

The Future of Online Learning

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- Consider how & why people learn
- Recount our storied past
- Share experiences & inspiration
- Map a way forward



Outcomes for this hour

Library Leadership Institute, MT State Library 2012

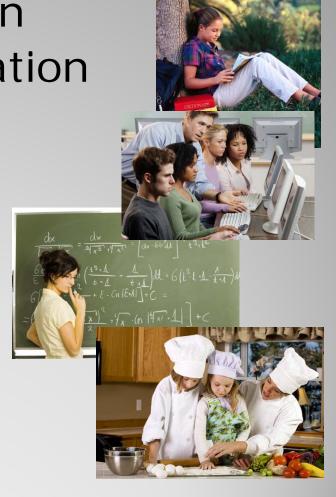
First day or last day?



MT State Library 2012

But, then there are those times....

- Chunks of information
- Patterns and assimilation
- Ego
- Relevance
- Previous experience
- Group activity
- Feedback
- Learner control

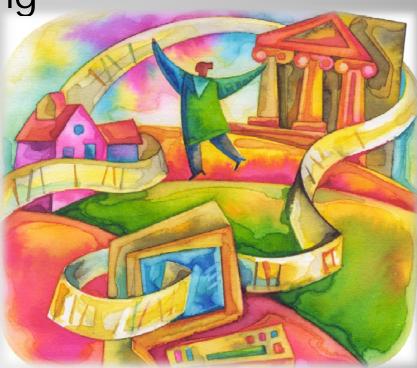


How People Learn

What they are learning

Location & time, length of instruction

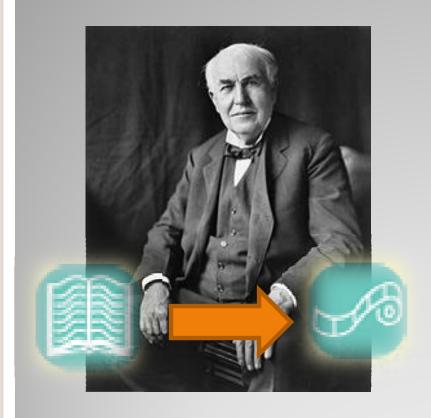
How they are learning



Learner Control

"(This technology is)
...destined to revolutionize our
educational system and that
in a few years it will supplant
largely, if not entirely, the use
of textbooks."

Who said this? What technology?



"(The motion picture is)
...destined to revolutionize
our educational system
and that in a few years it
will supplant largely, if not
entirely, the use of
textbooks."

Thomas A. Edison



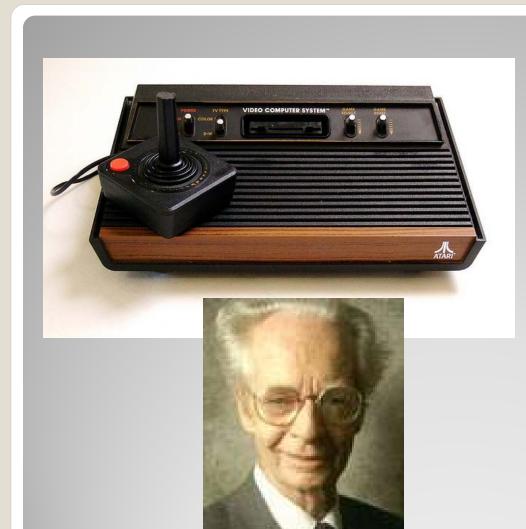
- UNIVAC
- B.F. Skinner
 Behaviorism
- Programmed Instruction

