



*Preparing for a
New Generation of Learning*
Key Conversations to Catalyze the Build Out

What's Up



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
- 44% HH Broadband (up from 29% in 2004)
- 75% HH Mobile Phones
 - *Data to phone: 45% NetGen, 27% GenY, 17% Boomers*
- In US, 1 in 6 households are wireless (no phone landline); in Europe its 1 in 4 (WiTricity)

What's In Store



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

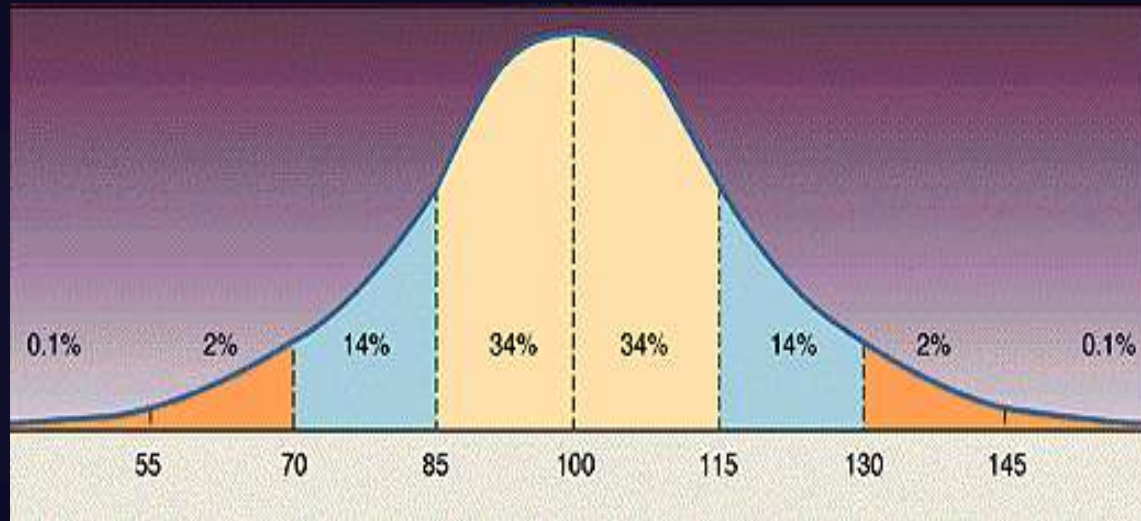


What's In Store

- 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

Blurred



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

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

February 12, 2008

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HOME HEALTH A-Z DRUGS & TREATMENTS WOMEN MEN CHILDREN'S HEALTH NEWS & BLOGS MESSAGE BOARDS

Glossary of Modern Love

What is a "starter marriage"? The answer, plus 17 more modern love terms.



today on WebMD

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- Back Pain
- Bipolar Disorder
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symptom checker



To check symptoms:

START HERE

Modern Love: A WebMD Special Report

- Relationships, Stress, and Your Health**
Taking the pulse of love in a 24/7 world
- Chocolate's Dark Secret**
It's good for your heart in more ways than one
- Movies That Move Us**
Our favorite screen romances and why we love them
- The Science of Attraction**
Feelings or pheromones? New research sheds light on the biology of love


More articles on Modern Love >

ELECTION 2008 Health Matters

- Election Center
- Compare the Candidates
- Election Message Board
- Super Tuesday Highlights

