Are students sleeping in class; it's time to energize and "edu-tain" them!

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- 1. Visual Learning
- 2. Evolved Currencies
- 3. Personalization
- 4. Gamification
- 5. Social Media
- 6. Game-Based Learning
- 7. Connectedness
- 8. Crowdsourcing
- 9. Project-Based Learning
- 10. Digital and Physical Merge

Web 1.0 Searching & Communicating 1997-2003

The beginning of the World Wide Web it was the static data world of web pages that visitors could read the information once and did not return, it was data in the raw.

- File and Web Servers
- Content and Enterprise Portals
- Search Engines (AltaVista, Yahoo!)
- E-mail (Yahoo!, Hotmail)
- P2P File Sharing (Napster, BitTorrent)
- Publish and Subscribe Technologies

Web 2.0 Social Media 2004-2006

This era was user-generated content across the web in the form of blogs, podcasts and forums. It ushered in the World Wide Web protocols. It also saw the beginnings of open source, MySpace, Facebook, Wikis and RSS. This era is where users become the contributors to website content where visitors returned over and over again to receive more updated data.

- Blogs (Blogger)
- Wikis (Wikipedia)
- Social Bookmarking (del.icio.us)
- Social Networks (Facebook, MySpace)
- Instant Messaging (Yahoo!, Google Talk, AIM)
- Mash-ups
- Auction Web sites (eBay)
- Professional Networking (Linked-in, Plaxo)

Web 3.0 Mobile technology 2007-2011

This era was the domain of a deeper level of engagement and more precise social media rules, the semantic web. It included the development of several technologies to arrange the data available on the internet and made it readable by programs and software using a metadata system, making the internet readable to machines. This also brought about virtual worlds, online communities, inter-webs and MMORPG's (massively multi-player online role playing games).

- Ontologies (YAGO, DBPedia)
- Semantic Searching
- Thesauri and Taxonomies
- Personal Intelligent Digital Assistants
- Knowledge Bases

Web 4.0 Intelligent electronic agents 2012 - ?

In this era the phenomena where the web is symbiotic, always on and usable by humans and machines. Apps and extensions dominate. Desktop computers are being replaced by netbooks and tablets for easier access.

People want to talk to the web. It is the era of online social engagement. Web 4.0 it is the time now where the OS is in the cloud and web participation is a necessity.

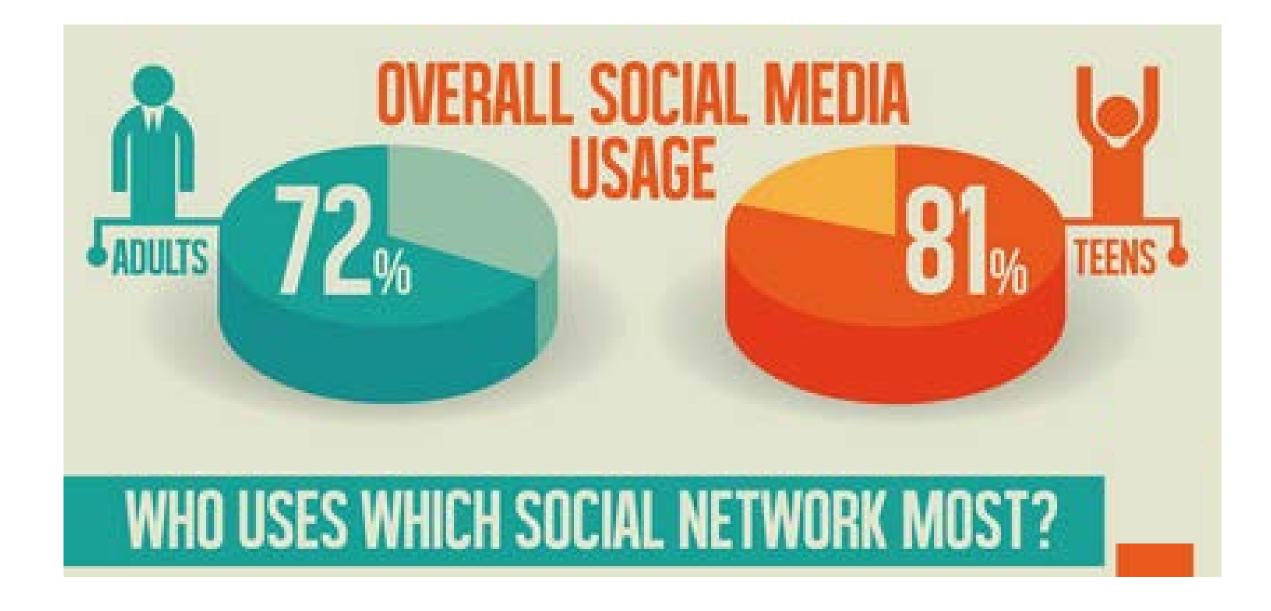
Multiple choices to getting the data:		
• Desktops	 Mobile phones 	
• Laptops	 Tablets 	
• Net-books	• iTV	
All are vitally important to the livelihood of all that is WEB		

