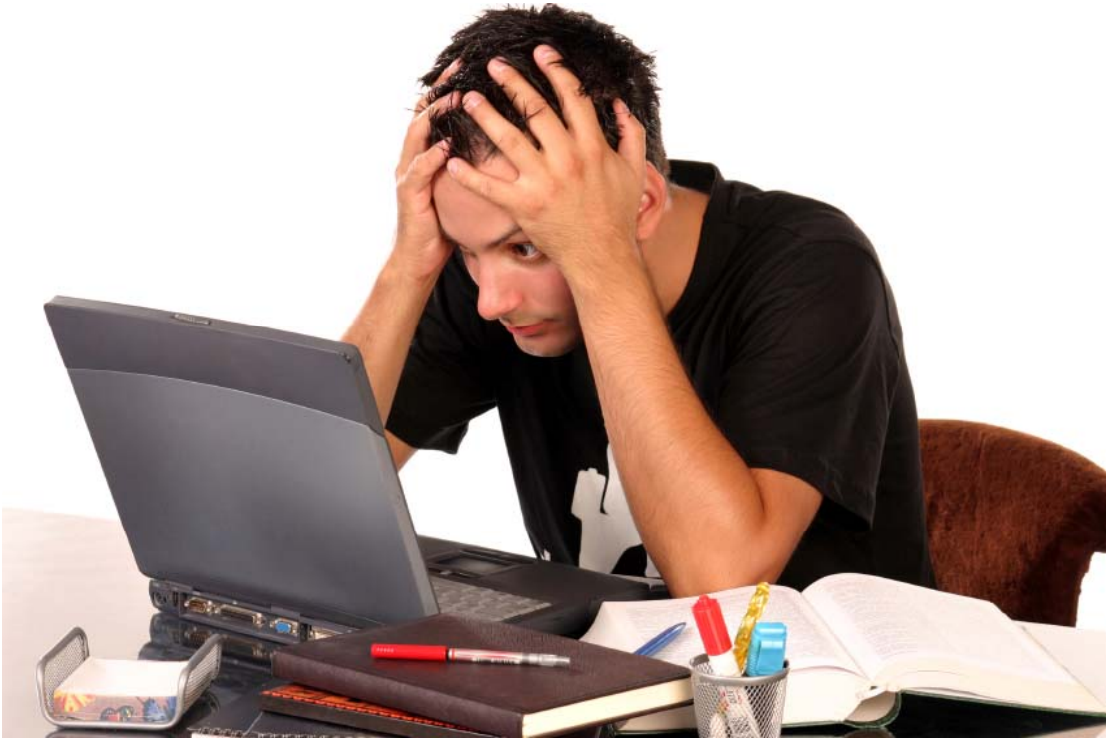
ALT
advantage learning technologies

Elearning
E-learning
elearning
e-Learning
e-learning
Online learning
Web-based learning
Distance learning
Technology based learning
Ubiquitous learning

What is this stuff anyway?

Learning is Learning



Major e-Learning Reports

- A Meta-Analysis of E-Learning Reports
  - 15 reports
  - government, business & higher ed
- The Horizon Reports
  - 2006,2007, 2008
- Online Nation
  - 5 years of growth in online learning
- Report on e-Learning Best Practices
- The Comparative Effectiveness of Web-Based and Classroom Instruction: A Meta Analysis

A Meta-Analysis of E-Learning Reports

The importance and challenges of elearning are omni-present.

Higher education remains at the bottom of the scale when it comes to technology integration and adaption.

Moving from promise to practice

Plagued by learner, faculty, &

administrative issues

Research to practice…where is the breakdown?

9 Features of e-Learning

1. Anytime, anywhere
2. Cost effective
3. Reach global customers
4. Just-in-time knowledge
5. Personalization
6. Improved collaboration and interactivity
7. Address learner diversity
8. Learner-centered
9. Working and learning lines blur

And the Six Winning Features Are:

