

# The 21<sup>st</sup> Century Learner

TEW 2010



**Dave Starrett**

# Movie Time



## Did You Know? 3.0

# Who Am I?



Dean of University Studies and Academic Information Services and Director of the Center for Scholarship in Teaching and Learning and Office of Instructional Technology and Director of UI100 and Interim Director of Kent Library and.....

A baby boomer  
An early adopter  
A parent of teenagers



**“What software would you recommend to give my presentation so much flash and sizzle that nobody notices that I have nothing to say?”**

# Who Am I?

I can....

Use a remote

Set my VCR's time (oh wait, it's a DVR now!)

Text message

Email

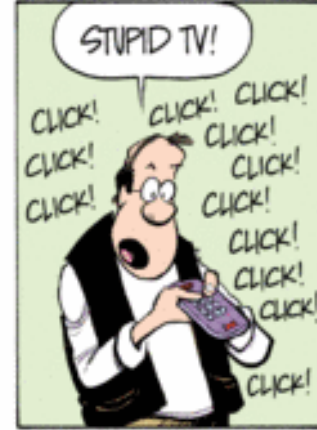
Put up a web site

Talk techno-babble

Have (and do!) a Facebook page

Use an iPhone

Google.....



# Who Are You/We?



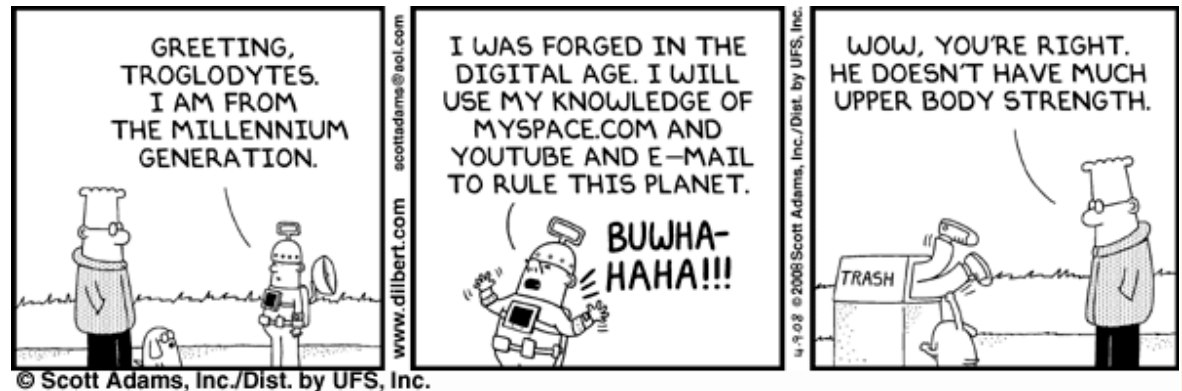
- The early adopter (First Wave, Entrepreneurs)
- The eager crowd (Risk Aversives)
- The latecomers (Reward Seekers)
- The helpless and the hopeless (Reluctants)
- The Luddites (<http://en.wikipedia.org/wiki/Luddite>)



# Who Are They?



- The Net Generation, Millennials, Y Generation, Digital Natives, Mosaic Generation, Generation Next, Echo Boomers...
- Next up: Generation Z, arriving in College in less than 5 years.



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# Pop Quiz #1



What does this mean? **ROTFL**

- a) Mnemonic for remembering the 5 plant cell types
- b) Reserve Officers Training Florida
- c) Record of True Foreign Languages
- d) Rolling On The Floor Laughing

# Bonus 1



What do these chat acronyms stand for?

- LOL
- POS
- GNSTDLTBBB
- CUL8R
- KSUSHYGEMA

## Bonus 2



What do these emoticons mean?

i - )

> : - (

^5

(( (( (name) )) )

( :: ( ) :: )

@[\_]~~

# Terminology



- Web 2.0
- Blog, Blogging
- IM
- On-line
- To Google
- Text Messaging
- Multi-tasking
- Social networking

# Pop Quiz #2



What is the definition of Spam?