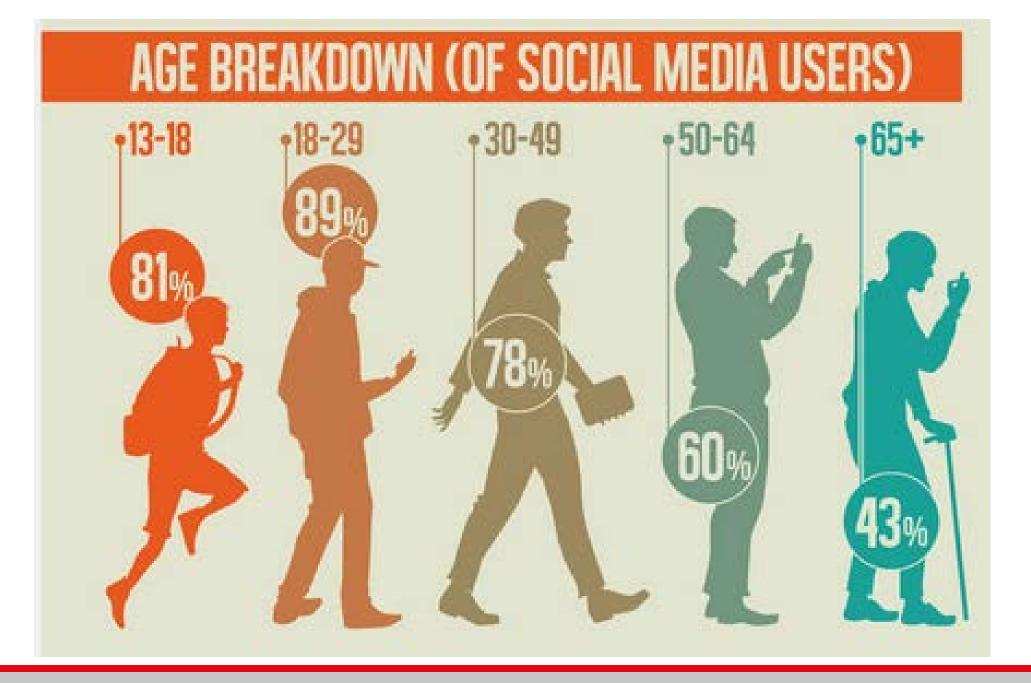
Web 4.0 (continued)