Anytime, anywhere

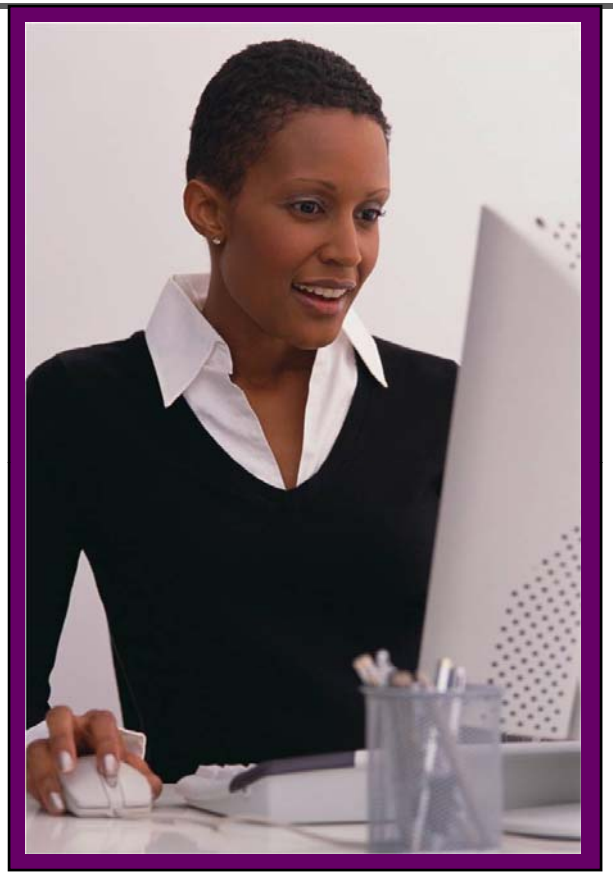
Cost Effective

Global Reach

Just-in-Time Learning

Personalization

Collaboration and Interactivity



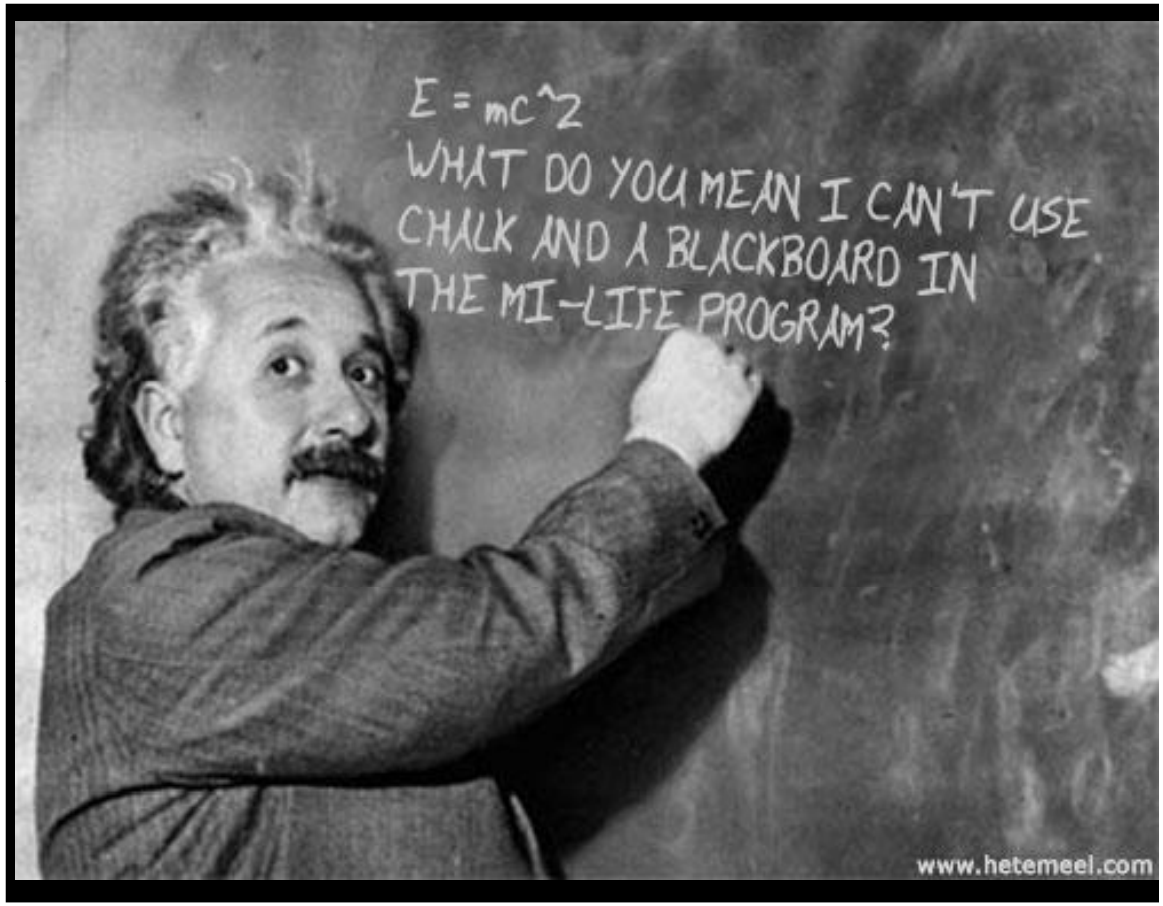
7 Trends in All 15 Reports

1. Lifelong learning
2. Improvements in technology
3. Demand for higher skilled workers
4. Pervasiveness of computers
5. Globalization
6. New technologies bring new ways of learning
7. Technology improves the quality of learning