- a) A unique type of canned ham
- b) A Monty Python skit
- c) The electronic version of junk mail
- d) All of the above are true

# Web 2.0...



Jaiku ~ Twitter ~ WolframAlpha ~ PBworks ~ Second life ~ Zoho ~ FlexBook ~ Format Factory ~ Google Analytics ~ Google Docs ~ Google Scholar ~ Google Voice ~ OpenSimulator ~ Photo Resizer ~ Paint.NET ~ Pixie ~ PixelFish ~ Sketchcast ~ Browsershots ~ YouTube EDU ~ Readability ~ RefWorks ~ Slideshare ~ Smart Pen ~ Usability ~ Cloud computing ~ Wiki ~ Biometrics ~ Google's Desktop OS ~ Gesture-Based ~ Remote Control ~ USB 3.0 ~ Windows 7 ~ Diigo ~ Ning ~ Flickr ~ Audacity ~ Gapminder ~ Worldmapper ~ Delicious ~ Smartphone ~ Google Wave ~ Prezi ~

# Pop Quiz #3



- Web site comparisons
- Which of each pair of Web sites is designed for younger learners, which is designed for “us”?

# Pop Quiz #3



- <http://www.sciencemag.org>
- <http://www.brainpop.com>
- <http://www.yahoo.com>
- <http://yahooligans.yahoo.com>
- <http://www.ask.com>
- <http://www.ajkids.com>
- <http://www.hgtv.com>
- <http://www.nick.com>
- <http://sportsillustrated.cnn.com>
- <http://www.sikids.com>

# By age 21...



The average person will have....

- 10,000 hours video games
- 200,000 emails
- 20,000 hours TV
- 10,000 hours on a cell phone
- Under 5,000 hours reading

Prensky, 2003

# Children age 6 and under...



- Spend 2:01 hours / day playing outside
- Spend 1:58 hours using computers
- Spend 40 minutes reading or being read to
- 48% of children have used a computer
- 27% 4-6 year olds use a computer daily
- 39% use a computer several times a week
- 30% have played video games

Kaiser Family Foundation, 2003

# What's Up



## NetGens:

- **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
- **91% HH use a Search Engine once a week**

From Mark David Milliron, <http://markmilliron.com>

# Pop Quiz #4



- Which has more accurate information?
  - Wikipedia
  - Encyclopedia Britannica
- Which one will have new or revised information tomorrow?

# Computer Games



- SimCity 3000:  
Build and Manage your own City
- Story:
  - A nine and an 11-year old were talking in the car one day...



August 11, 2010

# Games & Simulations



- In class games, online games, simulations....
- Marc Prensky – data on learning with games (<http://www.marcprensky.com>)

# Movie Time II



## A Vision of Students Today

Mike Wesch

- Digital Ethnography, Kansas State University:  
<http://mediatedcultures.net/ksudigg>

# Today's Learners...



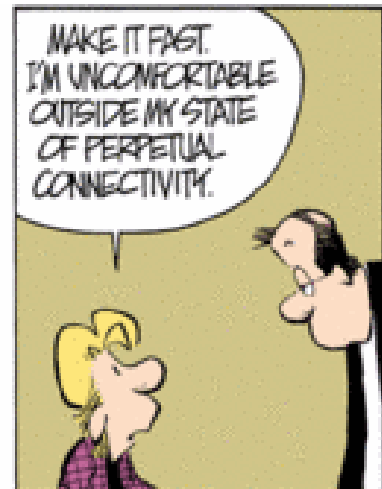
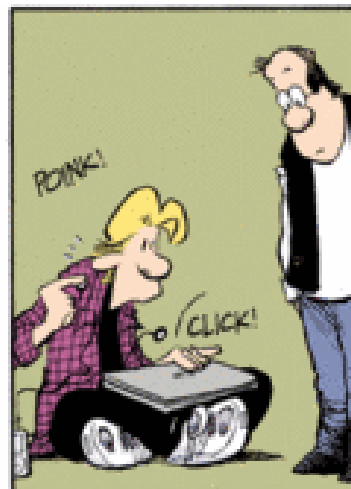
- Digitally literate
- Mobile
- Always on
- Experiential
- Social

