# **Technology Enhancing Learning**

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Version of Jan. 14, 2013



#### **Historical Context:**

New technology has always changed how people learn.

Bright motivated students have always found ways to learn.

- Lecture: Etymologically, "A Reading"
- Invention of printing (China ~11th century)
- Printing press (Gutenberg ~1450)
- Offset rotary press (~1900)
- Television (Mass phenomenon 1950s)





# **Historical Context (cont.):**

- Personal computer (1980s)
- **Internet** (1990s)
- Search engines, distributed
   interactive computing (1990s -> 2000s)
- Personalize collective recommender

algorithms (2000s -> Google, Amazon, Netflix, etc.)

Increasing Interaction

## **Coming Wave:**

Adaptive Learning Systems
Learning about the learner to enhance the experience

New online environments will supplant the textbook with a powerful interactive learning resource.

#### Artificial intelligence

enhancing the human-computer interaction,

### Social networking

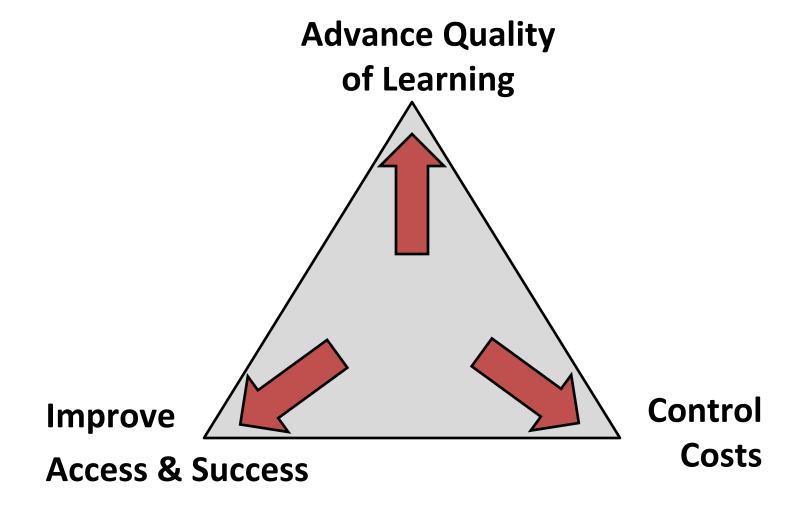
expanding the reach of human-human interaction,

#### Data analytics

to allow constant improvement in learning experience.



# National Need: Stretch the "Iron Triangle"





### Unbundling learning: What is "learning"?

- Learning as flowing from experience
- Learning as testable, measurable competencies
- Learning as socialization and social skills
- Learning as meta-skills

### Massive Open Online Courses (MOOCs)

Questions: Authentication, adequacy of assessment, social interaction, quality assurance.

Under what conditions will a MOOC be worthy of University of Illinois academic credit?