All 15 reports agree:

That a paradigm shift in the way education is viewed and delivered has occurred.

What is perceived as learning has undergone radical change.



What are the trends effecting learning?

"While there is a growing recognition of and attention to distance learning in higher education, its growing inclusion in academia significantly changes the educational environment and experience..."

The Horizon Reports

The New Media Consortium & Educause Learning Initiative

The Horizon Report 2006

The Horizon Report 2007

The Horizon report 2008

What do they have in common?

The Horizon Report 2006: 4 Major Trends

- Dynamic knowledge creation and social computing tools & processes
- Mobile & personal technology is increasingly being viewed as a delivery platform
- Increasing expectations of individualized services, tools, experiences and open access to media, knowledge, information & learning
- Collaboration is critical across the range of educational activities, inter and intra any size or scope

2006 Technologies to Watch

Social computing

Personal broadcasting

Phones in their pockets

Educational gaming

Augmented reality & enhanced visualization
(large data sets, 3 dimensional representations, change the way we see the world)

Context-aware environments & devices
(respond to human voice, motion, subtle signals, devices and rooms)

What are the trends effecting learning?

1 for every 2 people on the planet 2006

Critical Challenges 2006

Peer reviews & tenure do not reflect the ways scholarship is conducted.

Information literacy is not a given even amount “Net-gens”

Intellectual Property and Management of Digital Rights

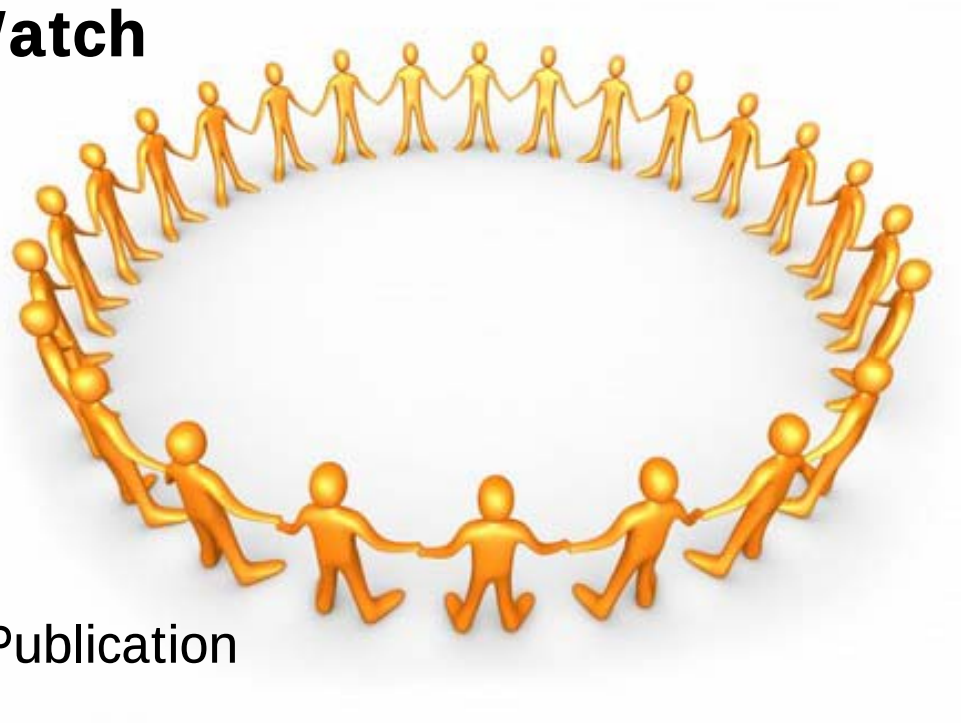
Deploying technologies on campus does NOT include process to scale them up for large usage.