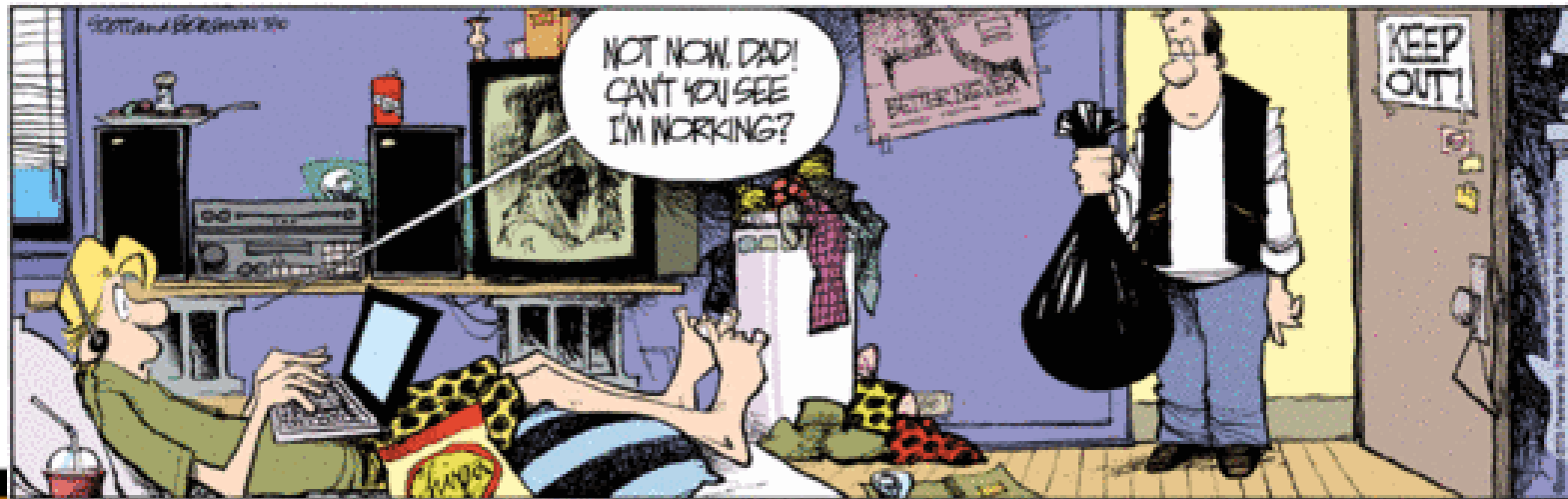
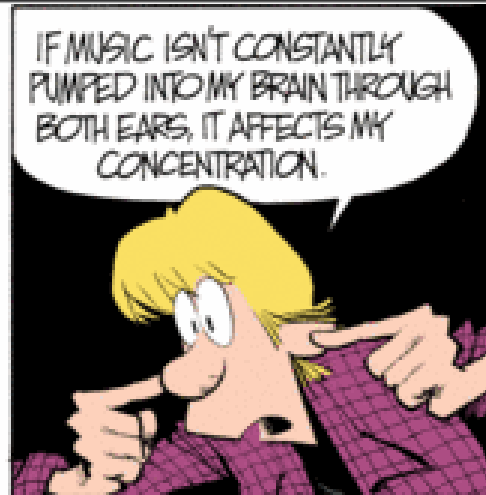
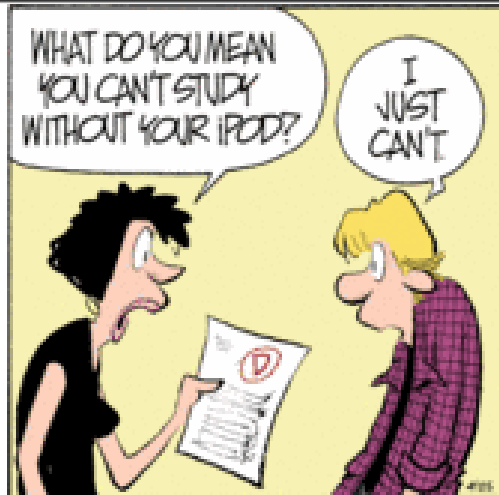