Mid-century



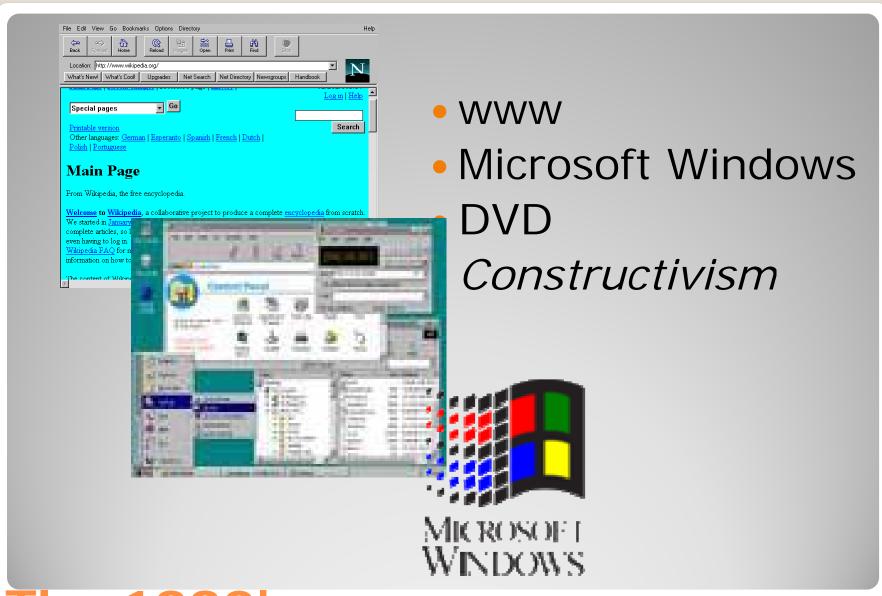
- VHS & VCR
- Alto
- Atari

The 1970s



- VHS & VCR
- Alto
- Atari
- BF Skinner
- Cognitivism

The 1970s



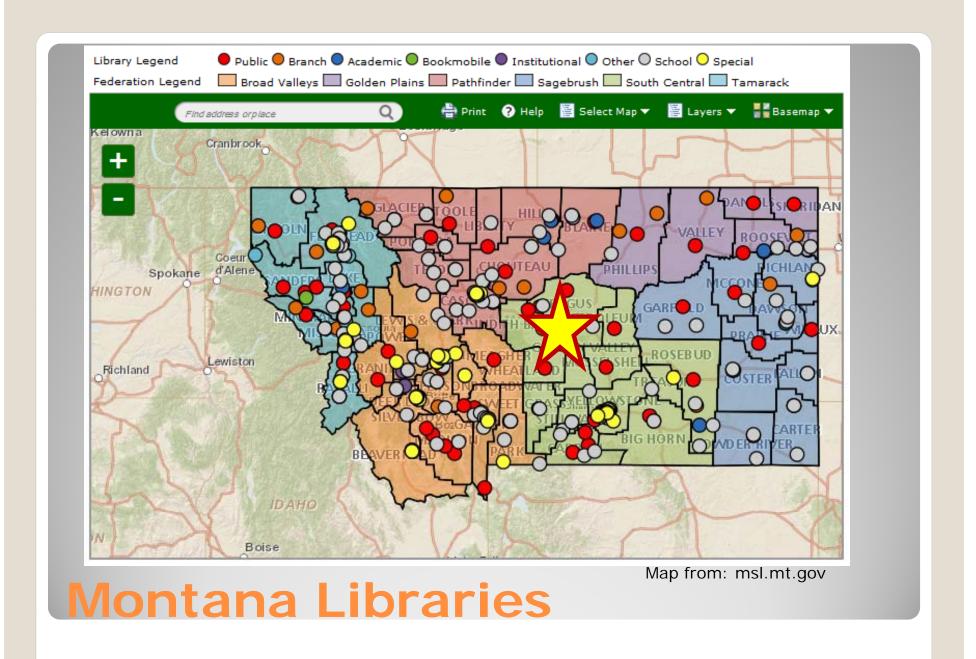
The 1990's

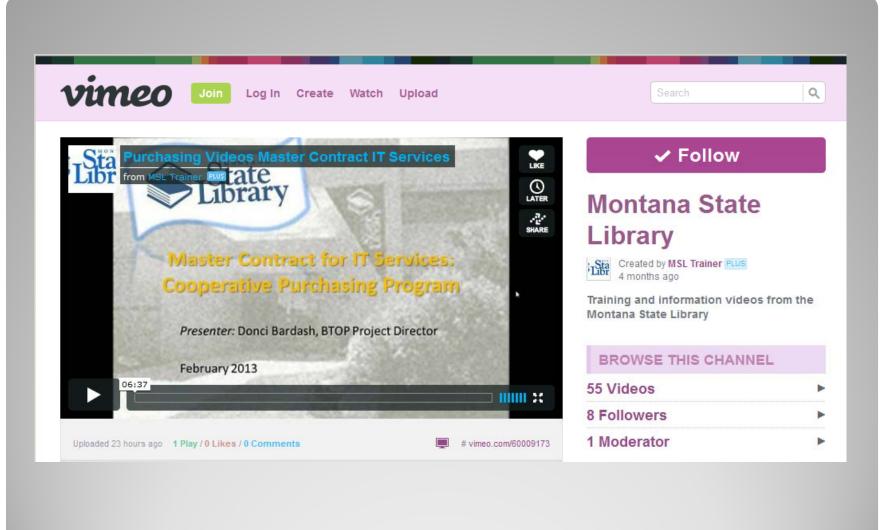
- Context
- Construction
- Collaboration