Technology “Churn” or lack of support

The Horizon Report 2007: 6 Major Trends

1. Environment in higher education is changing rapidly
2. Increasing globalization
3. Information literacy should not be considered a given
4. Academic review and faculty rewards are out of sync with new forms of scholarship
5. Collective intelligence and amateurization are pushing the boundaries of scholarship
6. Students views of what is & what is not technology are increasingly different form the faculty

2007 Technologies to Watch



User Created Content

Social Networking

Mobile Phones

Virtual Worlds

New Scholarship and Forms of Publication

Massively Multiplayer Educational Gaming

Critical Challenges 2007

Assessment & evaluation of new forms of work challenge educators and peer reviewers

Profound shifts in scholarship, a need for leadership at the highest levels

Issues of Intellectual property and copyright are effecting scholarship

Skills gap between understanding how to use the tools and how to create meaningful content

Renewed emphasis on collaboration is forcing new forms of interaction & assessment

Growing expectations to deliver content & media to personal devices

The Horizon Report 2008: 4 Major Trends

1. Growing use of Web. 2.0 and social networking- combined with collective intelligence and mass amateurization

2. Boundaries are becoming more fluid and globalization increases

3. Access to and portability of content – more powerful and smaller devices

4. The gap between students perception of technology and faculty continues to widen

2008 Technologies to Watch

Grassroots video

Collaboration webs

Mobile broadband

Collective intelligence: mashups

Social operating systems

Mobile Broadband

Each year a new mobile phone is manufactured for every six people on the planet.

Collective intelligence: Mashups

A **mashup** is an application that combines data from more than one source into a single integrated tool. (API Application Programming Interface)

Examples:

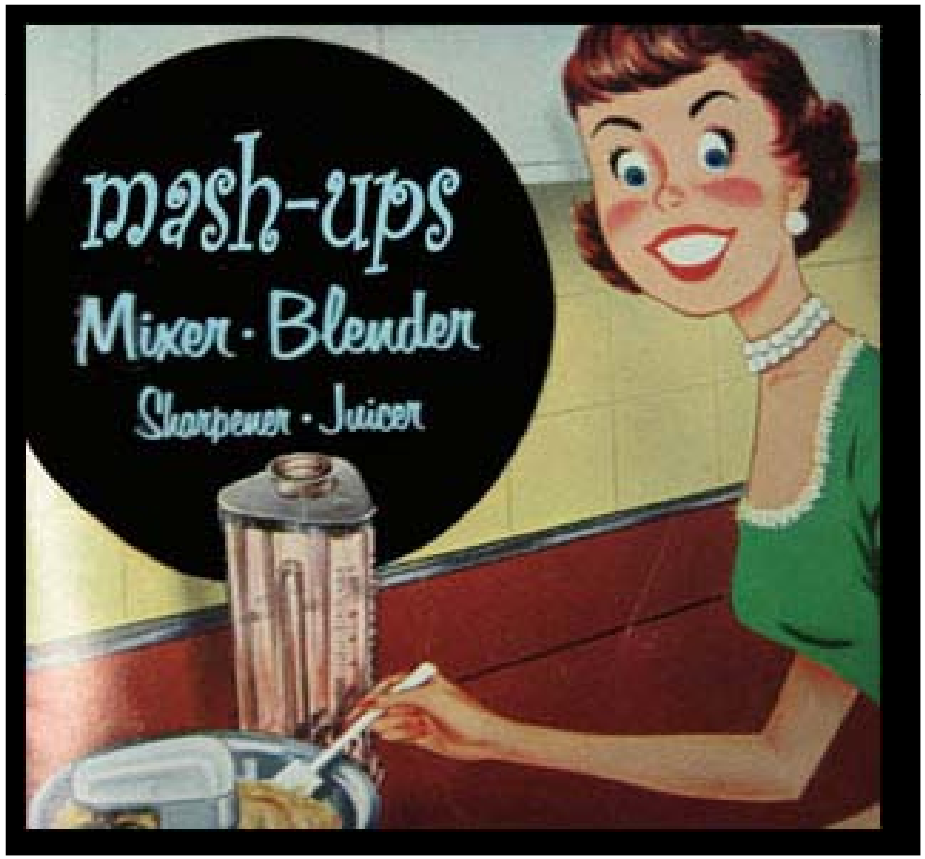
youMashTube

Digg

Flickrvision

Google Maps

Radioclouds



Social Operating Systems

Organization of the network around people rather than content.

Implicit connections an clues we leave everywhere as we go about our daily lives...use them to organize our work and our thinking

Critical Challenges 2008

Need for innovation and leadership in higher education. The gap is growing wider.

