3 weekawl of the archest and classic plobal franchise pite.

Launch Project

2A Legacy iPhone Mallpapers If More Details

a are proved to reference a set of 14 controduction 74 concernments

of the Year, Read More

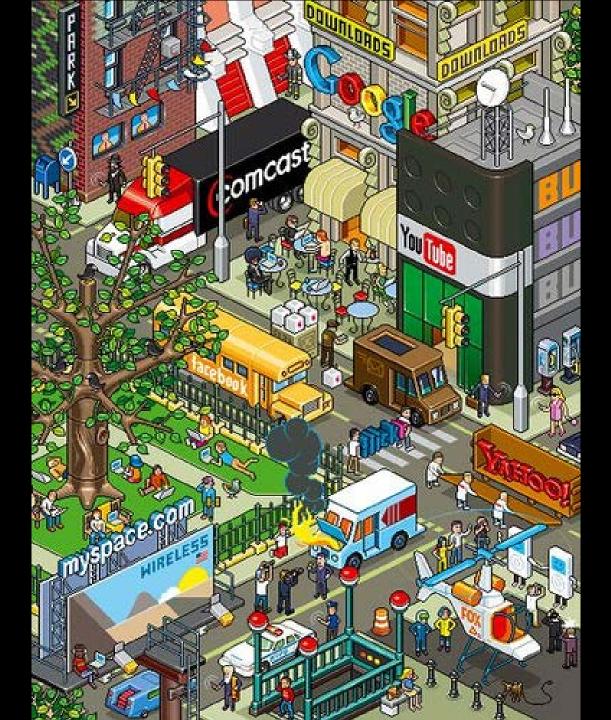
Web 1.0

- From text » graphics » multimedia:
 - "Web as Information Source"
 - users are not in control of the content
 - Not very interactive
 - Flash was added as an interaction "catalyst"
 - The furthest it can go is Flash as contents
 - Governed by business model: Pushed or Pulled contents
 - Good analogy: books » comics » Film/TV
 - It is presentation (let me show you my "product")

Web 2.0 (beta)

- A Web 2.0 _{beta} site is:
 - "Web as Participation"
 - Contents are controlled (even contributed) by users
 - Interactivity from the users' point of view users interact with one another
 - Collaborative users can change the content
 - Instead of TV watching, it is Wii Fit (or Monopoly night) have fun together with family and friends
 - It's forever "beta"! we are testing a new and innovative idea, try it! (it's not perfect yet, we are experimenting)

E. tern 6 1 with iving



Internet2, NOT!

Web 2.0 IS NOT Internet2!

- http://www.internet2.edu/
- I2 operates on optical network
 - Superfast speed Internet2 (about 100x faster than current Internet) – for bandwidth intensive research (100Gb/s)
 - Launched in 1996, Internet2 is the foremost U.S. advanced networking consortium
 - Led by the research and education community
 - More than 200 U.S. universities
 - 70 leading corporations
 - over 50 international partner organizations
 - 45 government agencies, laboratories and other institutions of higher learning

Characteristics of Web 2.0 sites

- Web 2.o sites should have the following characteristics:
 - Information Sharing
 - Inter-operable
 - User-centered Design
 - Collaboration



In this invaluable resource you'll find a host of Web 2.0 tools available on the Internet today, plus teaching and learning strategies to use them in the K-12 classroom. Language arts, science, and social studies unit lesson plans included in each chapter exemplify topics at the elementary, middle, and high school levels. Each chapter focuses on a specific Web 2.0 tool:

- · Blogs-high school science study
- · Podcasts-immigrant topic for the elementary classroom
- · Wikis-learning about novels in high school
- · Video/digital storytelling about energy
- Google tools (e.g., Google Earth, Maps, Docs)—current events in social studies
- · VoiceThread—language learning for non-native speakers
- · Social bookmarking-Earth Day projects

Each chapter incorporates a glossary; a description of the particular tool; examples of its use in the K-12 curriculum; how to get started, and a unit plan focused on learning strategies. Exercises in each chapter reinforce the concepts. Readers get a complete listing of all Web sites mentioned plus access to a Web site for exercises, new URLs, and more. Teachers will want to check this out of your library too!