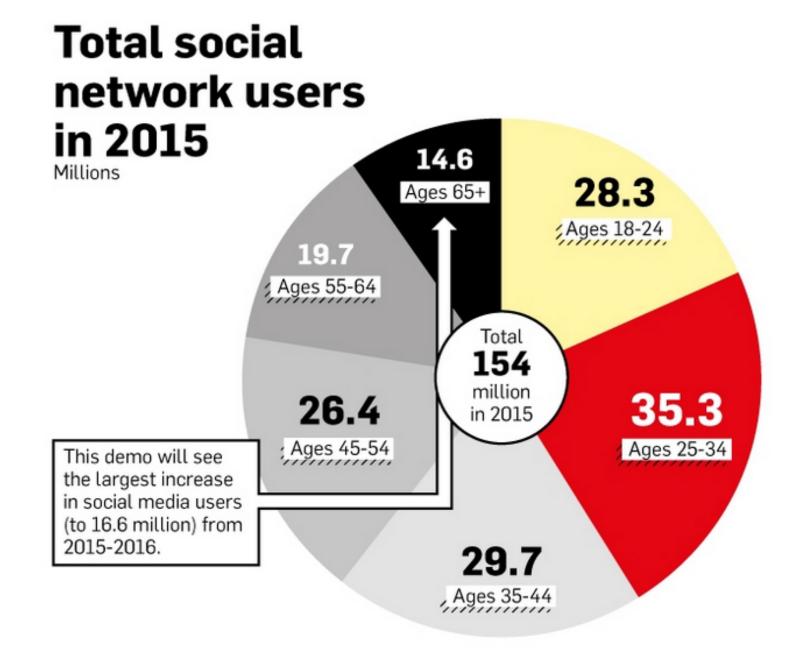
In this era, we will see more powerful interfaces like ambient intelligence, web Operating Systems, and artificial intelligence. The future is in Web 4.0 where the internet is always ON.

- Semantic Social Networks (Twine)
- Semantic E-mail (IBM Omnifind)
- Context-Aware Games
- Better Natural Language Processing

