Ten Emerging Insights
On Education, Innovation, Technology and Tomorrow
Insights

Dramatic Change Continues
The Swirl is Stretching Strategy
The Blender is On
Upward Mobility is Possible
Get Serious about Play
From Social to Learning Nets
The Classroom Lives!
Take Action with Analytics
Personal Connections Count
Insanity if Not an Option
Dramatic Change Continues

Two Key Premises:
1. Conventional analysis suffers from a profound failure of imagination
2. Common sense will be wrong
Dramatic Change Continues

“If we want things to stay as they are, things will have to change.”
The Swirl is Stretching Strategy
The Swirl is Stretching Strategy

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
The Swirl is Stretching Strategy

- 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, but only just as likely to use Social Networking Sites
- 60% HH Broadband (up from 29% in 2004)
- 80% HH Mobile Phones
  - Data to phone: 45% NetGen, 27% GenY, 17% Boomers
- From Fixed Media to Search Engines to Answer Engines
The Change We Need in Education

"Dear President Obama,

Congratulations on running a stellar campaign and bringing such energy and enthusiasm to the electoral process. A special thank you for demonstrating what a "new generation" campaign should look like: inclusive, engaging, informative, and exciting. Your use of social networking, web resources, and advanced data analytics combined with the best of traditional campaigns—on-ground volunteers, phone banks, and community organizing—was stunning.

By the way, this is exactly what we’re looking for on the road ahead in education. We’re looking to leverage new generation technologies combined with the best of education tradition to engage, excite, and educate students in powerfully positive ways. As you noted in your
The Blender is On

**Activities**
Lecture, Dialogic, Hands-On, Small Groups, Learning Communities, Project-Based Learning, Self-Directed Learning, Collateral Learning
The Blender is On

- Attract, Serve, Retain, & Engage
- Visioning
- Planning
- Fundraising
  - Capital Funds
  - Operational Funds
  - Maintenance Plans
- Sustainable Learning Environment
Upward Mobility is Possible
Upward Mobility is Possible

BlackBerry Storm

kindle
Amazon Introduces the next chapter in wireless reading.
Get Serious about Play

“Don’t Bother Me Mom—I’m Learning!”
Marc Prensky

Get Serious about Play

- 68% of HH play video games
- Average gamer is 35 (has been playing for 12 years)
- Average age of most frequent game purchaser is 39
- Fast growing cohort, over 50 (25% now)
- 37% of heads of households play games on wireless devices
- 84% of games are E, T, or E10+
Get Serious about Play

Introducing MUVEES

Multi-User Virtual Environment Experiential Simulator

MUVEES are an engaging way to conduct immersive-based situated learning and the key is in which virtual environments play an active role in the transfer of learning from computer generated virtual world settings.

MUVEES enable multiple simultaneous participants to:

- Access virtual environments configured for learning
- Interact with digital artifacts
- Represent themselves through graphical "avatars"
- Communicate with other participants and with computer-based agents, creating collaborative learning activities
- Take realistic experiences, incorporating learning and reflecting about problems and tasks in real-world contexts.

Studying Situated Learning and Knowledge Transfer in a Multi-User Virtual Environment

Harvard University • Notre Dame • Boston Public Schools

Last Updated: May 23, 2003
Funded by the National Science Foundation

GamesParentsTeachers.com
A Parent-Teacher Toolkit

Social Impact Games
Entertaining Games with Non-Entertainment Goals (a.k.a. Serious Games)
From Social to Learning Nets

Facebook helps you connect and share with the people in your life.
From Social to Learning Nets

National Service-Learning Partnership

Network for Good

SCHOOL DAZE
Brought to you by Kettering University

RateMyProfessors.com

RateMyTeachers.com

Studentloans.com

Most-Rated Schools

<table>
<thead>
<tr>
<th>SCHOOL</th>
<th>RATING</th>
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<tbody>
<tr>
<td>BROOKLYN TECH HIGH SCHOOL (BROOKLYN, NY)</td>
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From Social to Learning Nets
Eyes to the front, please.
The Classroom Lives!
Take Action with Analytics
Take Action with Analytics
Take Action with Analytics

- Sinclair Community College
- University of Maryland (BC)
- Capella University
- Purdue University
Personal Connections Count

- Crazy Busy
  Edward M. Hallowell, M.D.
  Overstretched, Overbooked, and About to Snap!
  Strategies for Coping in a World Gone ADD

- Outliers
  Malcolm Gladwell
  The Story of Success

- Social Intelligence
  Daniel Goleman
  The Revolutionary Book by the Author Who Redefined What It Means to Be Smart

- Five Minds for the Future
  Howard Gardner
  Author of Changing Minds
Insanity is Not an Option
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