ISBN: 978-1-55570-653-1. 2009. 6 x 9. 189 pp. Book & Companion Web Site. \$59.95.

Examples of Web 2.0 Services

SERVICES

- Blogs
- Wikis
- Hosted services
- Web applications
- Social-networking sites
- Video-sharing sites
- Content Management
- Online chat/game

EXAMPLES

- WordPress, Blogspot
- Mediawiki, Tikiwiki
- Slideshare, Twitter
- TinyMCE
- Facebook, LinkedIn
- YouTube, Vimeo
- Drupal.org [Drupal]
- SecondLife, Runescape

Blogs & Wikis

- Blogs, wikis and RSS are often held up as exemplary manifestations of Web 2.0
 Blogs provide their users with tools to add
 - Blogs provide their users with tools to add comments
 - 76% of bloggers write for personal satisfaction (ranting)
 - List your blog at the Blog Directory@Technorati
 - E.g. Blogspot, Wordpress
- Wikis provided their users with tools to edit (each other's) contents
 - E.g. Tikiwiki, Mediawiki

Blog (weblog)



de http://www.kotaku.com Recent iPhone Game Sells Extra Lives Through In-App Store [iPhone] Popular touch title Parachute Panic recently updated their iPhone and iPod Touch game with an



Joystig

interesting

It http://www.joystiq.com Recent: Tosh.0 giving 'N64 Kid' a second chance It was with awkward trepidation that we first approached Comedy Central's Internet content-laden Tosh 0 -- .



Just Jared

8 http://www.intered.touzznet.com Recent: Ke\$ha Takes TiK ToK to London Los Angeles singer KeSha works out some killer metallic accessories as she takes her debut solo release *



PlayStation.Blog If http://blog.us.playstation.com

Recent: The Play Station Recap Okay, about my avatar. I lost a bet, I'm a Dodgers fan, leff's a Phillies fan. You can figure the rest out .



Splash Page

O http://spiashpage.ntv.com Recent: Mixing 'Thor' With 'Avengers,' A 'Harry Potter' Comic (Sort Of), And 'Spider-Man 4'-It's The Back-Issue Bin! A slow week this time around, but it ended with a big

post. Three of the Top 10 stories involved Brian



XBOX PLAYSTATION NINTENDO

Carving Contest

1 day ago on Joystig Playstation: SCEA ad campaign continues with Ratchet & Clank (with bonus montagel)





Review: Brutal Legend

Xbox Dashboard Update A Boy and His Blob

Review:

Uncharted 2 exceeding sales expectations, DLC coming "before the end" of 2009

hy Ben Gilbert (Oct 232d 2009 at 630PM) [Branker] FlayStation



Breaking news Uncharted 2 exceeding sales expectations, DLC

coming 'before the end' of 2009 Rumor: Eight minutes of

footage of the Xbox's Sky Player

PS3's Dragon Age: Origins back on track for Nov. 3

Xbox division a bright spot on Microsoft's quarterly report

Unedited Left 4 Dead 2 refused Aussie classification for second time

tithat you're minning from: Nintendo

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Featured stories

LGJ: Revenge of the

JBO: Joystig Box Office,

October 19 - October 23

Joystiq Podcast 114 -

Joyswag: Carve a

GameFly releases

pumpkin, win a

pile-o'-games

Funny last names edition

'GameCenter' iPhone app

Regulators

Oh, the huge manatee! Monkey Island Episode 3 on WilWare this Monday

European Nintendo downloads: Protothea finally arrives for some reason

No More Heroes: Desperate Struggle trailer introduces one more hero

Ignition now publishing Arc Rise Fantasia

USK predicts a Muscle March to Germany

Read more at Nintendo Joystig.com -+

Tropico 3 for Xbox 360 moved to 'early 2010'