Latest Headlines

NEWS VIA RSS



Burns Spur 'Icy Hot Heat Therapy' Recall

Chatterm Inc. has recalled its Icy Hot Heat Therapy Air Activated Heat for the back, arms, neck, and legs because of burn risk.
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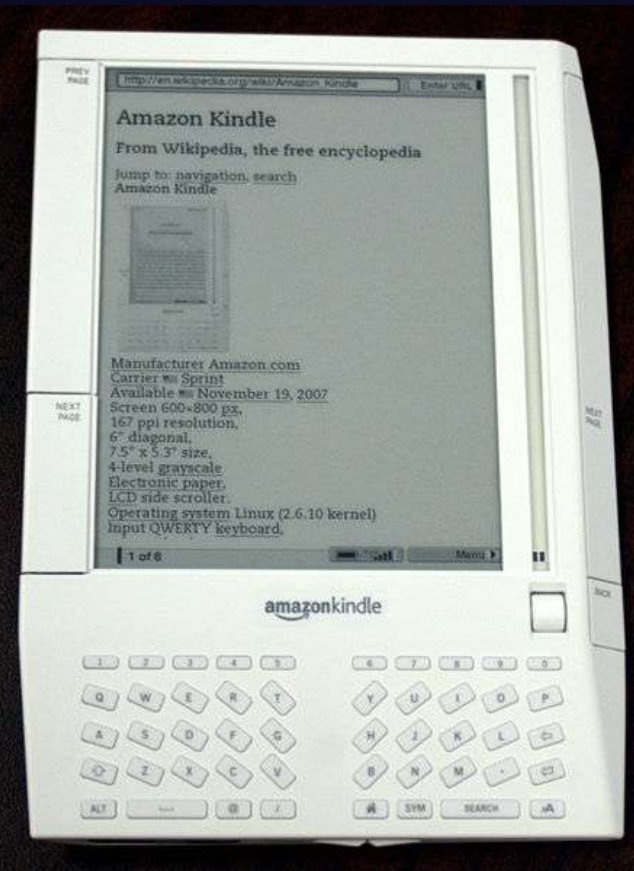


Mobility Galore



Let's Go Digital

Mobility Galore



Mobility Galore



Education Government Military

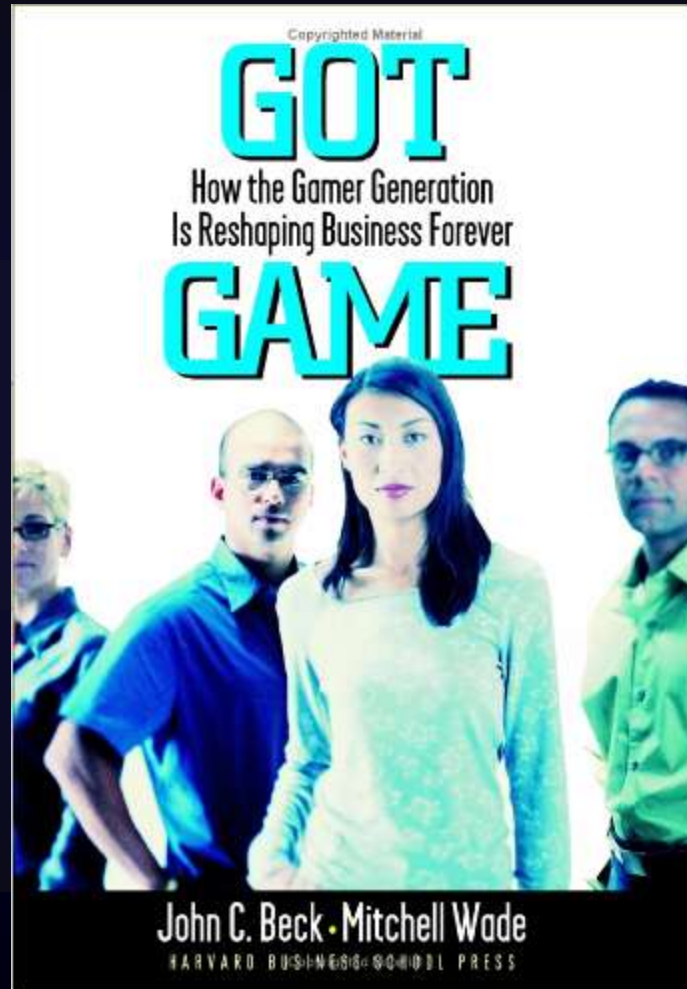
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Educators nationwide depend on the **Connect-ED** service to get the word out fast via voice, text/SMS, and e-mail. Powered by NTI's world-class notification engine—the **Connect-ED** service enables administrators to schedule, send, and track personalized messages to tens of thousands in minutes.

Commerce



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

Harvard University

Last Updated: July 27, 2003



WHAT IS SECOND LIFE? SHOWCASE

A promotional banner for Second Life with a dark background and orange and blue text. It includes a "JOIN NOW" button, a "MEMBERSHIP IS FREE" tagline, and several action buttons for buying/selling Linden Dollars, owning virtual land, and referring friends. A "VIEW INTERACTIVE MAP" button is also present at the bottom.