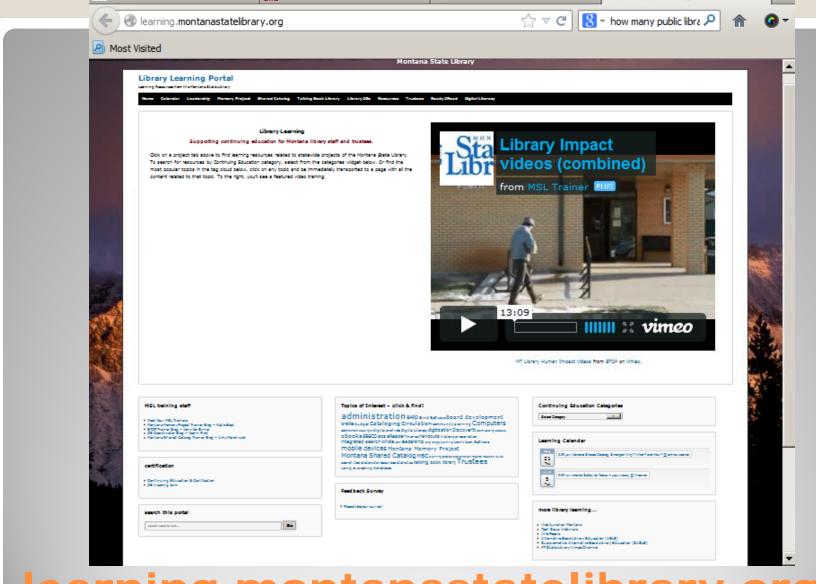
- Jonassen David H. & Land, Susan (1999). Theoretical Foundations of Learning Environments. Lawrence Erlbaum Associates