Growing expectations to deliver services, content and media to personal devices.

Renewed emphasis on collaborative learning is forcing the development of new forms of assessment and interaction.

Higher education if faced with a need to provide FORMAL instruction in information, visual and technology literacy as well as in the creation of meaningful content for today's technology tools.

Online Nation: How Many Learners Are Online?

3.5 million are taking one online course or more

10% growth exceeds 1.5% growth in overall higher education

U.S. 20% of all U.S. higher education learners were taking at least 1 online course

(Online Nation 2006)

Barriers to & Widespread Adoption of Online

Need for discipline of online students

Faculty acceptance of online remains a key issue

Higher cost for online development and delivery

Most institution that are going online are online.

83% of institutions expected online to grow over the next year

No difference in degrees seen in potential employers

Developing Online Content is the Key to Success

Leverage partnerships don't try to go it alone

Promote the use of digital technologies among educators & trainers

Support standards and protocol based on your organization

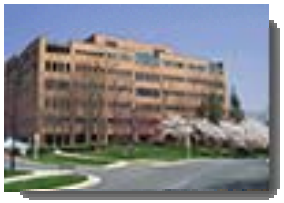
Invest in the infrastructure

Commit to deliver services over the internet

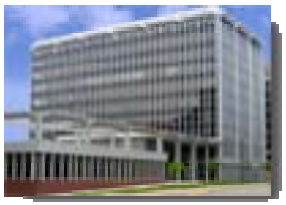
Provide intellectual property protection for digital content

Government think tank....Dr. Traci Sitzman

ADL Co-Lab Network - U.S.



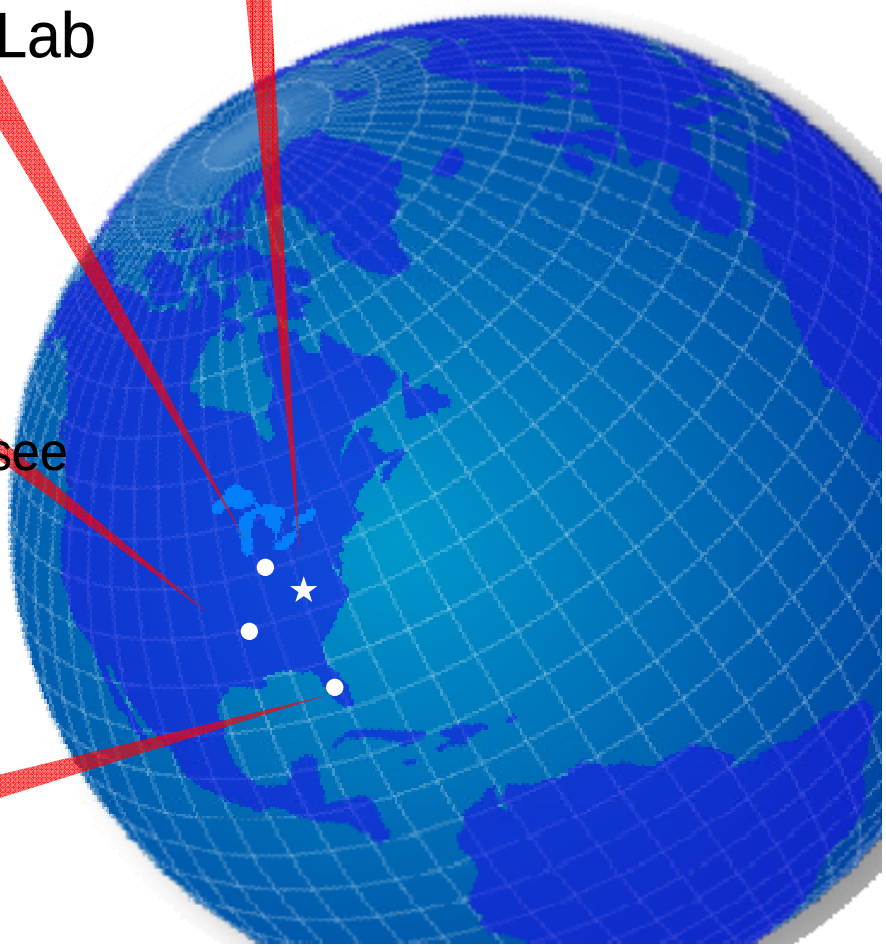
- ADL Co-Laboratory Hub
  Alexandria, Virginia



