

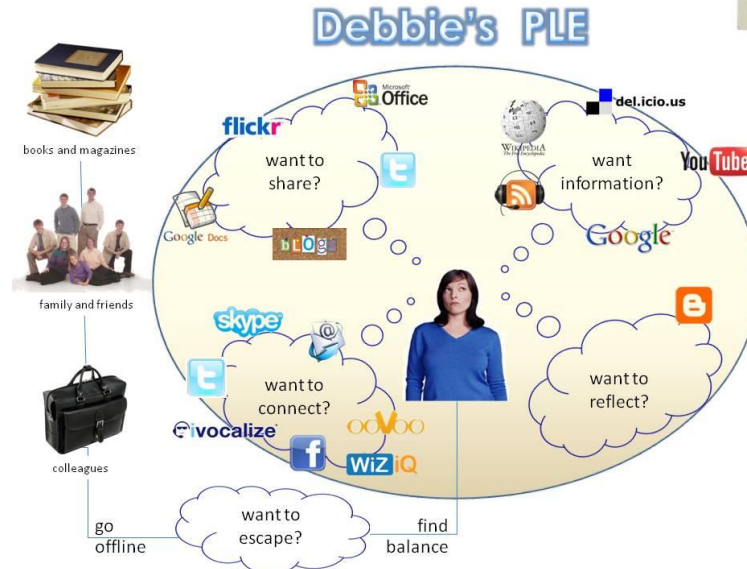
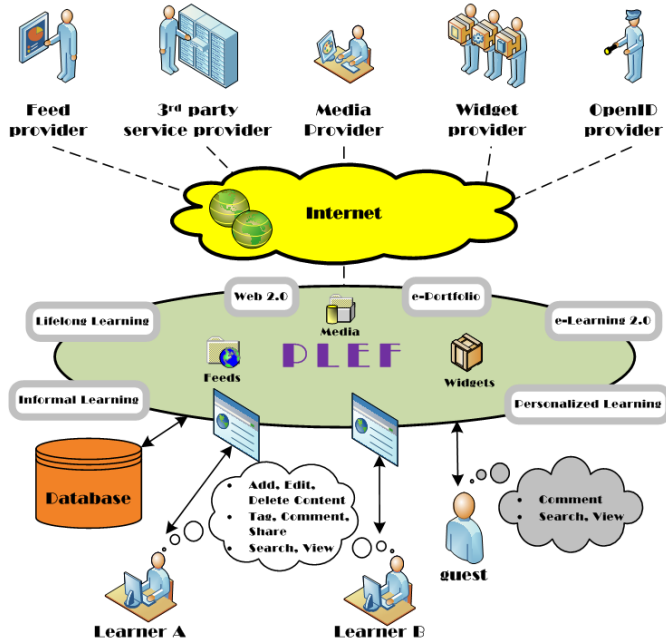
# 16 Learning Trends