Constructivism





http://vimeo.com/channels/403784

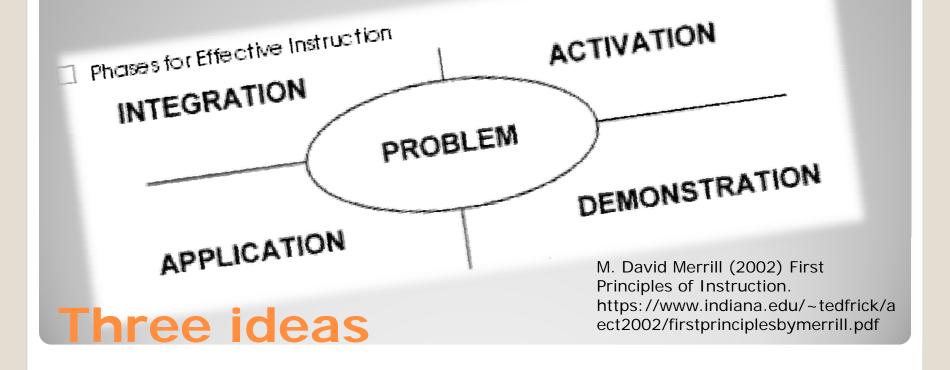


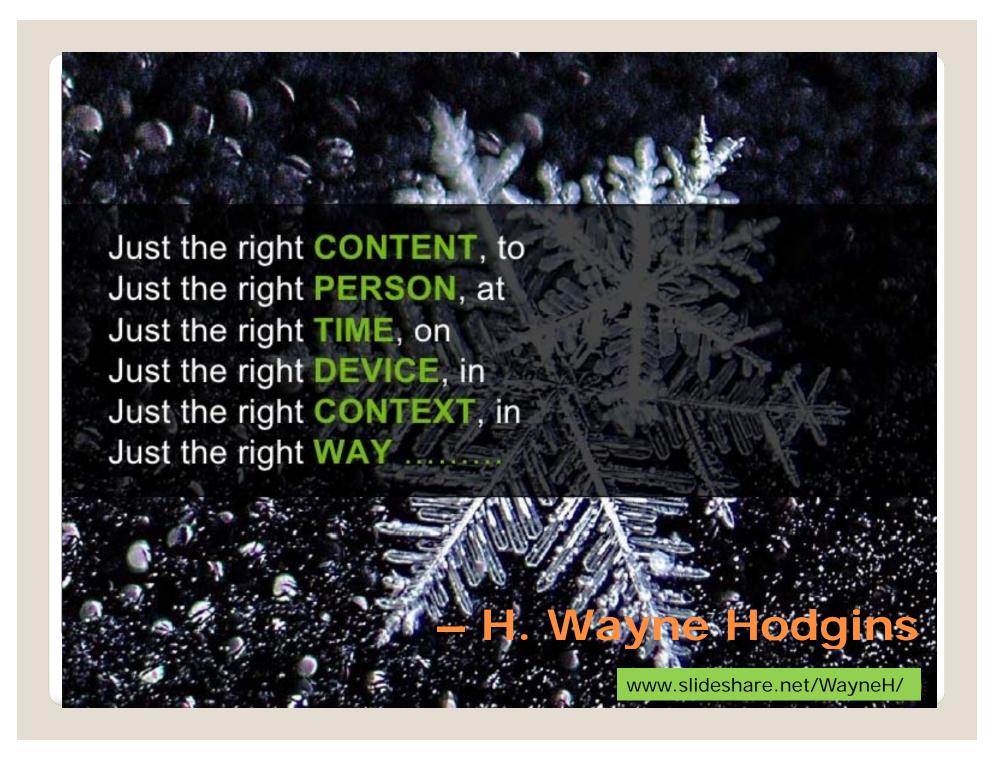
learning.montanastatelibrary.org



WOW - Web on Wheels

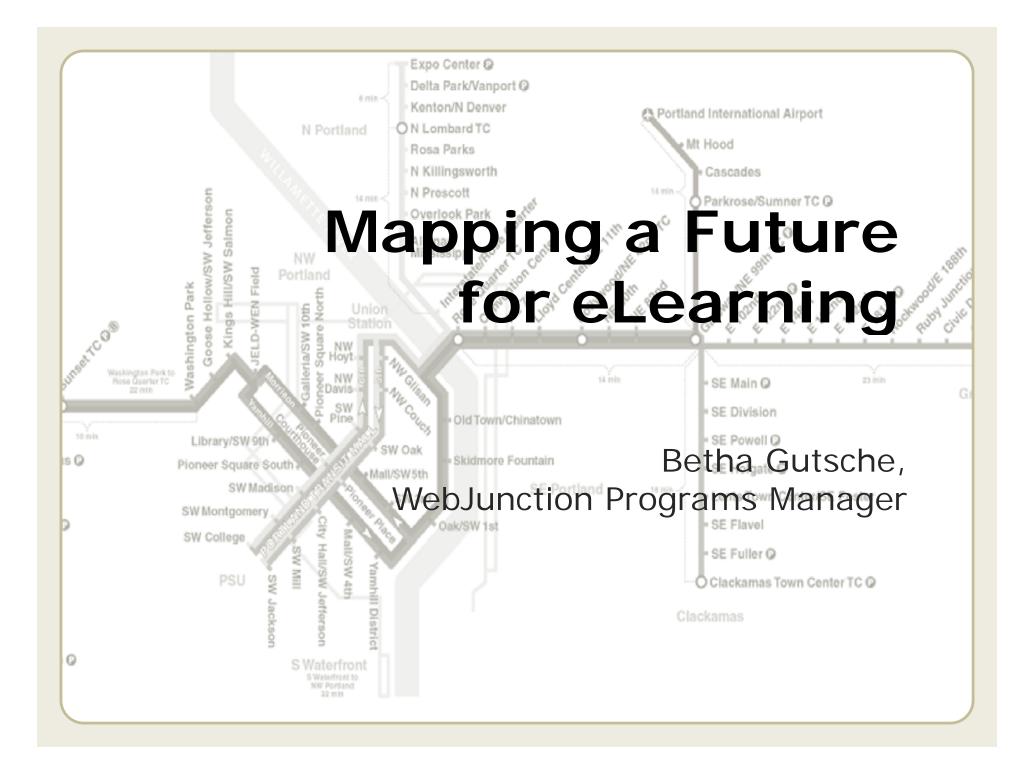
- 1. Instructional Design
- 2. First Principles-Merrill
- 3. meLearning-Hodgins