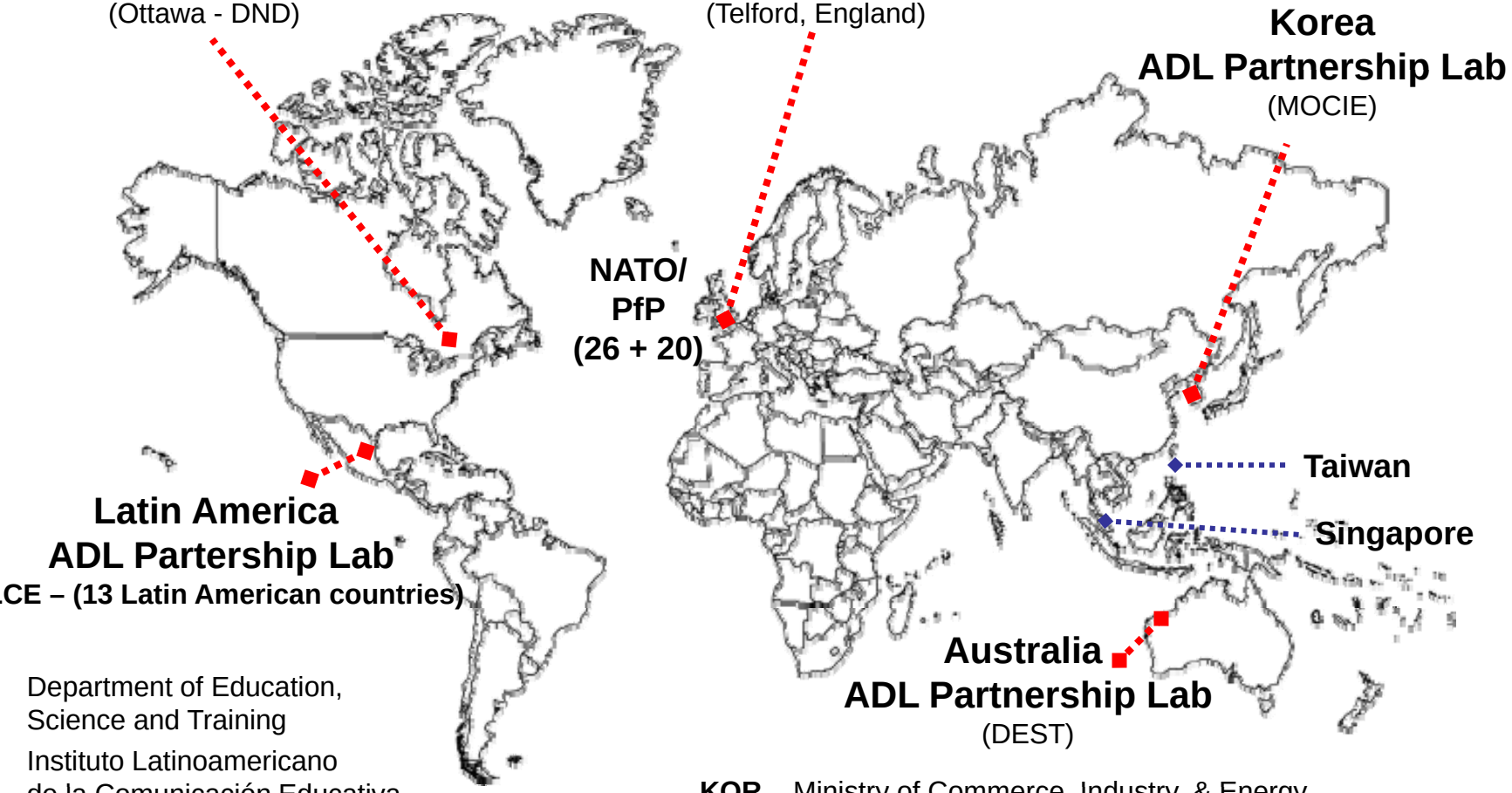
- Academic ADL Co-Lab
  Madison, Wisconsin