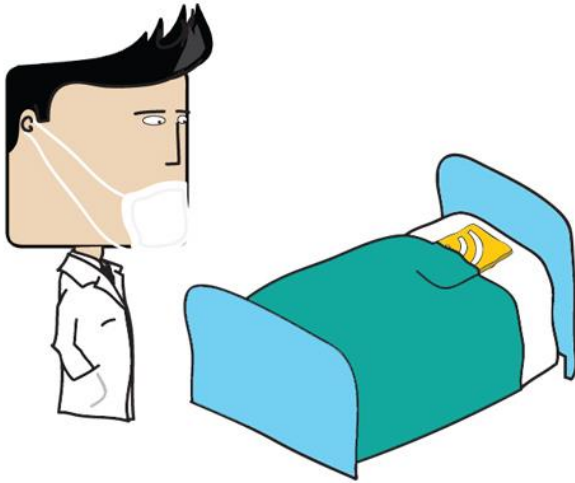
# 1.- Social Media & Web 2.0/3.0/x.0



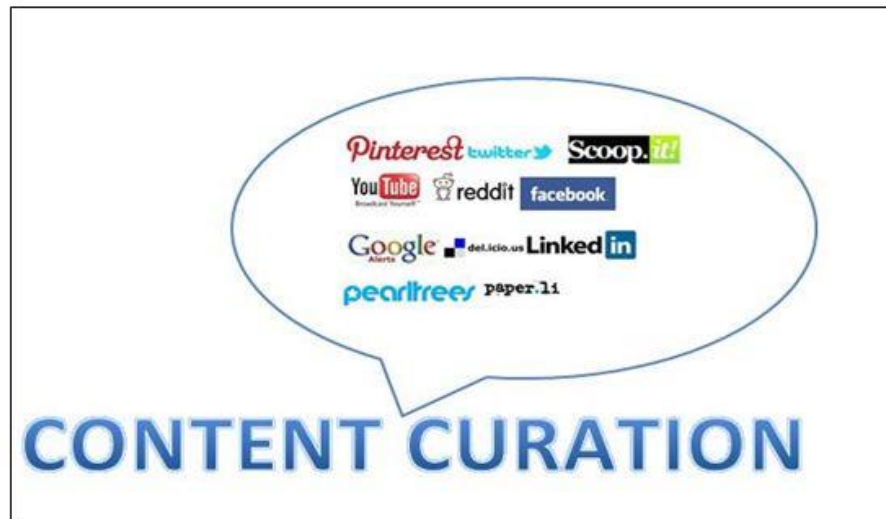
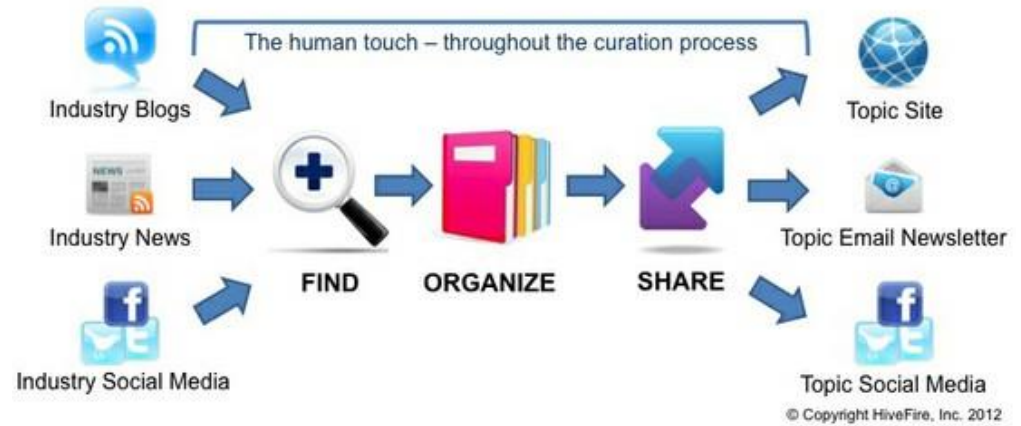
# 2.- Personal Learning Environments (PLE)



