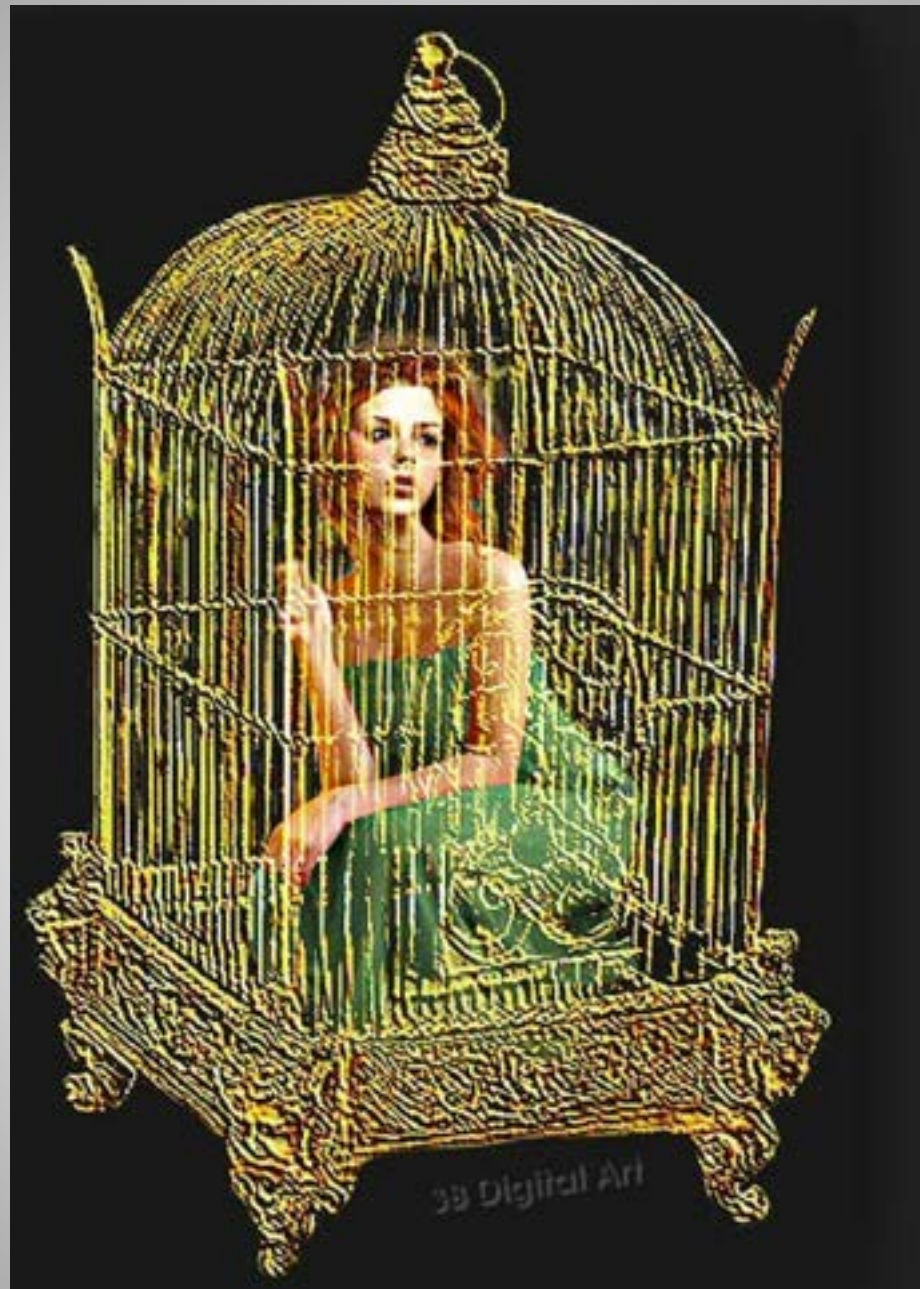


LMS –DEAD...



LMS

SOFTWARE

MANAGEMENT

DOCUMENTATION

DELIVERY

E-LEARNING

SYSTEM

EDUCATION

CENTRALIZED

FRAMEWORK

ONLINE

LEARNING

ADMINISTRATION

REPORTING

ANALYSIS

CONTENT

COURSES

TRAINING

TRACKING



THE HISTORY OF LEARNING MANAGEMENT SYSTEMS

Learning Management Systems (LMS) weren't always the flashy cloud-based software they are today. Going as far back as the 1920s, we have been making steady strides in bringing education and training out of the classroom and to students through technology. Below, we explore the major milestones in the history of LMS.

WHAT IS A LEARNING MANAGEMENT SYSTEM (LMS)?

Learning management systems provide e-learning materials and tests for students or workforces. An LMS can perform a variety of e-learning tasks, including:

- *Providing study materials to students.*
- *Enabling chat between students and instructors.*
- *Administering exams and recording scores.*

A learning content management system, or LCMS, is used to create the materials and tests that are then given to the LMS for students and instructors to utilize.