- Workforce ADL Co-Lab Memphis, Tennessee

- Joint ADL Co-Lab
  Orlando, Florida



ADL Global Partnerships



DEST Department of Education, Science and Training

ILCE Instituto Latinoamericano de la Comunicación Educativa

NATO NATO Training Group

PfP Partnership for Peace/ADL Working Group

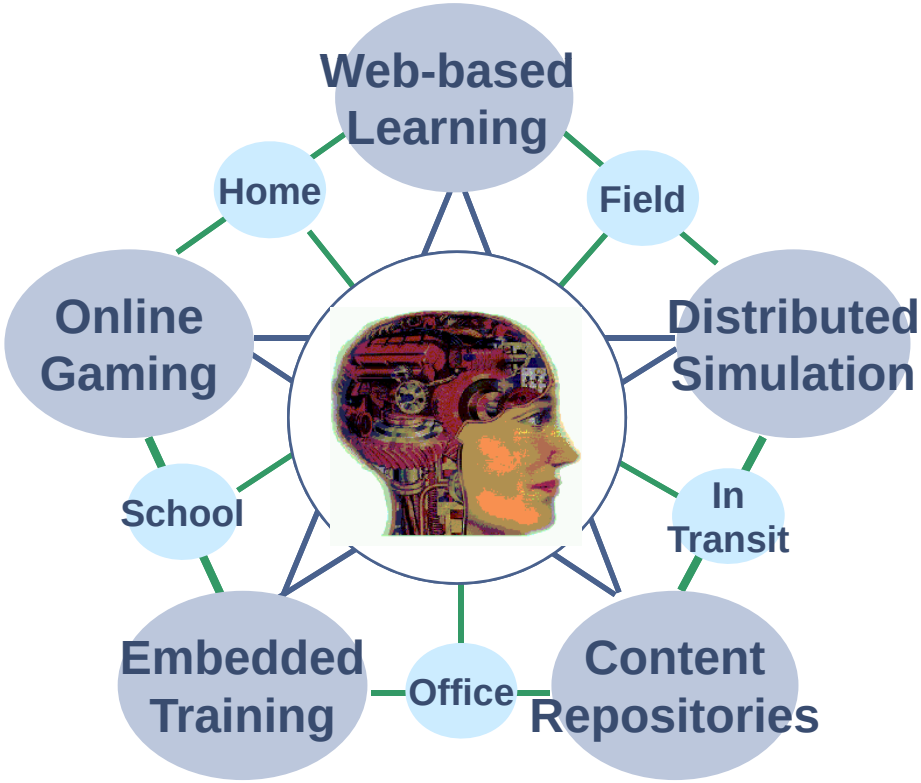
KOR Ministry of Commerce, Industry, & Energy

TWN Ministry of Economic Affairs

SGP Singapore Armed Forces

THAI Ministry of Science and Technology

Are we providing access to the highest quality education and training, tailored to individual needs, delivered cost effectively, anywhere and anytime**?**



Compared Classroom Instruction to Online Training

Online was more effective for declarative knowledge

Classroom and online were equally effective for procedural knowledge

Learners were equally satisfied with online and classroom instruction

Course design made a significant difference

Blended learning was always better for teaching declarative & procedural knowledge

Online incorporated more instructional methods than classroom

Internet courses require learners to be more active

Practical Implications

Be careful when you implement online instruction: effectiveness depends on intended outcomes and learning conditions

Classroom & online create very different learning environments

It's not about the technology

Development of online communities

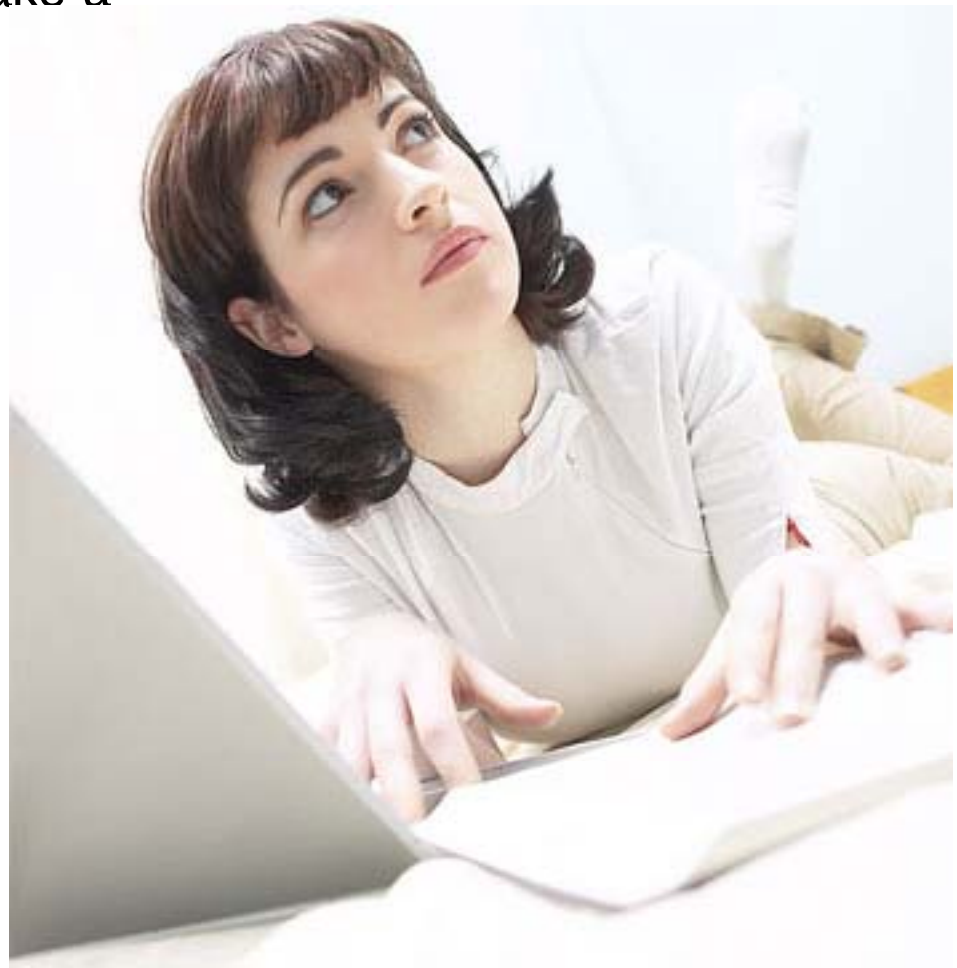
Learner control made a difference: content, sequence and pace