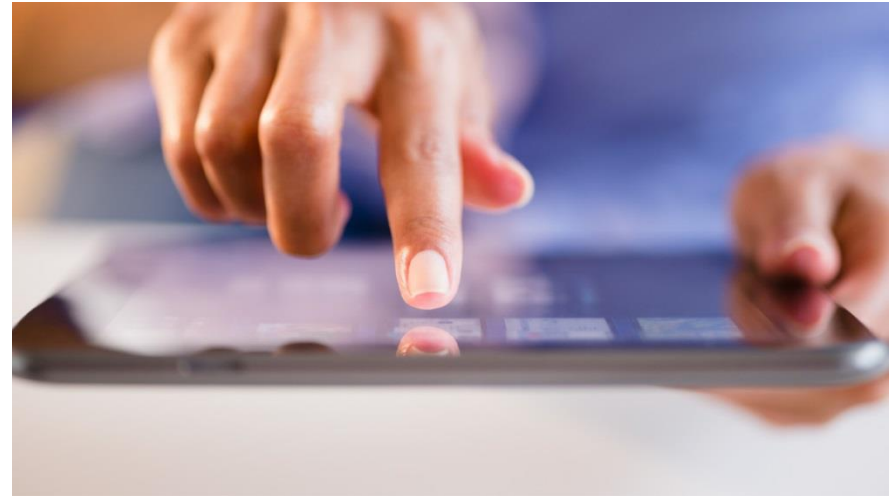
# 3.- Social & Intelligent Curation



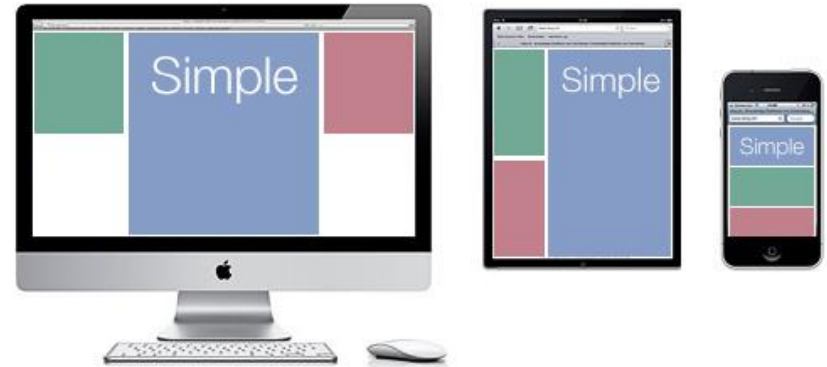
## Content Curation Process



# 4.- Multi-Device Learning

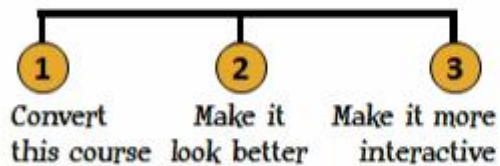


# 5.- Responsive e-Learning Design

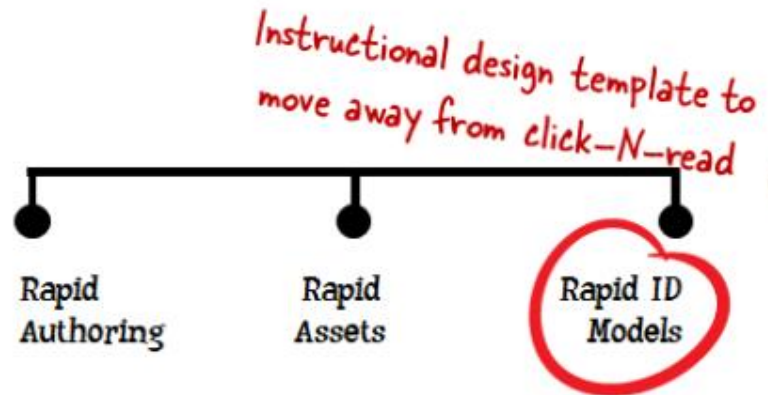


# 6.- Rapid e-Learning Design

## The Rapid E-Learning Story



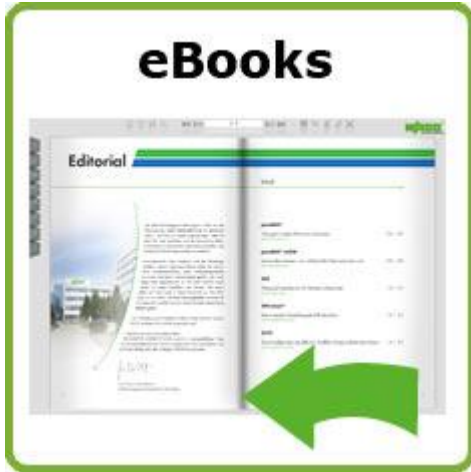
## Big Picture Rapid E-Learning



**e-Learning**



# 7.- Interactive e-Books



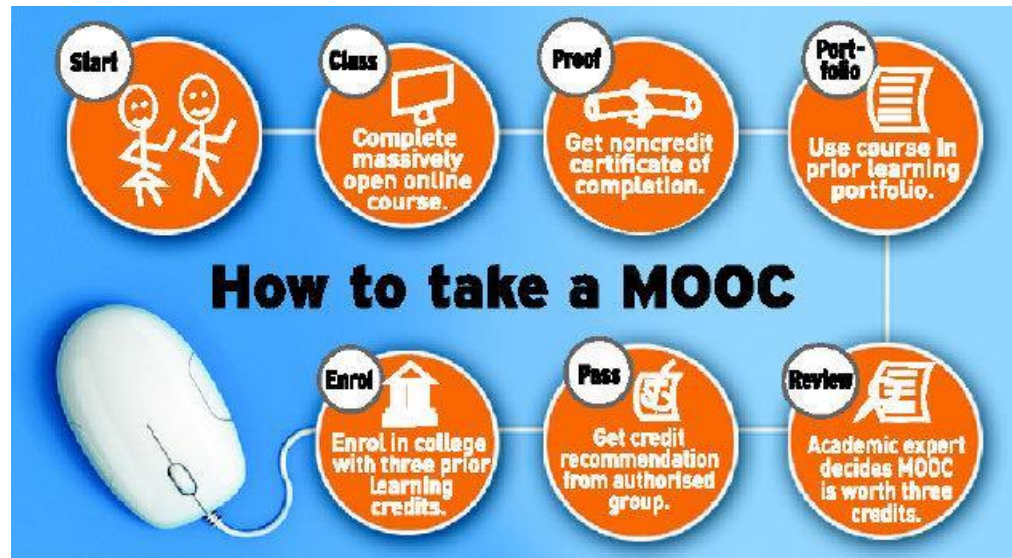
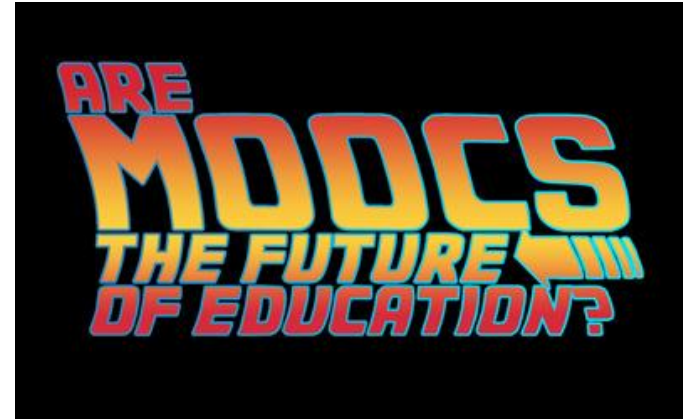