10-15  
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www.familycircus.com

**"I'd rather text my report. Then I wouldn't hafta spell whole words."**

Oblinger, 2004





# Students vs Faculty



## 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

From Mark David Milliron, <http://markmilliron.com>

# Students vs Faculty



## Students:

- **Multitasking**
- **Pictures, sound, video**
- **Random access**
- **Interactive and networked**

## Faculty:

- **Single or limited tasks**
- **Text**
- **Linear, logical, sequential**
- **Independent and individual**

# So What?



- Are we bad/wrong?
- Do we become like “them”?
- Do we make them become like us?
- Is technology providing an opportunity, or a risk?
- What CAN technology do for us in the teaching/learning arena?

# Times have Changed



- The Dog Ate my e-Homework



"My sister deleted my homework."

# Teaching the 21<sup>st</sup> Century Learner



- 21st Century Learner: multimedia format pervades nearly every part of life
- Students live in a world of digital, audio, and text
  - They expect a similar approach in classroom
- Faculty must abandon notion that a lecture and reading assignment are enough to teach a lesson

# Teaching the 21<sup>st</sup> Century Learner



- **Teacher's Role:**
  - No longer the professor dispensing facts and theories
  - A participant in the learning process
    - Faculty role will be unbundled--teacher to mentor
    - Facilitate peer-to-peer learning
- Teachers must learn to communicate in the language and style of the students
  - going faster
  - less step-by step, more in parallel
  - more random access

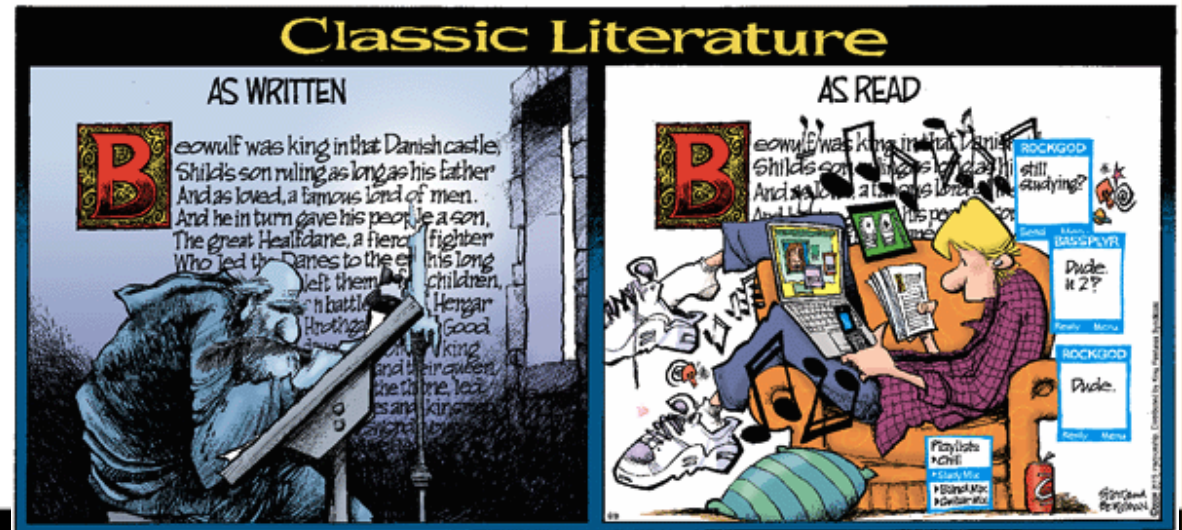
# Teaching the 21<sup>st</sup> Century Learner