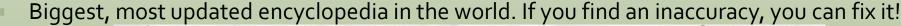
Xbox 360 Fancast 139 -- Back in Time

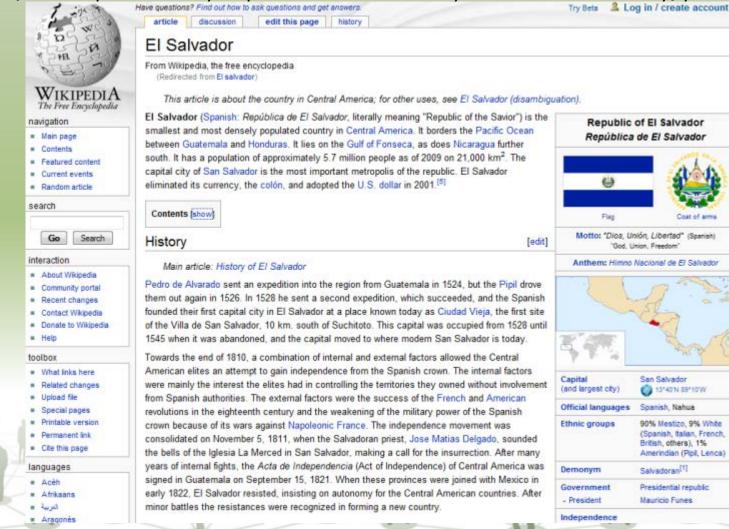
PSA: Army of Two, Midnight Club, Sonic Unleashed now on demand

There's a Battle Rifle in ODST after all

Wiki







Facebook (Social Networks)



 Keeping in touch with old friends and making new ones...

He two-timed me on Facebook. But our divorce will be for real

Georgina Hobbs-Meyer discovered her husband had had cyber sex. Now she has two warnings for users of social networking sites: your whole life can be exposed - and don't get dumped online

Georgina Hobbs-Meyer guardian.co.uk, Saturday 31 January 2009 14.58 GMT Article history



Georgina Hobbs-Meyer: Their lusty emails touched on poetry, but were infused with textspeak.' Photograph: Jessica Zamora-Turner/Observer

My mother emailed me last week to tell me she had joined Facebook. We don't chat on the phone: we email. Soon I expect she will want to poke 😑 🖂 🥿 😫 A larger (smaller Life and style Relationships · Divorce Technology Facebook Money Divorce Observer UK news More features Related 23 Aug 2009 Italian PM's wife speaks out over divorce from 'ridiculous' Berlusconi 2 Jul 2009 £150m heiress wins prenup victory in appeal

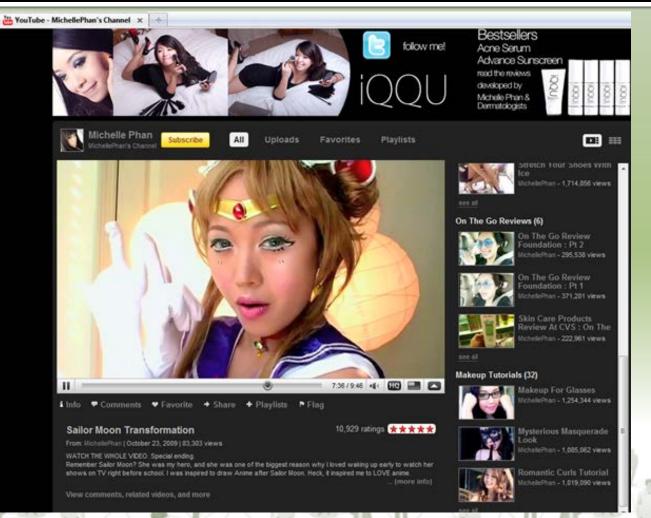
b Buzz up!

LinkedIn (professionals)

lore People Searc	ch: Enginee	r at IBM - Internet - Senior Cons	utant Search People 💌			
Home		People				
Groups		Rick West 🕦				
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Contacts	۲		University 🖻			
Inbox Applications		Education	The University of University University see al			
Add Connection	ns	Recommendations	1 person has recommended Rick			
		Connections	90 connections			
		Websites	My Website My Blog			

Professional networking group

YouTube/Vimeo



Teenage girl finding a voice and many (12million) followers on YouTube!