# 8.- Live & Recorded Online Webinars



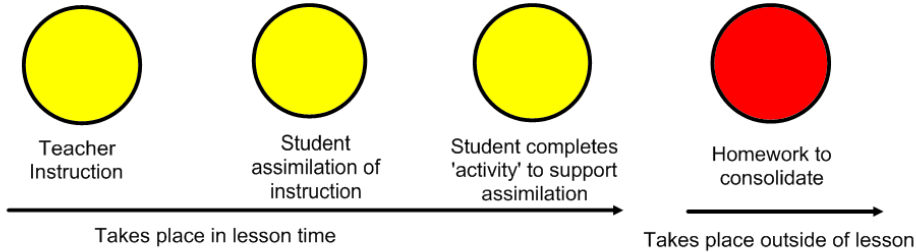


# 10.- Massive Open Online Courses (MOOCs)

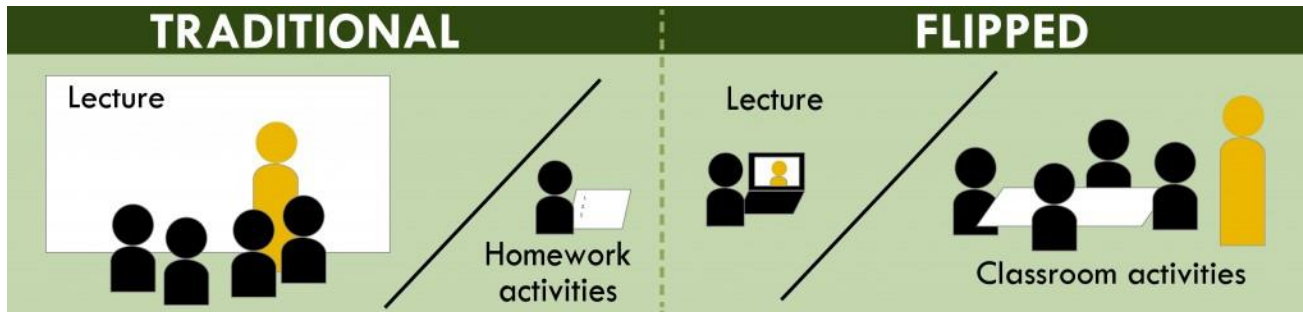
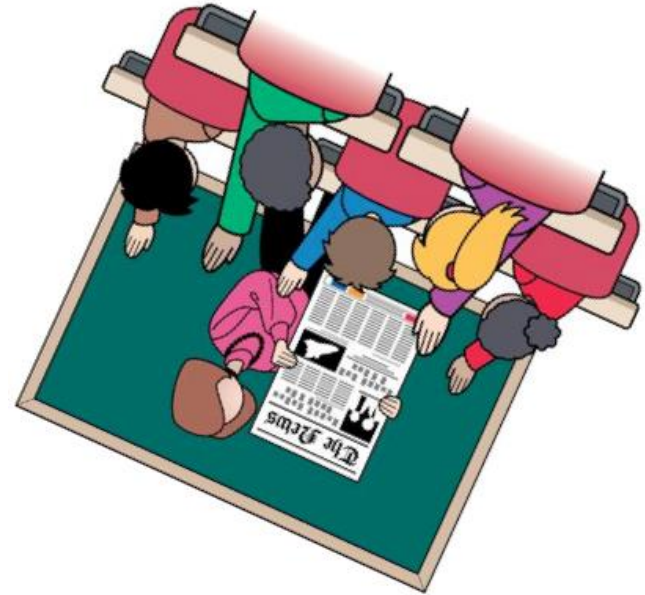
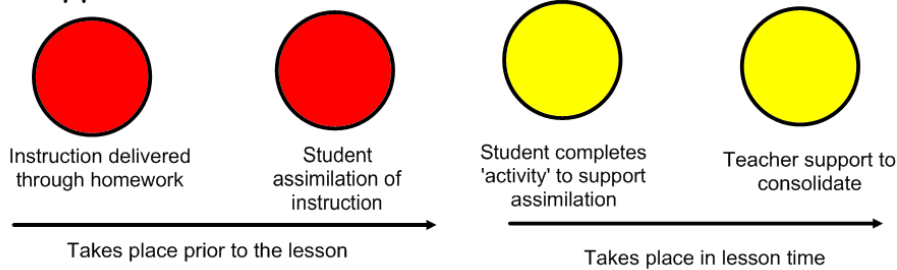


