



CTAT Learning Dialogues
Insights to Catalyze the Conversation



Insights

Dramatic Change Continues

The Swirl is Stretching Strategy

The Blender is On

Upward Mobility is Possible

Play is Serious Business

Networks are Smarter and Dumber

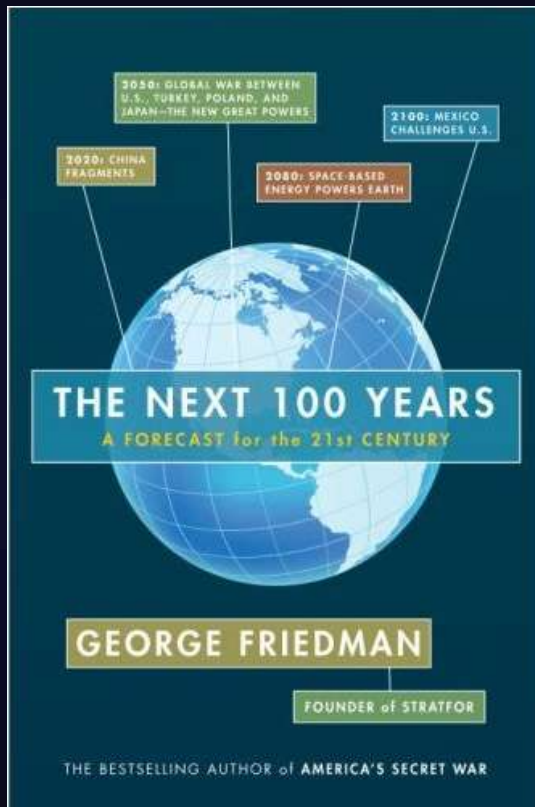
The Classroom Lives!

Get Them Ready to Transcend

Action Analytics are Expected

Insanity if Not an Option

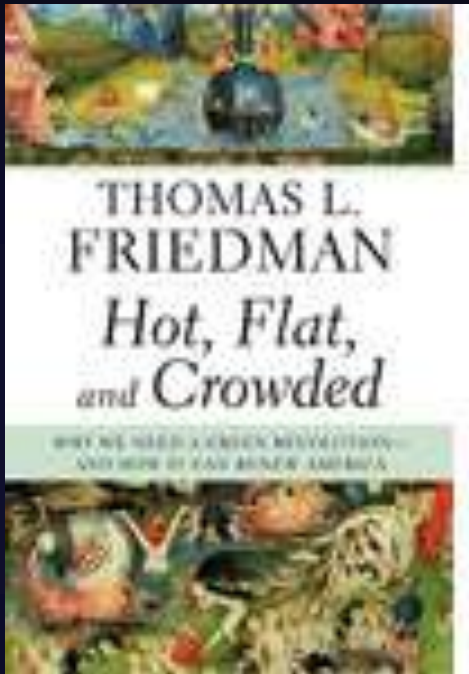
Dramatic Change Continues



Two Key Premises:

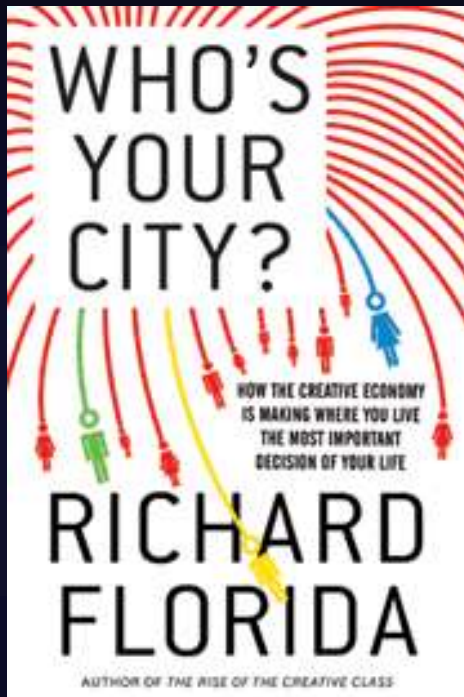
- 1. Conventional analysis suffers from a profound failure of imagination*
- 2. Common sense will be wrong*

Dramatic Change Continues



“If we want things to stay as they are, things will have to change.”