Podcasting / iTune U



Multimedia (blogging/wiki) learning

Skype/Google Talk (Chat)



E

Grab some gear

Drupal

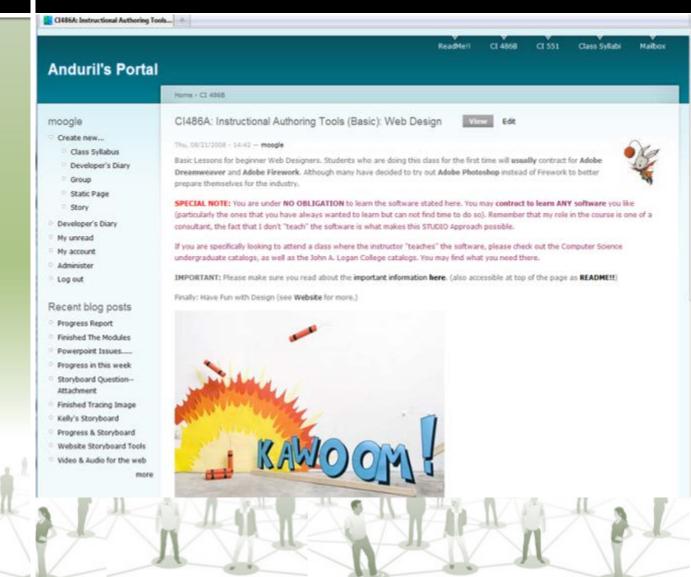


CI 560 (summer Course)

CI 560: Content Management Systems & Delivery

Using CMS to manage your content

CMS used: Drupal, Wordpress, Wiki, etc.



Games/Virtual Worlds



- Games and Virtual Worlds are drawing interests and attention of educators and researchers
- Video games revenues beat Hollywood
 Corporations are looking to train/sell and reach out
 to their customer base
- Second Life for business, for education, for training
- ISTE and AECT both have SL islands
- Next: Online games for education/training?
 - Obstacles: digital divide, performance assessment, entertainment vs. education

cond Life (SL)



 Many colleges are considering SL for educational use, some have even added SL to their programs. Companies like IBM, Microsoft, Xerox are creating virtual buildings in SL and holding virtual meetings Entire cities exist in SL (e.g. Prague) Universities who want to use SL must purchase private islands in SL to build on. This additional cost can pose a problem for university. SL is a new tool and is still being researched by higher education and business sectors Use "SLURLs" to access the location (SL-URL)



Foreign Language Learning

Web 1.0 / Web 2.0 example



Sign In | My Cart | Support O | United States O

1.800.767.3882

BUY NOW

HOMESCHOOL

SCHOOLS



ORGANIZATIONS

Example: Learning a new language

PERSONAL



http://www.echineselearning.com

Collaboration with the largest Internet provider in China

Not Free (but low price)

Skype (web cam) [demo]

1 to 1 interaction

Help English speakers to learn Chinese

Adoptive parents

Single expat workers (Dating)



http://www.spanishdict.com/learn

FEATURES:

- Interactive (Video) Learning
- Track Learning Progress
- Flashcards
- User contributed contents
- Dictionary / Translation (Google)
- User Community
- Chat rooms
- "Expert" Panel

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Rosetta Stone TOTALe

http://www.rosettastone.com /organizations/totale

Rosetta Courses (CDROMs) Started off as a CBT Course

STUDIO: Online sessions with native speakers

Rosetta World:

•Games & Chat online with other learners and native speakers in the Rosetta community

•Community = \$\$ + Login/PW

Rosetta Stone TOTALe

TOTALe: Learn, Practice, and Play Your Way to Success.

Introducing Rosetta Stone TOTALe[™] Real immersion. Real people. Real success.