# 11.- Flipped Classroom

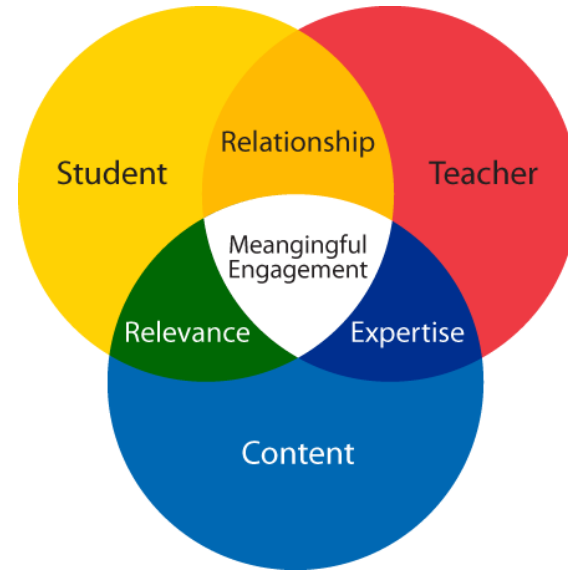
## Traditional Model



## Flipped Classroom Model



# 12.- Classroom Engagement



# 13.- Gamification of Learning

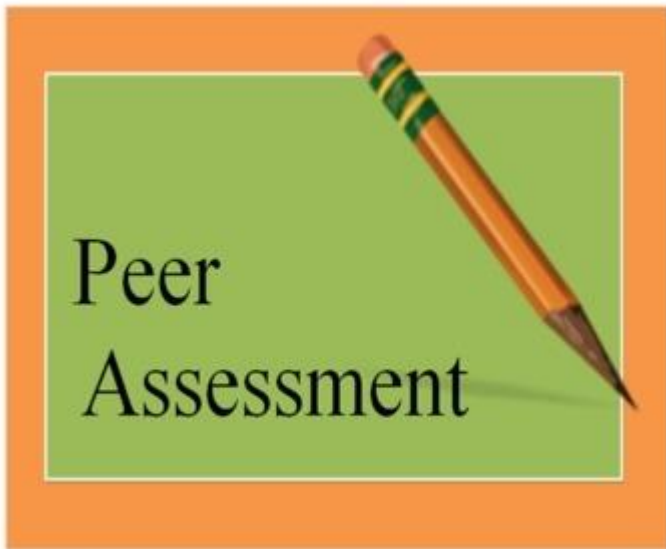
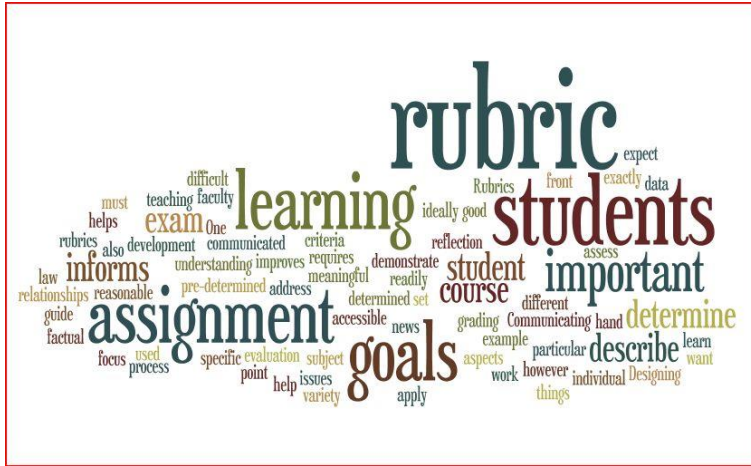
**Gamification** is the use of game design techniques, thinking and mechanics to enhance non-game contexts such as learning & training.



# 14.- Augmented Reality



# 15.- Alternative Assessment to...





# 16.- Brain-Designed Learning