Dramatic Change Continues



“Despite all the hype over globalization and the ‘flat world,’ place is actually more important to the global economy than ever before. . . Places are growing more diverse and specialized—from their economic makeup and job market to the quality of life they provide and the kinds of people that live in them.”

Dramatic Change Continues

- **Demographic Change**
 - *300 M now, 400 M by 2039*
 - *By 2042, Majority Minority*
 - *Hispanics will be 30%, Asians almost 10% (both almost doubling their numbers)*
 - *Overall Birthrates Down (1.9)*
 - *By 2030, nearly 20% of all Americans will be over 65 (care balance)*

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

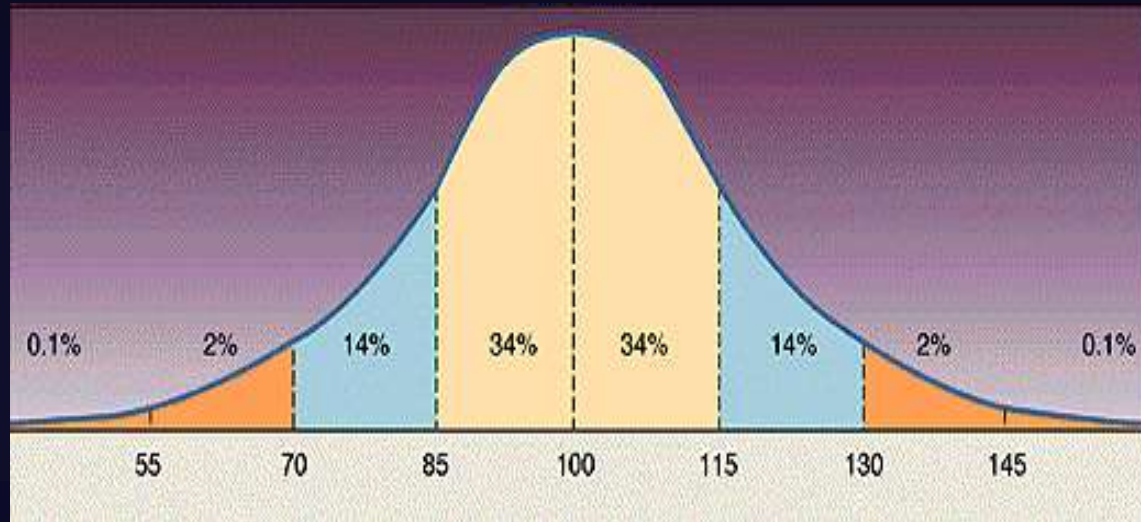


The Swirl is Stretching Strategy

- 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
- 54% 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 Blender is On

Blurred



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

Online Infrastructure
* Portal
* Learning Mgt Systems
* Repositories
* Phones
* Blogs
* ePortfolios

Blended

Activities

Lecture, Dialogic, Hands-On, Small Groups, Learning Communities, Project-Based Learning, Self-Directed Learning, Collateral Learning

The Blender is On

February 12, 2008

WebMD®

Better information. Better health.


SEARCH

- Sign In
- Bookmark This Page
- Site Map
- Sign up for WebMD Newsletters

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

GLOSSARY OF MODERN LOVE DIET SODA PARADOX 10 WAYS TO EASE FLU APPLE CIDER VINEGAR


VIEW MORE

health centers

- ADD/ADHD
- Allergies
- Alzheimer's
- Anxiety Disorders
- Arthritis
- Asthma
- Back Pain
- Bipolar Disorder
- Breast Cancer
- Cancer

