

Life-long learning ecosystems

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Cloud-based education marketplace(s)/exchange(s)

Delivers high-end, multimedia-based, interactive, team-created content

Web-accessible content that's available 24x7x365

Allows for the power of social networks/learning via second devices (see below)

Rides the wave of the massive convergence of the computer, the telephone, and the television.

Also feeds the chalkboard of the future

For face-to-face and blending learning



Annotated content flows to students' devices, content management systems (CMS), other



Learning from the Living Room

Example: iTunes U for online learning



Tablets and smartphones - second devices -- allow for machine-to-machine communications as well as social networking/learning "channels" -- all while watching and interacting with the content that's on the main screen (such as a lecture, a software demonstration, educational gaming, MOOCs, etc.)

Allows for:

- Greatly reduced prices ("The Walmart of Education")
- The pursuit of one's passions
- Ability to build own degree
- Learn from the best teams of content creators
- Applications as "channels"
- 2nd device-based content realization/synch apps
- Synchronized overlays w/ other students

Employers

If granted, employers can access a learner's profile
Badges, certifications, employer-created assessments and/or industry-created exams
Show me what you can do -- or have done
Can you communicate / work well with others?
What's your online network/presence look like?

Businesses will likely create their own cloud-based courses, materials, etc. -- see above marketplace/exchange

Cloud-based learner profiles

Individuals can grant access to businesses as their new resume
Content providers/assessors insert results back into the learners' profile