What exactly is e-Learning any?

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

What is this stuff anyway?

Meta Analysis of Meta Analyses

Major e-Learning Reports
- A Meta-Analysis of E-Learning Reports  
  15 reports  
  government, business & higher ed
- The Horizon Reports  
- 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

What are the trends effecting learning?

A Meta-Analysis of E-Learning Reports
Plagued by learner, faculty, & administrative issues  
The importance and challenges of e-learning are omnipresent.  
Higher education remains at the bottom of the scale when it comes to technology integration and adaption.  
Moving from promise to practice  
Corporations also still have a long way to go!

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
What are the trends effecting learning?

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
The Horizon Report 2009
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?

**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 amateuerization are pushing the boundaries of scholarship
6. Students views of what is & what is not technology are increasingly different from 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

**The Horizon Report 2008: 4 Major Trends**

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

- 2008 the iPhone outsold laptops
- 2009 the Blackberry Storm outsold the iPhone
What are the trends effecting learning?

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
- Flickvision
- Google Maps
- Radioclouds

What are the trends effecting learning?

Social Operating Systems

Organization of the network around people rather than content.
Implicit connections and clues we leave everywhere as we go about our daily lives...use them to organize our work and our thinking

What are the trends effecting learning?

The Horizon Report 2009: 5 Major Trends
1. Increasing globalization: affects how we work, play, communicate
2. Collective intelligence: top down control and grass roots scholarship, multiple answers, mass amateurization
3. Games as learning tools: MMOGs (Massively Multiplayer Online Games)
4. Visualization tools and visual literacy
5. More than 1 billions mobile phones produced each year

What are the trends effecting learning?

2009 Technologies to Watch
- Mobiles
- Cloud Computing
- Geo-Everything
- The Personal Web
- Semantic-Aware Applications
- Smart Objects

What are the trends effecting learning?

2009 Cloud Computing

Large scale data farms
Large clusters of networked servers
Power and storage cheap

What are the trends effecting learning?

2009 Geo-Everything
Physical Coordinates
Geo-tagging
Tracking
What are the trends effecting learning?

2009 The Personal Web
Reorganize online content
iGoogle
AIM Dashboard
Customize environment

2009 Semantic-Aware Applications
Gather content
Extract meaning
Shape meaning

What are the trends effecting learning?

2009 Smart Objects
Internet of things
Recognize physical location
Connect with other objects
Sensors
Identifiers
Applications

What is the impact?

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)

What do we really know?

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

Government think tank...Dr. Traci Sitzman
ADL Global Partnerships

Canada
ADL Partnership Lab
(Ottawa - DND)

United Kingdom
ADL Partnership Lab
(Telford, England)

Korea
ADL Partnership Lab
(MOIC)

Latin America
ADL Partnership Lab
(SLS - 13 Latin American countries)

Australia
ADL Partnership Lab
(MOIS)

Singapore
ADL Partnership Lab
(SGAF)

Taiwan
ADL Partnership Lab
(TWAF)

NATO
Partnership for Peace/ADL
Working Group

What do we really know?

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

Web-based Learning
Online Gaming
Distributed Simulation
Embedded Training
Content Repositories

What do we really know?

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

What are the trends effecting learning?

7 Meta-Trends of Meta-Trends
1. Technology is improving & continuing to evolve but it alone does not make a difference in the learning.
What are the trends effecting learning?

7 Meta-Trends of Meta-Trends

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

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

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

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

6. Intelligent searching has eclipsed the need for metadata and tags (SCORM is dead) ..and smart tools are in.

7. More unified, collaborative, social operating systems
What are the trends effecting learning?

Thanks for joining us....

2009 ?