VIEW MORE





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.
Read Full Article


News

- How to Live Long

Features

- Fast Flu Relief at Home

ADVERTISEMENT



The Blender is On

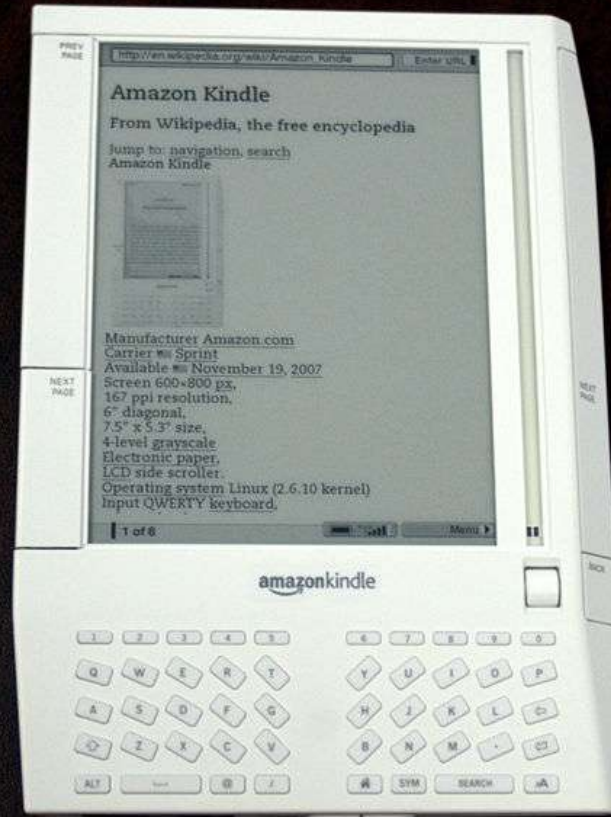


- Attract, Serve, Retain, & Engage
- Visioning
- Planning
- Fundraising
 - *Capital Funds*
 - *Operational Funds*
 - *Maintenance Plans*
- Sustainable Learning Environment

Upward Mobility is Possible



Upward Mobility is Possible



Play is Serious Business



Play is Serious Business

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:

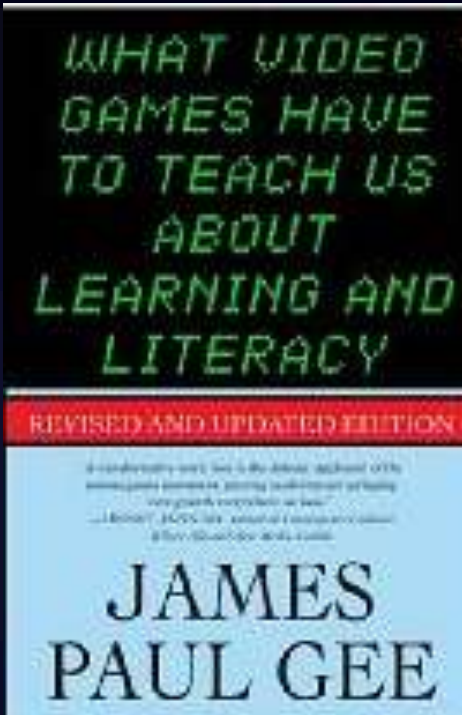
Because They're Asked To 79%

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%

Play is Serious Business



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, enacting 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 Transfer in a Multi-User Virtual Environment

Harvard University • Active Worlds • Boston Public Schools

Last Updated: July 27, 2003 Funded by the National Science Foundation



WHAT IS SECOND LIFE? SHOWCASE

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



Networks are Smarter and Dumber

facebook

Facebook helps you connect and share with the people in your life.



myspace.com
a place for friends..

A screenshot of the bebo website interface. At the top, the 'bebo' logo is on the left, and a search bar is on the right. Below the logo, there are three main sections: 'explore' with a music-related image and text, 'share' with a grid of user avatars and text about social media integration, and 'connect' with text about finding friends. A 'sign up now!' button is located at the bottom right of the page.

Linked  in

twitter

yammer

Networks are Smarter and Dumber

WIKIPEDIA

<p>English The Free Encyclopedia 1 032 000+ articles</p>	<p>Deutsch Die freie Enzyklopädie 372 000+ Artikel</p>
<p>Français L'encyclopédie libre 258 000+ articles</p>	<p>Polski Wolna Encyklopedia 221 000+ haseł</p>
<p>日本語 フリー百科事典 193 000+ 記事</p>	<p>Nederlands De vrije encyclopedie 150 000+ artikelen</p>
<p>Svenska Den fria encyklopedin 145 000+ artiklar</p>	<p>Italiano L'enciclopedia libera 145 000+ articoli</p>
<p>Português A enciclopédia livre 122 000+ artigos</p>	<p>Español La enciclopedia libre 102 000+ artículos</p>

search • suche • rechercher • szukaj • 検索 • zoeken • sök • ricerca • busca • buscar

English >

iTunes U
the campus that never sleeps.