With 12 months of access to TOTALe, your users will learn, practice and play their way to a new language. A powerful, engaging way to learn, TOTALe is a powerful, easy-to-administer training solution—it is all online. Your users will:

- Learn naturally and speak immediately with our award-winning Dynamic Immersion[®] method.
- Practice conversation with live native-speaking Studio Coaches.
- Connect and play with fellow learners, including native speakers of your new language.
- Get live guidance and support from our dedicated Customer Success Team.

TOTALe combines our revolutionary learning program and live interaction to deliver the world's ultimate, online language-learning program.

Rosetta Course

Learn to speak, read, listen and write in our award-winning program.

Rosetta Studio

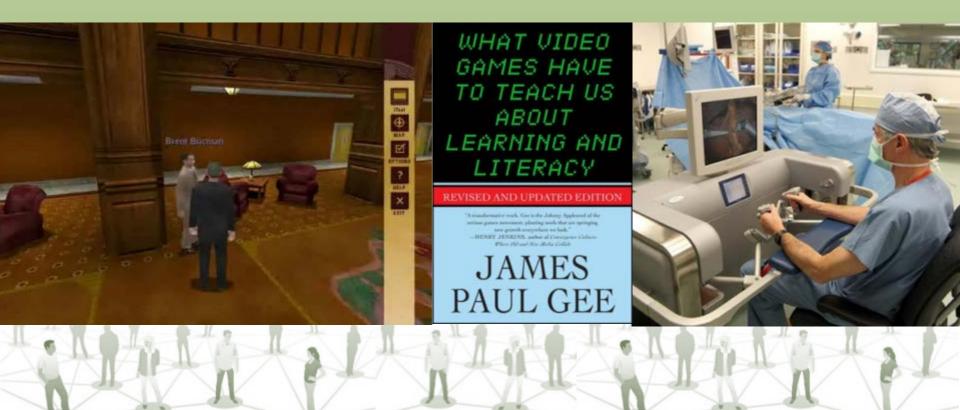
Practice in our live online sessions with a nativespeaking Studio Coach.

Rosetta World

Play games and practice speaking with other learners and native speakers in our online community.

Workshop

Using Commercial Off-The-Shelf (COTS) Games for Educational Purposes



Impact for Education

Contents everywhere

- The latest thing! Super exciting! Talk of the town!
- FREE & EASY! Everyone can do it!
- Creative/Education Commons (e.g. access to MIT courseware)
- Self-directed learning, Self discovery learning
- Touted as "the way to learn for the future"
 - Everybody has a voice, democracy(?)
 - Diversity, Access to Big Names (experts?)
 - Everybody can learn, so long as you have a computer and fast access to the Internet

Impact for Education

Online communication tools

- Web cam, Skype, Google Chat
- Can see and hear the other person
- Excellent for online learning and social connections
- Solved: Lack of face2face in e-learning
- Is library becoming obsolete?
 - Google scholar, Google book
 - Students can read, write, research, synthesize... without leaving home

I wish this is the whole story, but... What they do not tell you about Web 2.0_{beta}



Web 2.0 Criticisms

- Critics claim that Web 2.0 does not represent a new version of the WWW at all
- Web 2.o is only an extension (more use) of the so-called Web 1.o technologies and concepts
- Self-publishing and comments existed on Amazon since 1995



The "Father" of WWW says...

Tim Berners-Lee: "A piece of jargon"

- Nobody really knows what it means...
- If Web 2.0 for you is blogs and wikis, then that is 'people to people'.
 - But that was what the Web was supposed to be all along.

Net Entrepreneur: Andrew Keen says...

