Perspective on e-Learning: Today and Into the Future

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Chief Solution Architect
June 16th, 2009

Agenda
- Introductions
- Context
- Web 1.0 > Web 2.0
- e-Learning > Learning 2.0
- Perspectives
- More Q&A

Context

- STRATEGIC THINKING & DESIGN -
  - Working with organizations to assess, plan, design, and implement
    - corporate learning and e-learning strategies & programs
    - large scale organizational and technological change initiatives
      (i.e., e-learning, ERP/new systems, process re-design, re-organization)
  - Over 30 years of experience in adult education and training, motivation and innovation, communication and change leadership.
  - Founder and CEO of Dublin Group, a leading training development and change implementation company
  - Speaker and workshop leader at national and international conferences

“I never think about the future, it comes soon enough.”

For a 4 year degree student, half of what they learn will be outdated in their third year.

10-14 jobs ... by age 38

Top 10 jobs in 2010...
did not exist in 2004
#7: Professional knowledge will become obsolete almost as quickly as it’s acquired.

#8: Urbanization will hit 60% by 2030.

#9: The Middle East will become more secular while religious influence in China will grow.

#10: Access to electricity will reach 83% of the world by 2030.

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Amount of new information doubles every 2 years. By 2015, it is predicted to double every week.

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78.3 Million total videos

530 terabytes = half a petabyte

150,000 videos/day – 20 hours/min

1 second = 1 gigabyte upload

86,000 feature length movies a week!

412.3 years – time to view all videos

If Facebook were a country... it would be the 5th largest after China, India, the U.S. and Indonesia.

Yesterday (9:00amPT)...

2,077,564,015+++ ‘Tweets’

2005: 936 B

2010: 2.3 trillion

2,077,564,015+++ ‘Tweets’
“...in the end, what technology brings to us... is that it increases our options and possibilities.”

Kevin Kelley
Internet/Web 1.0
- Medium
- Content-centered
- Centralized
- Communications
  - Static
  - Search
  - Wide access
  - Storage

Internet/Web 2.0
- Platform
- User-centered
- Generated
- Network/environment
  - Dynamic/Syndication
  - Scalability (to/from every person)
  - Personalization
  - Mobility

Collaboration + Prosumption + Democratization

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Learning 2.0 / Social Learning

Weapons of Mass Collaboration

e-Learning (courses online)

Learning 2.0 (social learning)
Learning would be exceedingly laborious, not to mention hazardous, if people had to rely solely on the effects of their own actions to inform them what to do. Fortunately, most human behaviour is learned observationally through modelling; from observing others one forms an idea of how new behaviours are performed, and on later occasions this coded information (cognition) serves as a guide for action.

Albert Bandura, Social Learning Theorist
Classes & Seminars
Meetings
E-Learning
Virtual Experiences

Assignments
Teams
“Surfing” & Exploring

INTENTIONAL

Reading & Searching
Coaching & Mentoring
Blogs & Wikis
Pods & VoDs
Networks & CoPs

UNINTENTIONAL

Participation
Conversations
Play
Life ...

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Synchronous ...

Asynchronous ...

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Adapted from Kevin Oakes, SumTotal

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Thank you! … Questions??

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