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](#)

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](#)

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Mchenry County College

Grade your professor
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Just Added
David

Moderator
Rate your moderator?

Alumni

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

Social Networking

WIKIPEDIA

| | |
|---|---|
| English <i>The Free Encyclopedia</i> 1 032 000+ articles | Deutsch <i>Die freie Enzyklopädie</i> 372 000+ Artikel |
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English >

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COMMONS



CLUB PENGUIN

Part of the *Walt Disney* Company

Waddle around and meet **new friends!**

Club Penguin is a safe virtual world for kids to play, interact with friends and have fun letting their imaginations soar.

- Play games and activities
- Nothing to download
- Kid-friendly chat
- Moderated environment

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PARENTS GUIDE

Discover more about this fun, imaginative environment and find answers to your questions. [Learn More](#)

100% AD FREE!



HELP AND SUPPORT

A good introduction to Club Penguin. Find fun tutorials and answers to your questions about playing Club Penguin. [Learn More](#)

PLAY NOW!



GAME CARDS

PENGUIN POLL

FUN STUFF



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BETA

Social Networking



SCHOOL
DAZE

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Our new Facebook app lets you to search for, browse and read ratings of professors and schools. Find out which professor will inspire you, challenge you, or which will just give you the easy A.

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User Comments
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RMT in The News
Summer Camp Ratings

studentloans.com

MOST-RATED SCHOOLS

| # RATINGS | SCHOOL |
|-----------|--|
| 19,005 | BROOKLYN TECH HIGH SCHOOL (BROOKLYN, NY) |
| 16,994 | QUAWSON COLLEGE (Montreal, QC) |
| 16,490 | WANNER COLLEGE (St. Laurent, QC) |
| 12,654 | JOHN ABBOTT COLLEGE (St. Anne-de-Bellevue, QC) |
| 12,513 | ARCADIA HIGH SCHOOL (ARCADIA, CA) |
| 12,033 | BROWN HIGH SCHOOL OF SCIENCE (BRONX, NY) |
| 11,773 | MELINDA VALLEY HIGH SCHOOL (NAPERVILLE, IL) |
| 10,455 | TELMERITA MIDDLE SCHOOL (WEST NYACK, NY) |

HONEST. ESSENTIAL. CRITIQUE

APPLY TODAY for No Fee!



High-Impact Presentation/ Engagement Technologies



3D Displays See 3D without the glasses.



You won't believe your eyes!

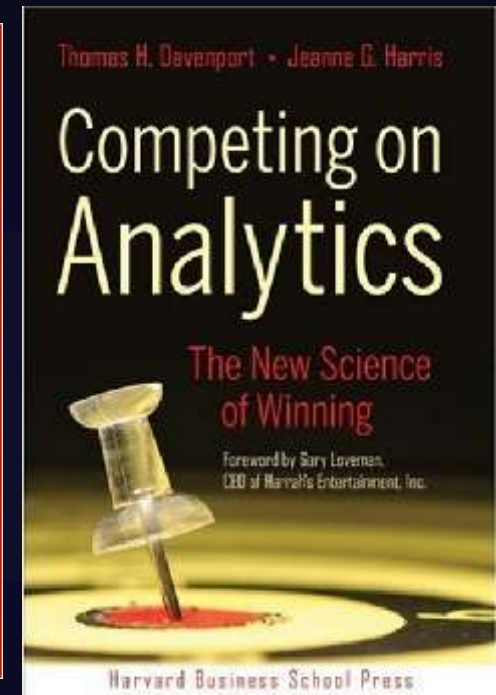
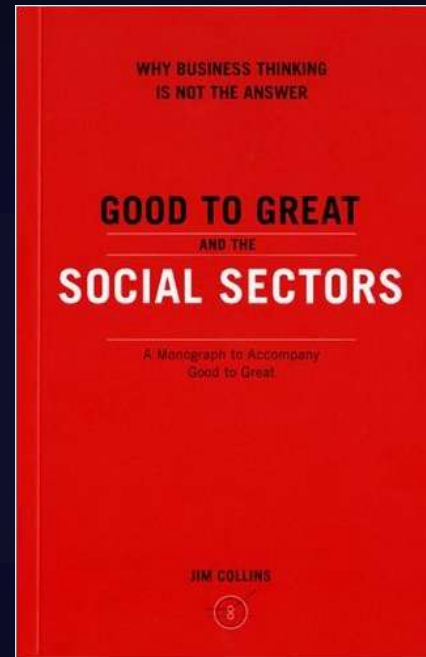
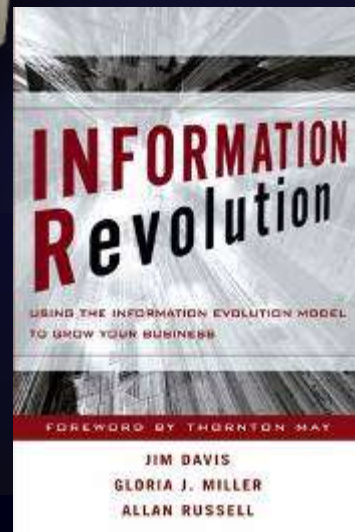
It's finally here - full 3D without the need for glasses or any special viewing apparatus.

