



Stats from Steve Midgley, Deputy Director for Education Technology at the U.S. Department of Education

On mobility and education:

- “40% of teens send a text message with their eyes closed.”
- “Email is dead.”
- “e-Books is slapping text online... not it. “
- “Not just replicating what we’ve been doing... This is as different as the printing press... Revolutionizing... What is the real world now? Where is learning happening?”

On assessments:

- “Video games do assessment incredibly well and getting better and better... People love learning... Video games are developed to measure things we could not measure before... Real assessment means real work, real contribution... Students can read a Wikipedia page as well as read a handout.”
- “Assessment measures actual accomplishment vs. how you got there.”

On e-Learning:

- “How do you deal with ‘seat time’? Move towards [measuring] completion... This student has these 30 skills that add up to... badges”
- “Stack credentials and ‘badges’ which go with student vs. program.”
- “High quality interaction happening online.... with long time professional communities...”
- [Like] “Disney, Mickey... looks so easy... Running a community online is not so easy, need to plan it.”

On communities of practice:

- “Open Education Resources (OER): FREE location to share and grow.... Not free just to market beer. Finding resources are hard... plenty out there, but you have to work to find 1 [good] resource.”
- “Continue to contribute to communities... exist because they’re volunteers... Wikipedia [consists of] Volunteers!”