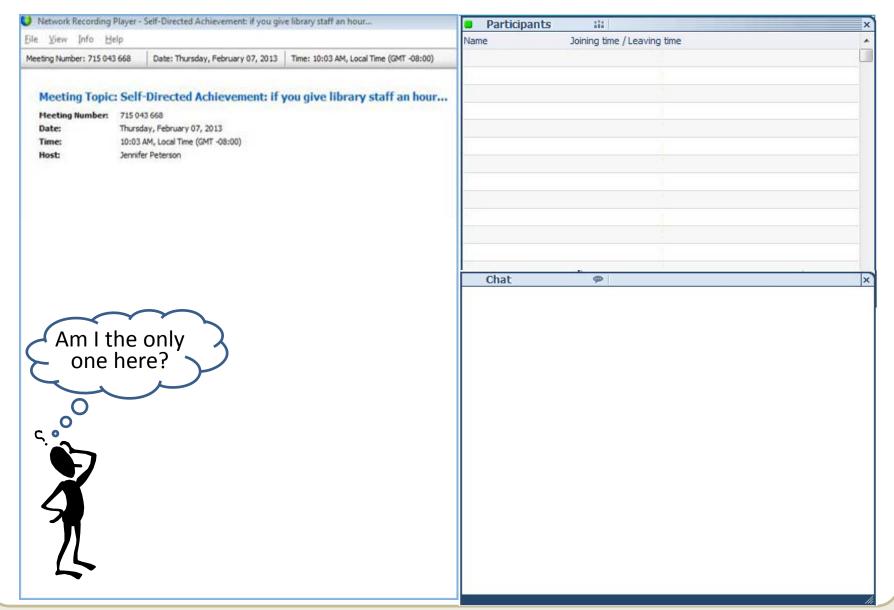


- Hodgins, W. (2004). The next big thing is getting small (report on presentation at the October 2003 AECT Convention, Anaheim, CA). Tech Trends. Volume 48, Number 1.
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- M. David Merrill (2002) First principles of instruction.
 https://www.indiana.edu/~tedfrick/aect2002/firstprinciplesbymerrill.pdf
- National Research Council (2000). How People Learn; Brain, mind, experience and school. Washington, D.C.: National Academies Press.
- Wiley, David A., Ed. (2002). The instructional use of learning objects. Bloomington, IN: Agency for Instructional Technology and Association for Education Communications and Technology.