Education evolves.

What It's All About | Administrators | Faculty | Students

See it for yourself.
Browse the iTunes U sites in the iTunes Store.

Go to iTunes U in the iTunes Store

big think BETA
WE ARE WHAT YOU THINK

YouTube EDU
Videos and Channels from our college and university part

OEER COMMONS
OPEN EDUCATIONAL RESOURCES



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

Membership Shop What's New Contact Us



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



Marriott Rewards[®] Insiders

BETA

Networks are Smarter and Dumber

HARVARD BUSINESS PUBLISHING Search HarvardBusiness

Voices » Conversation Starter » Why Non-Profits Are So Good at Social Media

CONVERSATION STARTER RSS Feed

Why Non-Profits Are So Good at Social Media
 4:05 PM Tuesday June 16, 2009
 by Alexandra Samuel
 Tags: Customers, Internet, Social media

RATE MY PROFESSORS Over 6,000 Schools, 1 million professors, 6 million opinions

Home | Forum | Tell a Friend Hi, Guest! | create account | login |

Enter keywords (e.g. Sam Smith Ball State University) Search

About this site

Get the card that gives you mtvU exclusives

Find a professor Find your school

United States Search for a professor by entering his or her last name here. Search

Now on Facebook
 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.

Professors Strike Back
 Your professors have been reading your comments and now it's their turn!

WELCOME LAS VEGAS NEVADA
 Save \$50* on your Las Vegas vacation
 LEARN MORE

SCHOOL DAZE

Brought to you by Kettering University

Loading

RateMyTeachers.com Teacher Ratings By Students and Parents

Member Area Find Your School Newsletter RMT Forum Advice Column

Most-Rated Schools

# RATINGS	SCHOOL
19,005	BROOKLYN TECH HIGH SCHOOL (BROOKLYN, NY)
16,994	QAWSON 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	MEUNIER VALLEY HIGH SCHOOL (NAPERVILLE, IL)
10,455	TELMERSTA MIDDLE SCHOOL (WEST NYACK, NY)

studentloans.com APPLY TODAY for No Fee!

HONEST. ESSENTIAL CRITIQUE

The Classroom Lives!

David Merrill: Siftables, the toy blocks that think





Eyes to the front, please.



Classroom Lives!

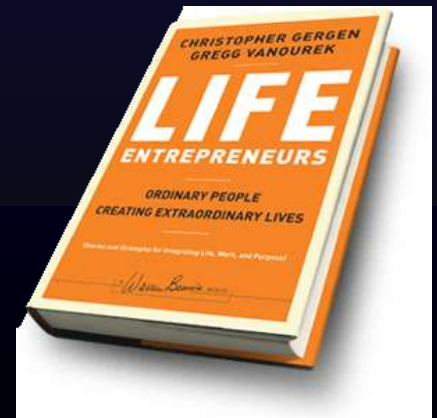
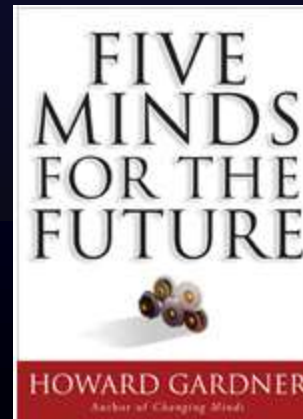
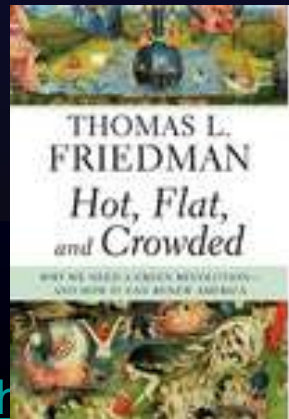
David Merrill: Siftables, the toy blocks that think