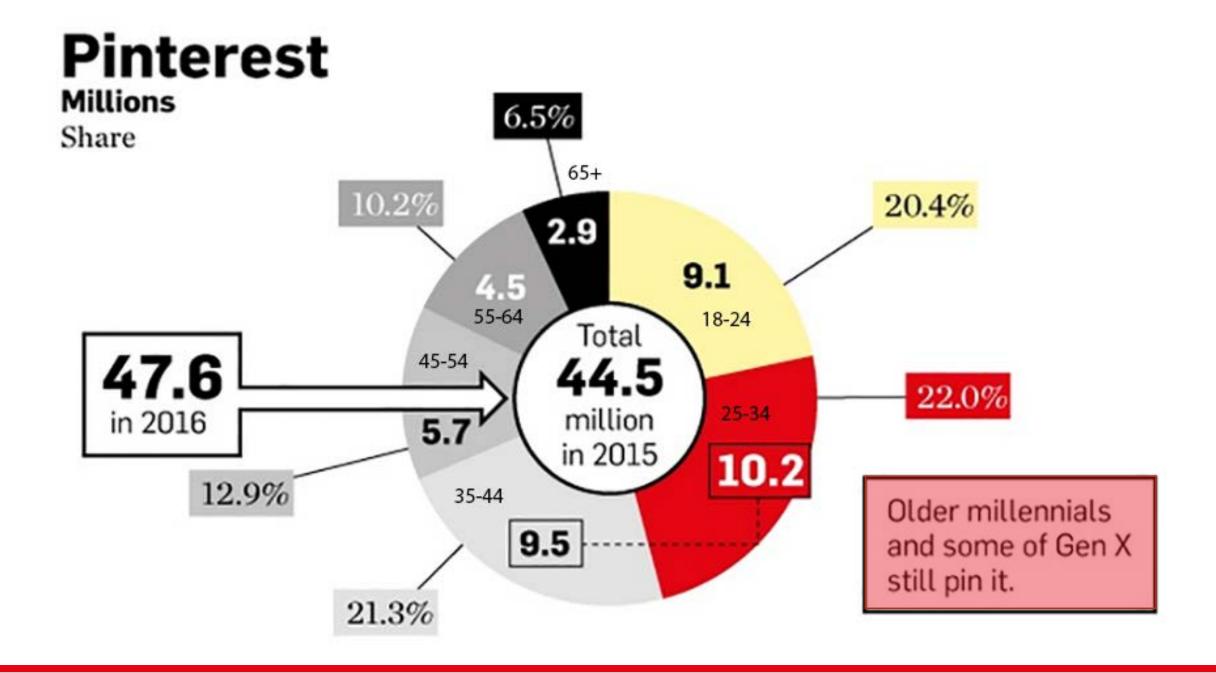


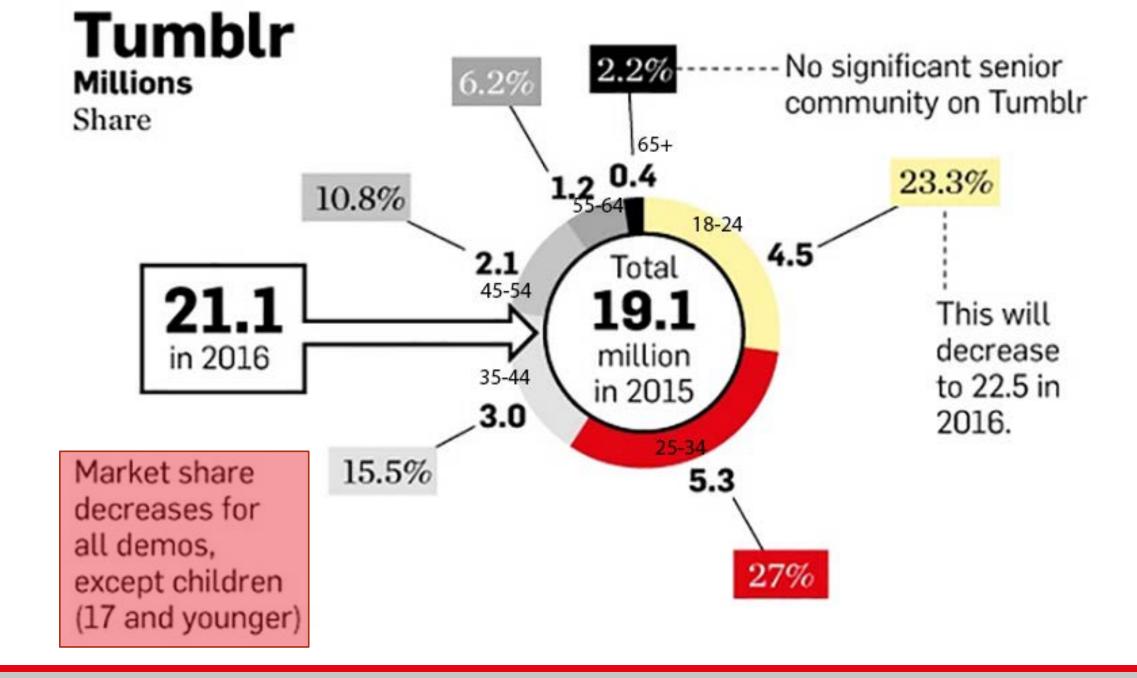


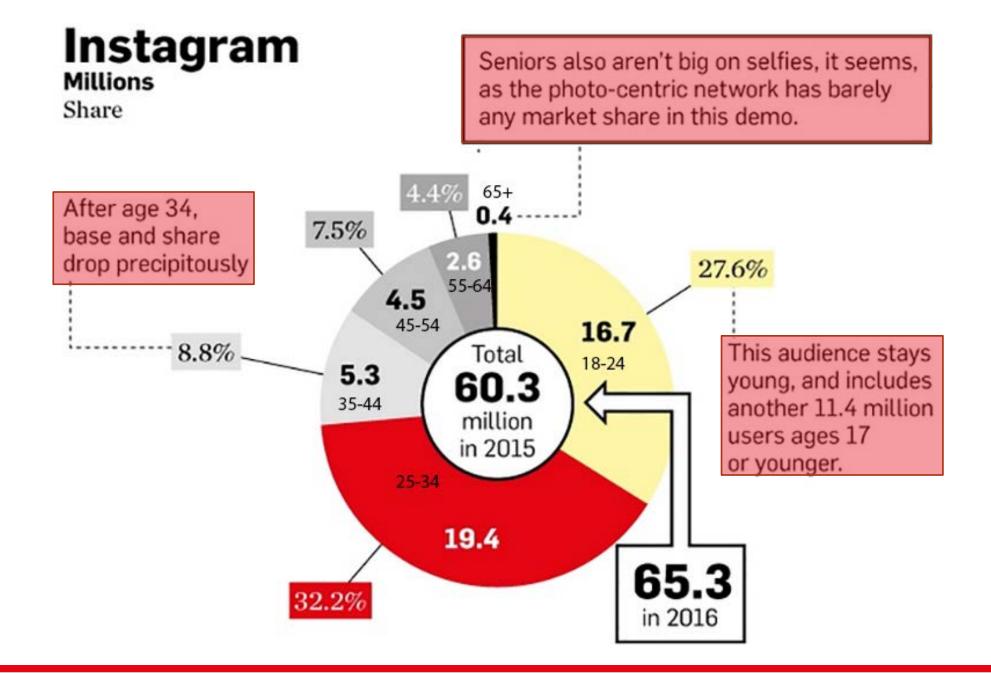


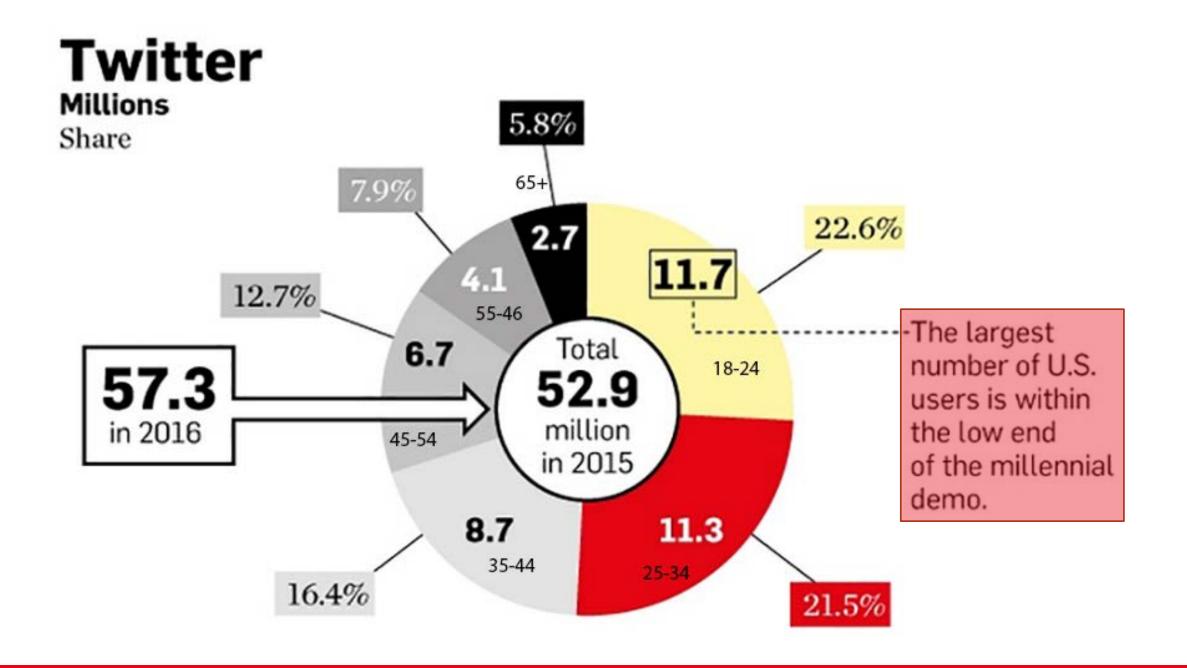


Facebook Millions Share This group sees 16.7% -----6.8% The largest a fall off in share percentage for 2016, to 16.4% share increase, to 7.6% in 2016 10.6 26.2 10.9% 17.1 65+ 18-24 55-64 Total 160.9 156.5 million in 2016 45-54 in 2015 22.5 32.1 20.5%14.4% 33-44 25-34 25.2 Still the largest number of users, but share is static 16.1% in 2016.









Ideas for using Social Media in the Online Classroom

- Facebook
- Pinterest
- Tumblr
- Instagram
- Twitter

It's a great way to make friends and connect outside of class.

You can connect with others for homework help if you need it.

Classmates

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Some faculty use social networks to expand on classroom discussions or to provide homework help.

Friending a teacher could lead to better learning and educational opportunities.