Microsoft "Surface" - The Possibilities

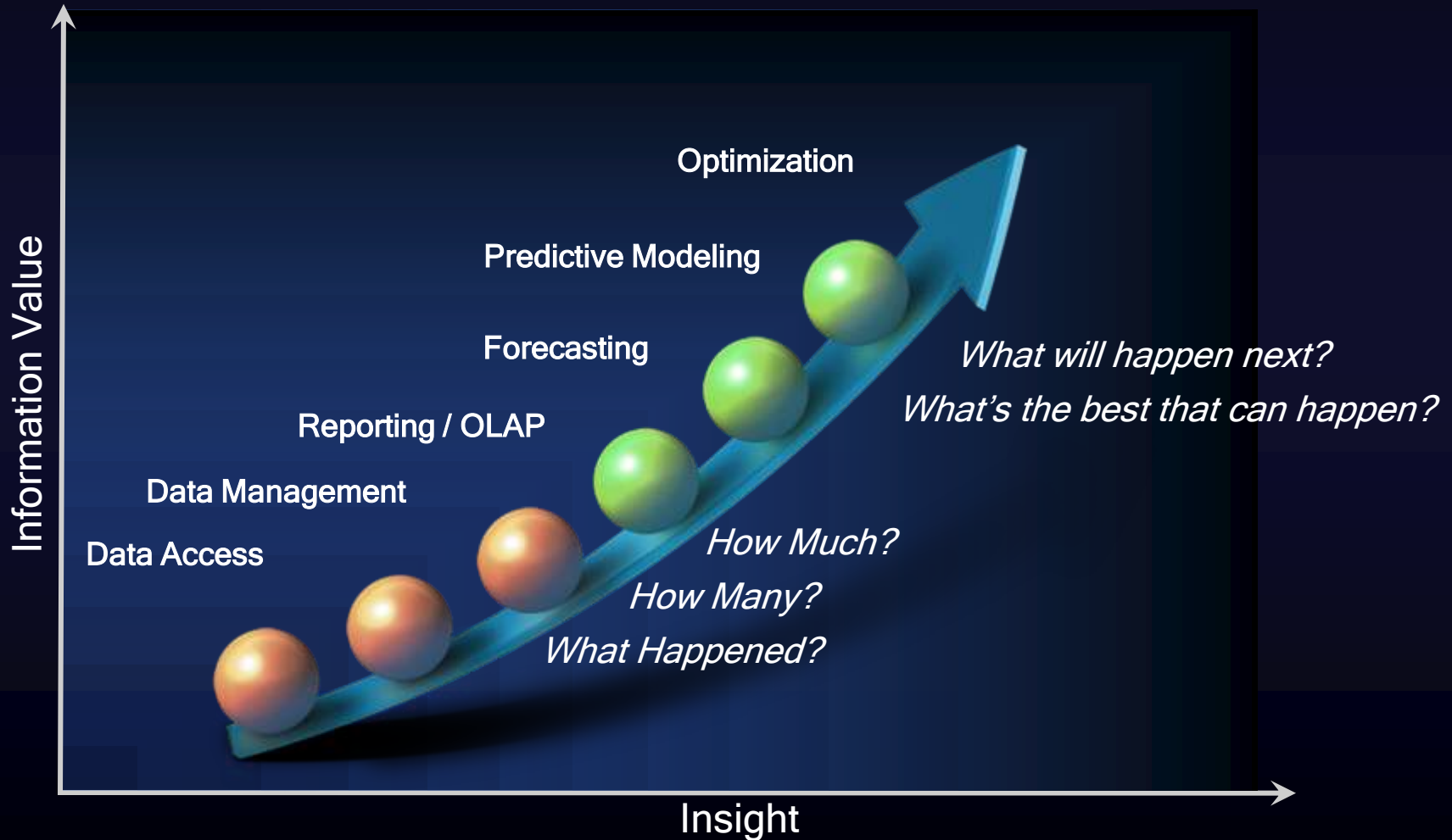


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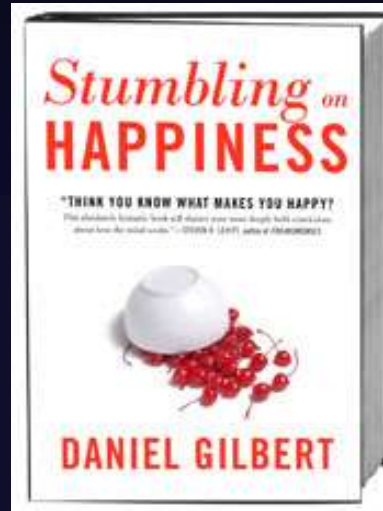