references



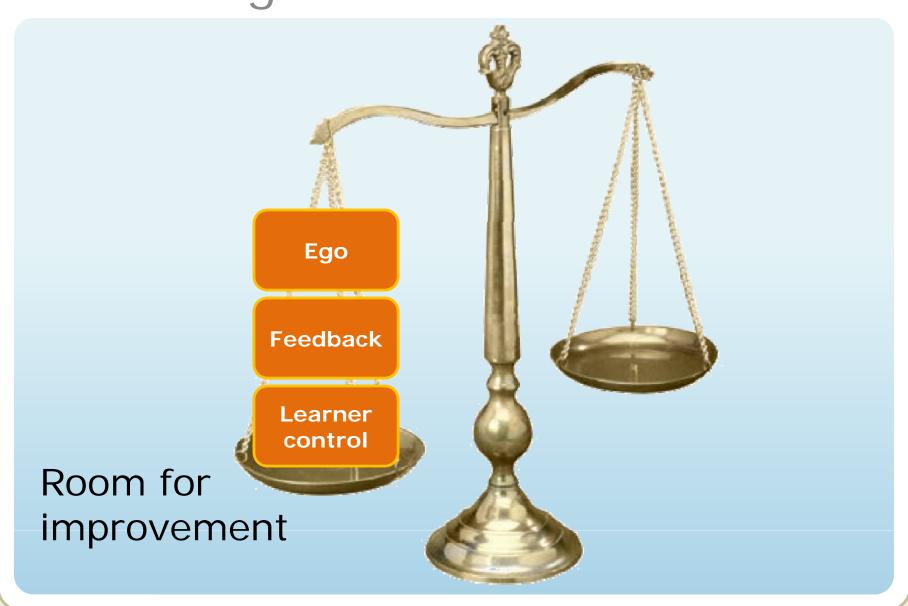
WebJunction on the elearning curve



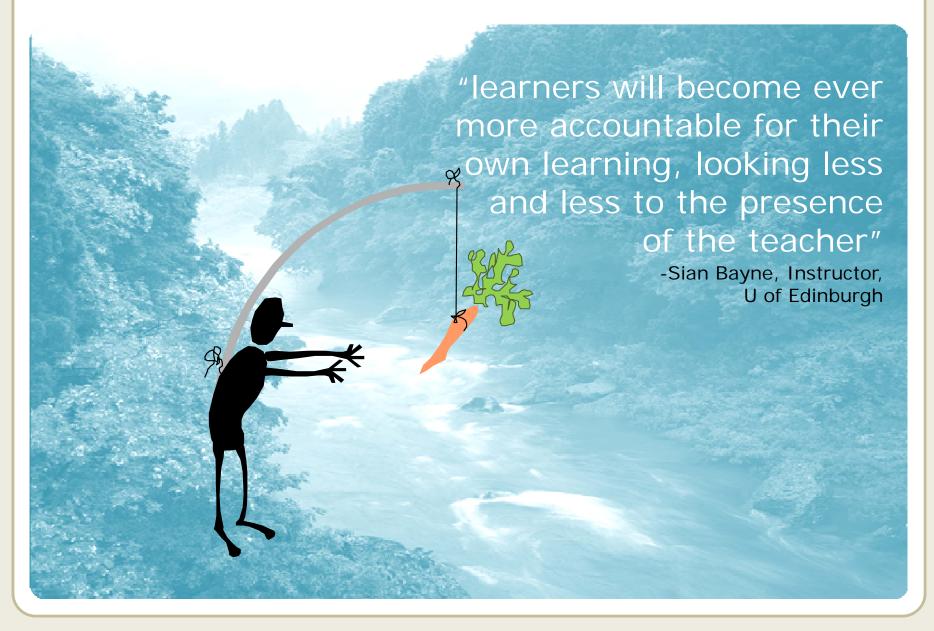
eLearning in the balance



eLearning in the balance



Learner at the center



The motivation challenge

If you want your staff to come up with innovative ways to improve library service,

Offer a cash bonus

Offer an iPad or other cool tech "toy"

Offer a day to work on whatever they want

Autonomy strategies

Flipped classroom



instruction occurs at home (video)

"homework" is done in the classroom

increase personalization

increase interaction and group work

Photo: flip by dcJohn on Flickr

MOOCs

M = massive

open

online

C = course

"a MOOC is new territory not because it is online, but because of its scale"

-Jen Ross, Instructor, U of Edinburgh



Photo: Egg, Digital DNA, City of Palo Alto, by Wonderlane on Flickr

Self Directed Achievement

"A culture of lifelong learning ...begins with me."



