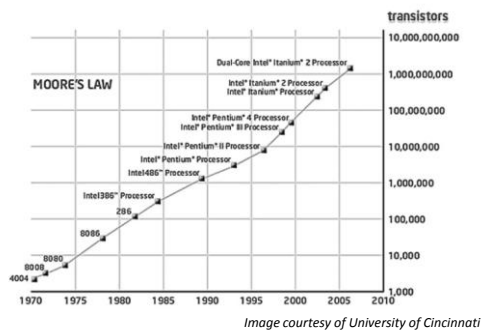## Web 2.0 Use in Online
IMS 2010

James Falkofske – Director of Online Learning
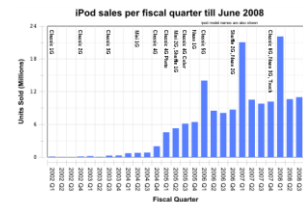St. Cloud Technical College

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Predicting the Future

- What is "cutting edge" now in 5 years will be "widely adopted"
- The most innovative "early adopters" need to help identify useful and specific processes (not specific tools)

It will only keep going FASTER

Image courtesy of University of Cincinnati

History of Hardware

- USB 1.0 – 1995
  USB 2.0 – 2000
  USB 3.0 – 2010
- VHS – 1976
  CD -1982
  DVD – 1995
  DVD DL - 2006
  in 2003 DVD video rentals outpaced VHS
- iPod (1st) – October 2001 (5GB HD)
  iPod (2nd) – July 2002 (20GB HD)
  iPod (3rd) – April 2003 (40GB HD)
  iPod (4th) – Jun 2005 (60GB HD + Color/Photo)
  iPod Nano (1st) – Sept 2005 (4GB RAM)
  iPod Touch (1st) – Sept 2007 (32GB touchscreen)

History of Web Services

- eBay – founded 1995, public 1998, purchases PayPal 2002, eBay Express 2006
- YouTube – created 2005, Google purchased in 2006 for $1.65B, 2008 – bandwidth costs > $1M / day.
- D2L – founded 1999
  2002 – Wisconsin Adopts
  2003 – MnSCU Adopts

But also some "deaths" along the way

- Beta video
- Apple Lisa
- Pets.com
- Flooz.com (online currency)

Functionality for the Future - 1

- Flexible multimedia communication
  - Web video conferencing for interviews, speeches, advising, guest lectures, etc.
  - Voice comments to students on papers and projects
  - Voice based discussions
  - Audio conferencing for work groups
  - Video conferencing / web conferencing for work groups

Functionality for the Future - 2

- RSS feeds
  - News sources
  - Industry sources
  - "Reminders" from faculty to students (assignments / job opportunities)
  - Student projects / blogs

Functionality for the Future - 3

- Virtual World Environments
  - Discussions
  - Guest Lectures
  - Demonstrations of Procedures (technical)
  - Role Play
  - Evaluation of Procedures (skills performed in virtual environments)
  - Virtual Tours / Field Trips

Functionality for the Future - 4

- Multimedia Editing / Page Composition
  - "MySpace" type of profiles for social networking
  - Design of project and information pages
    - Literacy is no longer reading and writing, but also designing messages in a manner in which they will be viewed and understood. This literacy includes video, audio, graphics, and images.
  - Collaborative editing of content
    - Work environment / simulation
    - Assessments to track what changes each participant made

Functionality for the Future – 5

- Self Diagnostics / Skill Drill
  - Interactive content-streams which help students diagnose the content areas needing more study; review by instructors to see which concepts provide greatest struggles for largest numbers of students
  - SCORM compliant, to track progress through each learning module

Tying Needs to Process – Not Tools

- There are instructional design and assessment processes which need to be supported
- Tools will change as technology changes
- Allowing open infrastructures which allow new tools to integrate will provide for long-term flexibility in design and use