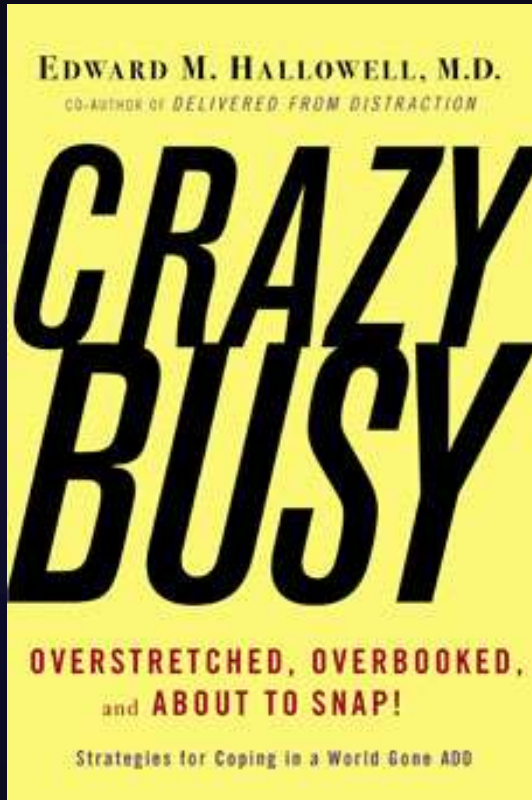
Analytics, Diagnostics, and Evidence-Based Education



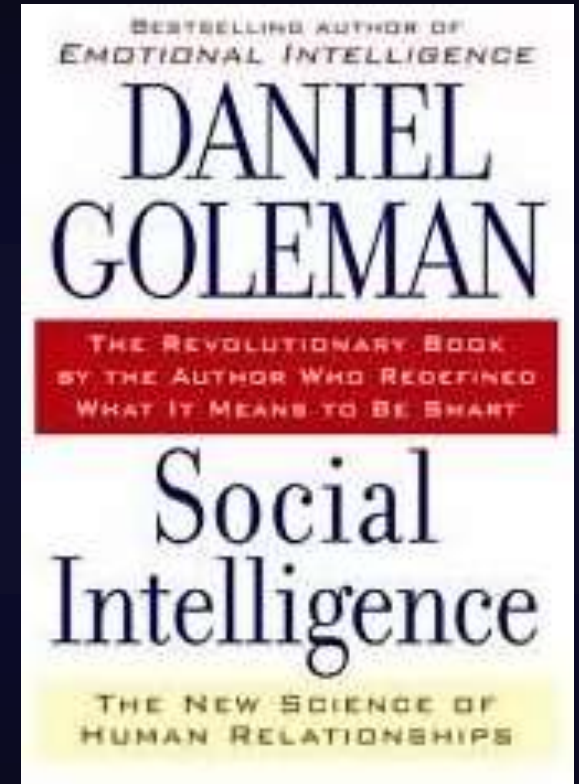
Analytics, Diagnostics, and Evidence-Based Education