"Thinking Is So Over" [link]

- The Web was going to be the great educator, but the cult of the amateur is now devaluing knowledge.
- from The Cult of the Amateur by Andrew Keen
 The core assumption of Web 2.0 (that all opinions and user-generated content are equally valuable and relevant) is misguided

Experts vs Amateurs

- Web 2.0 undermines the notion of expertise
 - Anybody, anywhere is allowed to share and place undue value upon his/her own opinions about any subject and any kind of content, regardless.
- Web 2.0 creates "an endless digital forest of mediocrity
 - uninformed political commentary, unseemly home videos, embarrassingly amateurish music, unreadable poems, essays and novels"

Wikipedia vs Encyclopedia Britannica

Wikipedia is the 17th most trafficked site on the net

- Based on the works of millions of amateur editors and unreliable content
- Britannica.com, a subscription-based service with 100
 Nobel prize-winning contributors and more than
 4,000 other experts
 - ranked 5,128 on the net
- As a result, Britannica is cutting staffs and editors
 - If Britannica and publications like it should disappear, we will be left with unreliable information created by people who often don't even reveal their identity





lt's Forever Beta

- We are testing a new and innovative idea, try it!
- It's not perfect yet, we are experimenting.
- Try at your own risk
- We don't know what side-effects it may have, we won't ask you to pay, so you can't sue us
- Oh, btw, that doesn't mean we can't sue you
- We may take you information and sell it to pay for operating cost... but you don't have to know that
- We are not liable if predators should find your information (or steal your identity) because we are testing our product, at least not before we can fix it
 - Lesson: Google "Open Source" Apps: Gmail, Android, etc.

What's Web 2.0, Really?

- It's based on an ideology
- It "gives power" to the people (and take power from the authority) for a yet-to-be determined purpose
- It's not created with education in mind
- You can't make something out of nothing
 It still has an economy, it's still driven by major corporations

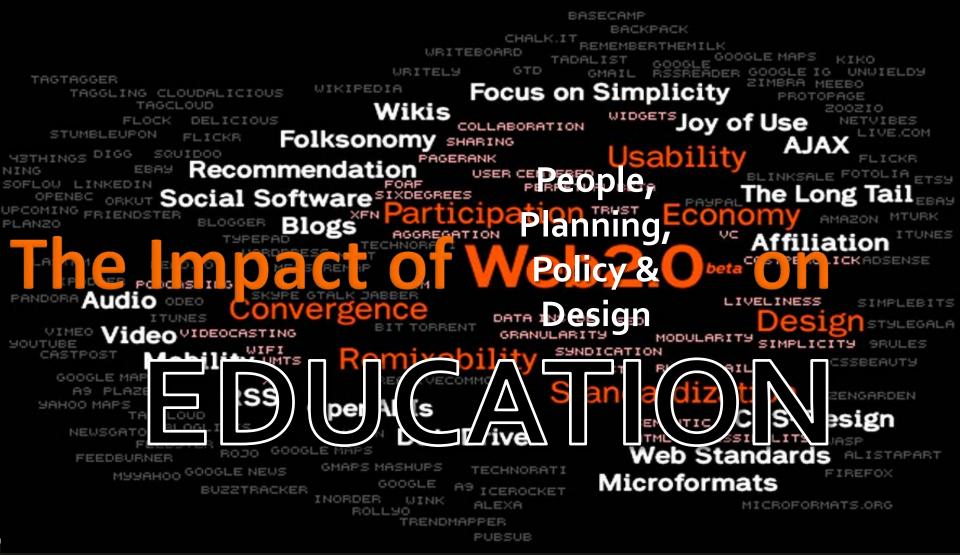
True Impacts in Education...

More importantly, impacts in Education comes from:

- PEOPLE teachers, trainers, instructional designers, subject matter experts
- Planning execute the reform in phases, provide sufficient funding, provide training, concurrent (pre/in service), evangelize its purpose
- Policy Training, Experts, rewards, motivation
- Design instructional design, learning method, assessment, evaluation (Educational/ Instructional/ Learning Technology)
 - Finally, add ICT Technology (Web 2.0, Content Management, PDA, Tablet PC, etc)









Can you see the important part, the EDUCATION? **Too Much Distraction!!**



Put Web 2.0 (Technology) in its rightful place, and you will see A Much Clearer Picture



The Impact of People, Planning, On



EDUCATION

+ Web 2.0 Technology



Thank you! Luuk honi



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