1 goal

1 hour every week

= culture change

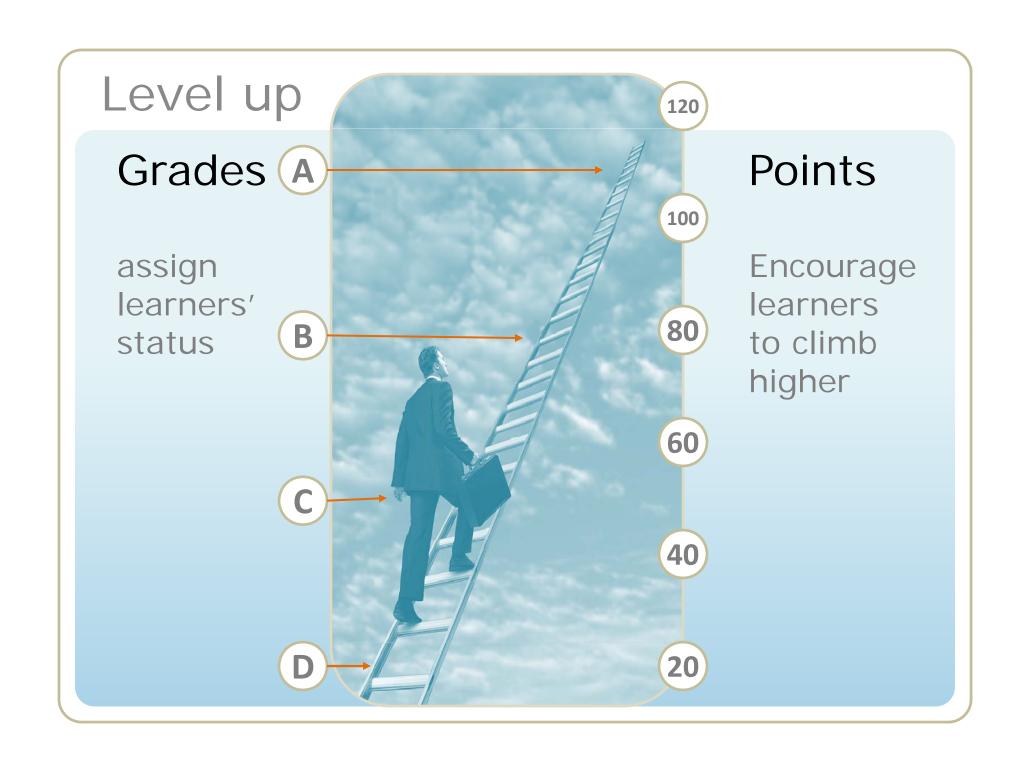
Mastery strategies

Collaboration



...is an element of game play

Photo: Study group by UBC on Flickr



Fail forward



Digital badges





Recognition for gaining skills

Collect in a virtual backpack

Share with peers & managers

Purpose

Purpose



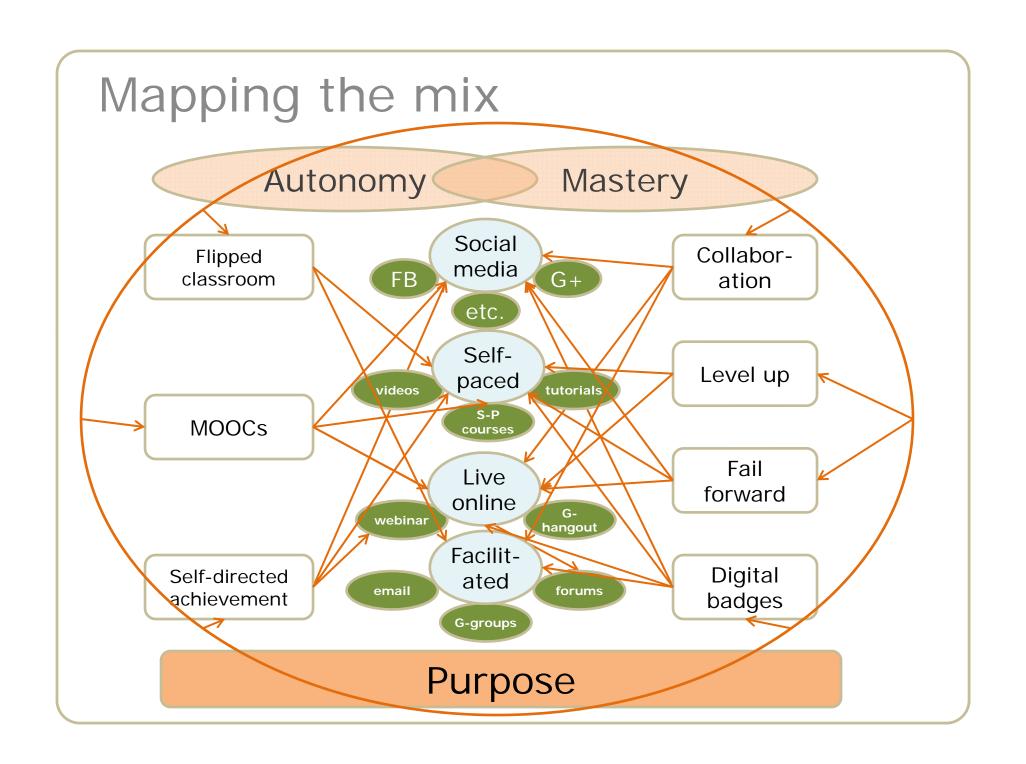


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■ #35: Digital badge, Digital Media Learning Competition

http://dmlcompetition.net/Competition/4/badges-projects.php?id=2250?

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