The Human Touch



[E-Mail Serenity Prayer](#)



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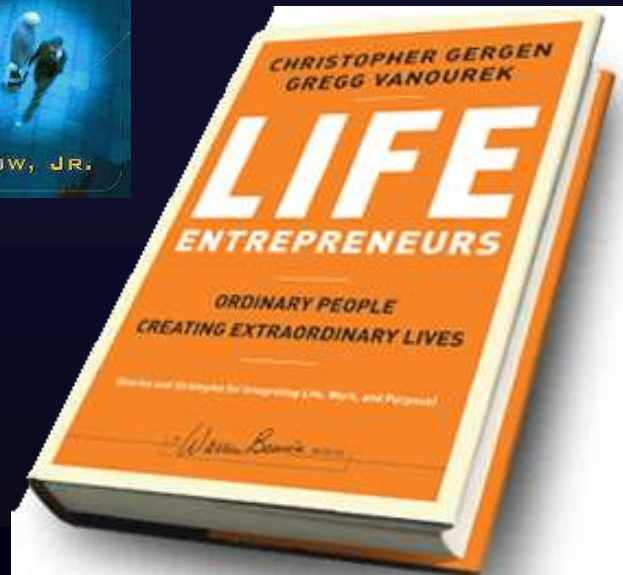
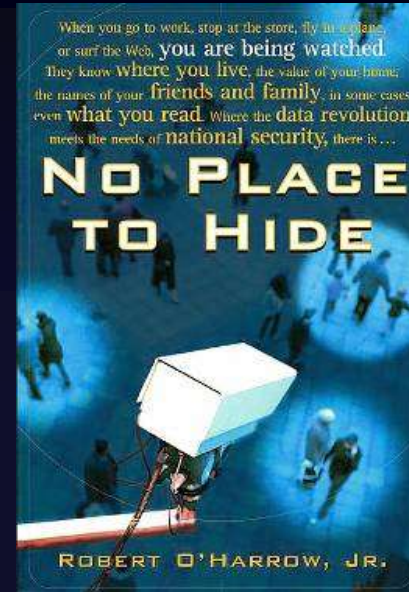
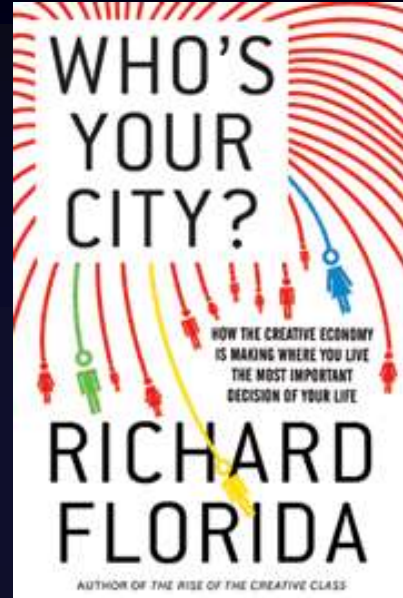
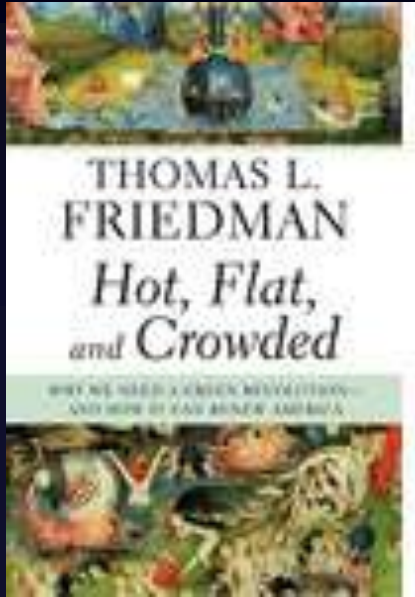
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What's in Store



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

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

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www.markmilliron.com