THE LMS TIMELINE



1924

Sidney Pressey invents the first teaching machine. The device resembles a typewriter with a window that could administer multiple-choice questions.



1929

M.E. LaZerte invents the "problem cylinder", a mechanical device that presented a problem to a student and checked whether the solution steps taken by the student were correct.



1956

Gordon Pask and Robin McKinnon-Wood invent SAKI, an adaptive teaching system that automatically adjusted the difficulty of the questions, based on the learner's performance.



1960

The University of Illinois at Urbana-Champaign develops PLATO (Programmed Logic for Automated Teaching Operations). This system let different user types interact, including instructors and authors who could create course material, and students who could complete this material online.



1969

The U.S. Department of Defense commissions the creation of ARPANET, a precursor to today's World Wide Web.



1970

Hewlett-Packard introduces the first-ever desktop personal computer, setting the PC market into motion and making widespread e-learning possible.



1982

TCP/IP was introduced, giving birth of the World Wide Web. This made online learning possible.



1983

MIT announces "Project Athena," a five-year initiative to explore innovative uses of computers for teaching. In just two years, 60 such projects were undertaken



1990

SoftArc launches LMS FirstClass for the Macintosh platform.



1992

GeoMetrix Data Systems releases the LMS TrainingPartner.



1997

CourseInfo develops the Interactive Learning Network. This was the first e-learning system of its kind to leverage a relational MySQL database.



1999

ePath first releases its LMS system ASAP.



Open-source, internal network LMS
Moodle is released.



SCORM 2004 is released. This remains the
current version that many LMS systems are
based on today.



NACON Consulting releases the
distance education system,
VirtualOnDemand, which can train
users in software programs, using only
a web browser. The Army later uses this
to train IT support personnel.



OLAT 5.0, placing with Ajax
support an emphasis on a
collaborative environment.



Eucalyptus was released as the the first
open-source, AWS API-compatible
platform for deploying private clouds. This
sparked an explosion in cloud computing that
eventually enabled learning management
systems to exist entirely online without needing
to be installed on an internal network.



Today, most modern LMS systems are
hosted in the cloud, freeing
companies from the burden of
installing and maintaining in-house
systems.



Communication

dynamic/interactive,
lessons, content,
capture & support



social bookmarking &
content curation



online portfolios
& learning products



Sharing course &
learning content



distance learning



virtual classroom
communities



dynamic/interactive,
lessons, content,
capture & support

HITACHI
StarBoard



 **Promethean**



SMART
Board™

3M

Sharing course & learning content



[http://www.wikispaces.com/
content/teacher](http://www.wikispaces.com/content/teacher)

[http://liebermanud.wikispaces.com/
Independent+project](http://liebermanud.wikispaces.com/Independent+project)



<https://www.smore.com>

JustPaste.It

<http://justpaste.it>

<http://www.mypage.it>



box



[http://www.box.com/s/
ebhf3edpp3u0vj4q8xOu](http://www.box.com/s/ebhf3edpp3u0vj4q8xOu)

Social bookmarking & content curation

<http://www.fastcompany.com/1834177/content-curators-are-new-superheroes-web>



symbaloo

<http://edu.symbaloo.com>

<http://edu.symbaloo.com/mix/52reasons-webmixes>

<http://www.ccedtech.com/2013/04/symbaloo-for-classroom-curation.html>

<http://edu.symbaloo.com/mix/educational-gameswebsites>

Pinterest

Tip for using Pinterest as a teaching tool



<http://www.onlineuniversities.com/ways-educators-use-pinterest>



delicious

social bookmarking

<http://www.delicious.com/blieberm>

diigo

<http://www.diigo.com>

distance learning

<http://www.stophitsdelphi.com/news/onlineTurnpike-Crush-Cross-Way-to-New-Classroom-24575530.html>



<http://www.eschoolnews.com/2013/04/07/ten-of-the-best-virtual-field-trips>
<http://edorigami.wikispaces.com/Virtual+Fieldtrips>
<http://www.technologybitsbytecibbles.info/archives/7256>



<http://www.smithsonian.gov/learning>
<http://smithsonianmag.org>



<http://www.google.com/culturalinstitute>

screenleap

<http://www.screenleap.com>



<http://education.skype.com>

<https://education.skype.com/projects/2632/mystery skype>

Skype an Author Network (for free!)

<https://education.skype.com/resources/861/online-lesson-skype-with-classes-book-slides-for-free>



<http://www.googleearthtrips.com/GoogleEarthHome.html>
<http://www.google.com/earth/index.html>

CONNECTED
CLASSROOMS

Bring the world into your classroom through Google+

<http://connectedclassrooms.org/googleplus>
<http://www.google.com/+classrooms/teachers>
<http://blogs.kqed.org/social-media/2012/02/how-are-educators-using-google-plus-in-class/>
<https://www.google.com/+1n17zef/teachersandlearners/teachers/index.html>
<https://www.google.com/+1a7net/teachersandlearners/index.html>
<https://www.google.com/+1a7net/teachersandlearners/index.html>



<http://www.mooc.org>
<https://www.edx.org>
<https://www.edx.org>
<http://academicearth.org>

online portfolios & learning products



<https://notebook.zoho.com/nb/public/blueberry/book/440167000000004067?noocovers=true>



<http://www.livebinders.com>



<http://evernote.com>



<https://www.yola.com>



<https://infinite.ly>



<http://www.spaaze.com>



<http://www.jimdo.com>



<http://education.weebly.com>

virtual classroom communities



give ALL students a "voice" in a private, secure online educational setting

Love & in science pd?