- Learning now a life-long process of coping with change
- The content of a particular lesson less important than learning how to learn

ZITS

BY JERRY SCOTT AND JIM BORGMAN



# What can You do?



- Set expectations!
- Be flexible
- Don't assume they learn like we did
- Check out Web 2.0
- Create a course web site
- Get involved in course redesign

# Movie Time III

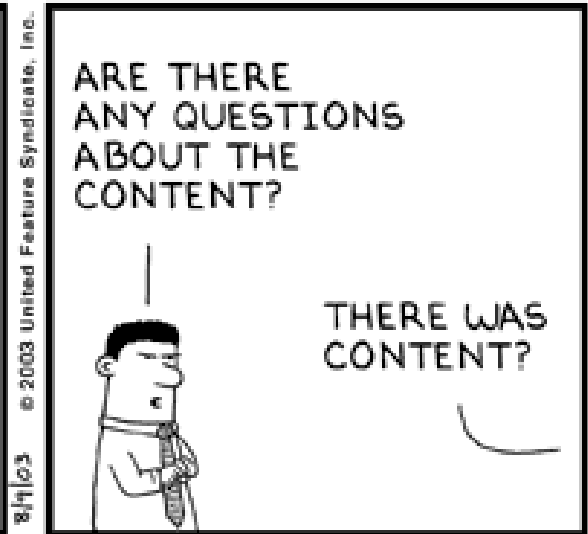
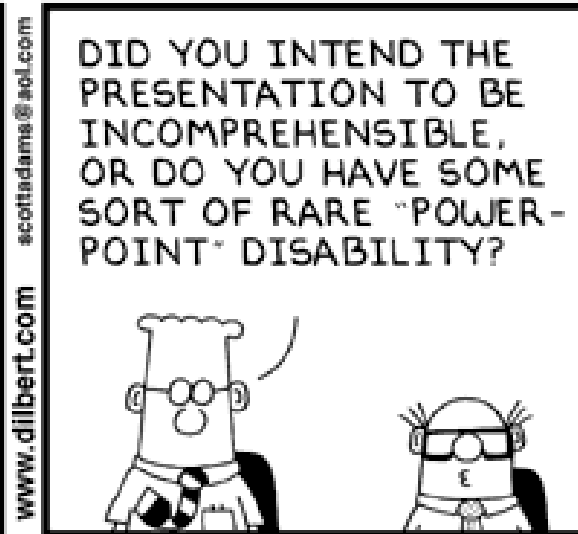
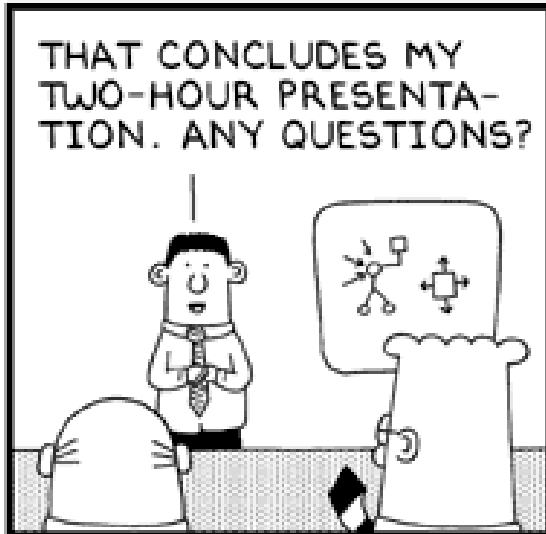


## Information R/evolution

Mike Wesch

- Digital Ethnography, Kansas State University:  
<http://mediatedcultures.net/ksudigg>

# Next



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<http://cstl.semo.edu/cstl/workshops/tew/it>