Age made a difference 23-45 learned more online

7 Meta-Trends of Meta-Trends

7 Meta-Trends of Meta-Trends

1. Technology is improving & continuing to evolve but it alone does not make a difference in the learning.



7 Meta-Trends of Meta-Trends

2. The paradigm for what we call learning is dramatically changing.

7 Meta-Trends of Meta-Trends

3. Learner participation, weather with Web 2.0 tools, grassroots video or virtual communities is extremely important.

YouTube
Broadcast Yourself™

7 Meta-Trends of Meta-Trends

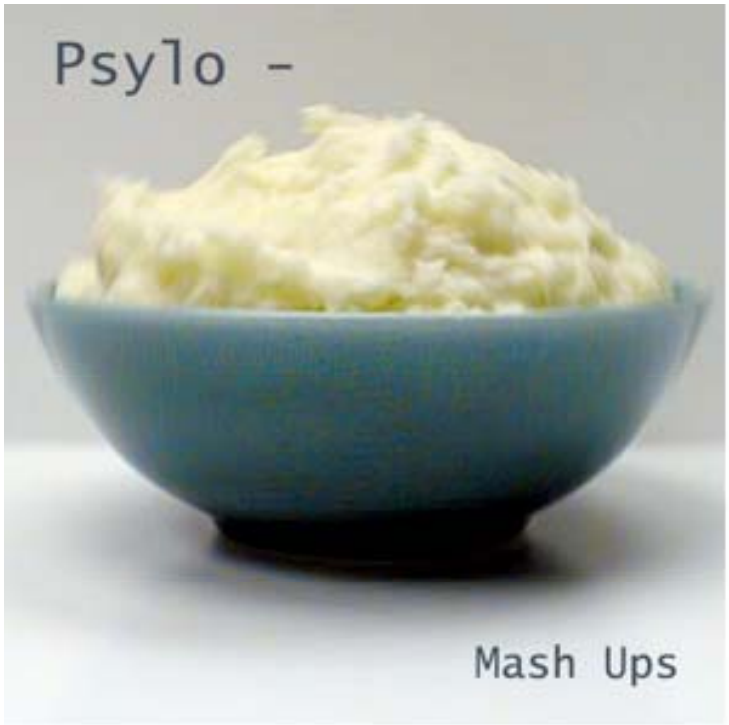
4. Our boundaries are going away, anywhere anytime, ubiquitous learning is increasing.

7 Meta-Trends of Meta-Trends

5. Portable content that is accessible and usable is powerful.

7 Meta-Trends of Meta-Trends

6. Connecting people through the network has expanded & tools that recognize social connections will make these connections richer and more fluid. Intelligent searching has eclipsed the need for metadata and tags (SCORM is dead) ..and mashups are in.



7 Meta-Trends of Meta-Trends

7. 3D representations like 2nd life and Peoplesburg are growing & finding there way into research & training and learning circles rapidly.

Thanks for joining us….