Faculty

B

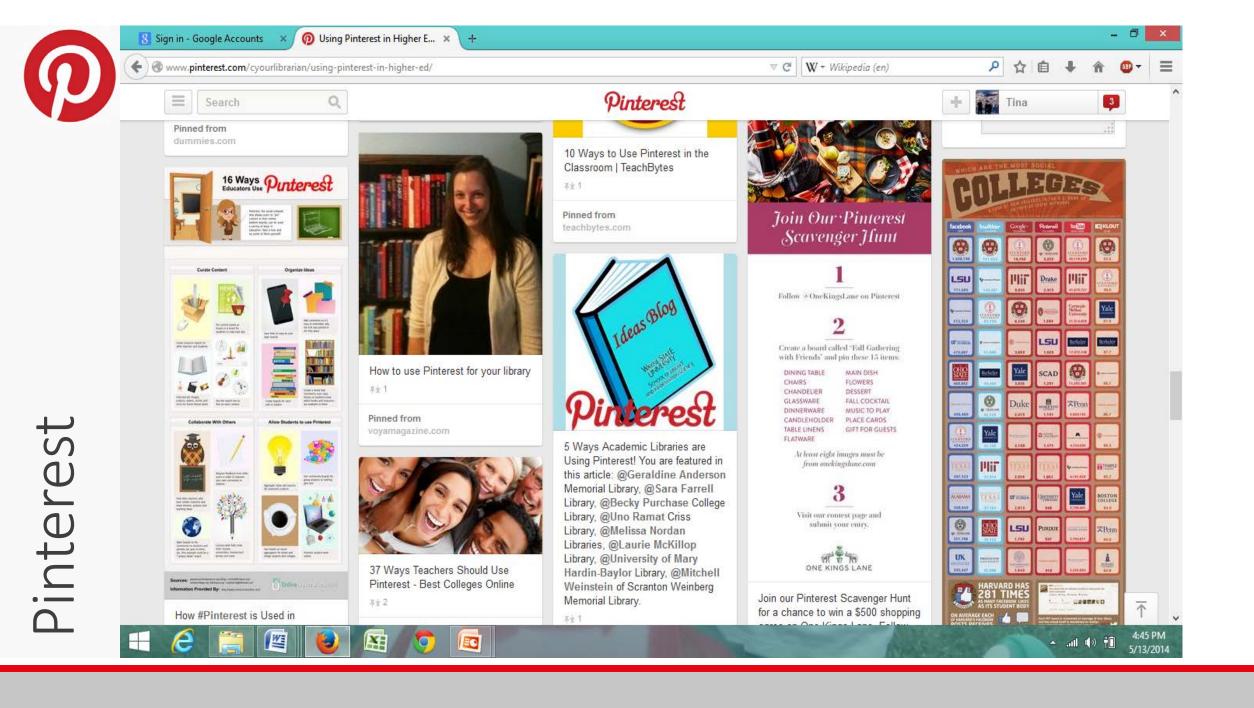
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Some students may not add you, but don't take this personally.

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Some view teacherstudent interactions on social media as inappropriate.

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Tumblr lets you effortlessly share anything.

Post text, photos, quotes, links, music, and videos from your browser, phone, desktop, email or wherever you happen to be. You can customize everything, from colors to your theme's HTML.





Instagram

	time commenting, recording divergent viewpoints Benefits: engages less vocal students, archives otherwise ephemeral comments Tracking Activities	exchange comments about readings or questions about assignments Benefits: community building, continuity between class sessions Lightly Structured Activities	with student responses collected for later analysis Benefits: engages all students in discussions in large lecture classes Metacognitive/Reflective Activities	
	Uses: find and follow instructor, experts in the field, or key topics Benefits: exposure to the larger cultural conversation about the class material	Uses: solicit course feedback, offer ambient office hours, poll class, language or writing practice Benefits: flexibility, availability, scalability	Uses: students report on self learning, articulate their difficulties, recap the most valuable lesson of the day Benefits: fosters critical thinking	
	Institutional communication	Instructor Communication	Pedagogical Communication	
Monologic	Uses: community outreach, alerts, announcements	Uses: announcements, syllabus changes, reminders	Uses: sharing timely links and resources	
	Passive	Student Activity	Active	
		Twitter Adoption Matrix		
	Original concept by Rick Reo			
Revised by Mark Sample				
http://www.samplereality.com				

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