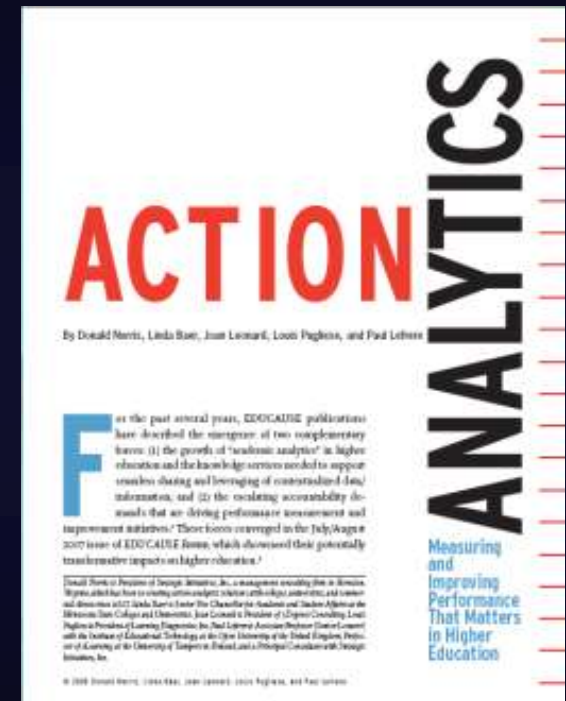
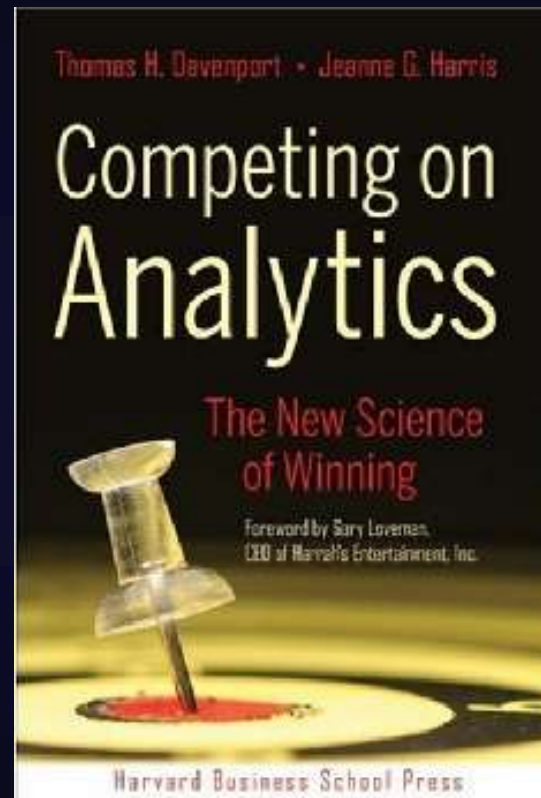
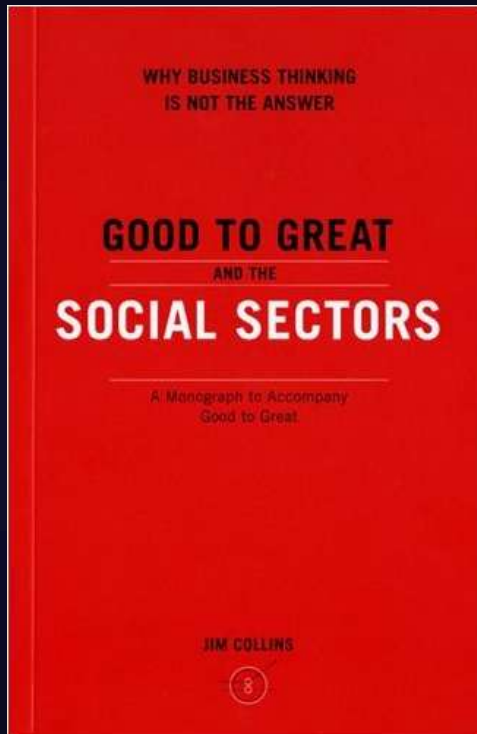
Get Them Ready to Transcend



- Critical Learning
- Creative Learning
- Social Learning
- Courageous Learning



Action Analytics are Expected



Insanity is Not an Option





Insights

Dramatic Change Continues

The Swirl is Stretching Strategy

The Blender is On

Upward Mobility is Possible

Play is Serious Business

Networks are Smarter and Dumber

The Classroom Lives!

Get Them Ready to Transcend

Action Analytics are Expected

Insanity if Not an Option

Dr. Mark David Milliron

mark@catalyzelearning.com

catalyticconversations.blogspot.com

www.markmilliron.com