10 tips for authentic online classroom discussions:
<http://www.techlearning.com/Default.aspx?tabid=67&entryid=5809>

STUDENTS SOCIAL MEDIA

Students' lives are online in increasingly mobile and social ways. Surveys show students want learning and schools to follow suit.

How can schools harness this social force for learning, while attending to some persistent concerns?



Sources: Nielsen // J. Post // E. G. Project Tomorrow // J. Kaplan // International Data Group // MHI // J. National School Board Association // J. Association // P.

Numbers of teens and the active online universe to add the approximate 10% of the population under the age of 18 who are not online. For an alternative view, see that the leading 10 educational institutions are using. © 2011 ACSI. All rights reserved.



Critical Thinking



<http://eduporium.wikispaces.com/Eileen+WZ+Digital+Technology>

engaging visuals



world map
land area



world map
passenger vehicles



gamification

What do you get with gamification?



Gamification model is necessary



infographics & timelines



visual.ly

VENNGAGE

timetoast

PRESTO

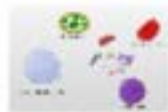
easel.ly

map an

timetoast

More resources

interactive learning



EDpuzzle

FOUCAON

More resources

content location & evaluation



Wolfram Alpha

Academy

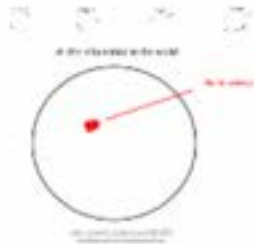
Go

ISCK

problem/project based learning



what else do you think these students had to learn other than video editing or programming?



Collaboration



writing



<http://www.google.com/docs/apps.html>
<http://www.meetings.com/feature/whats-new-to-google-drive-and-apps>

MeetingWords
<http://www.meetingwords.com>

TitanPad
<http://titanpad.com>



<https://mixbit.com>

drawing & planning



<http://awwapp.com>



<http://padlet.com>



<http://poppet.com>

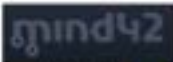


<http://wiggio.com>



<http://enlino.com>

concept & mind-mapping



<http://mind42.com>



<http://www.wisemapping.com>

Lucidchart
<https://www.lucidchart.com>



<http://www.mindup.com>



<http://www.gpad.com>



http://en.wikibooks.org/wiki/Main_Page

collaborative problem-solving



<http://www.google.com>



<http://www.voxopop.com>



<http://www.simplemeetme.com>



<http://www.scattervox.com>



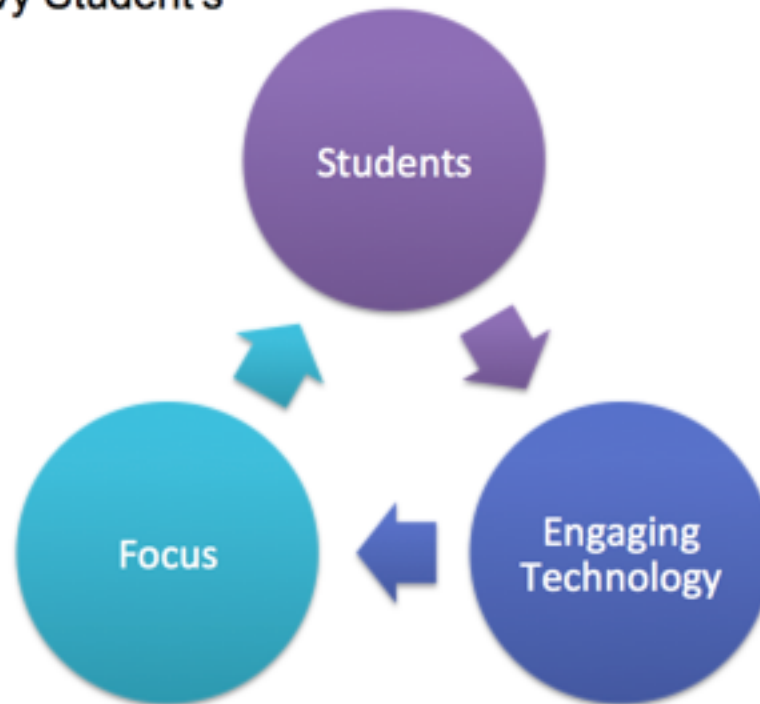
<http://www.solvtr.com>



<http://www.simplemeetme.com>

EMBRACING CHANGE IN EDUCATION

- Technology Savvy Student's
- Social Media

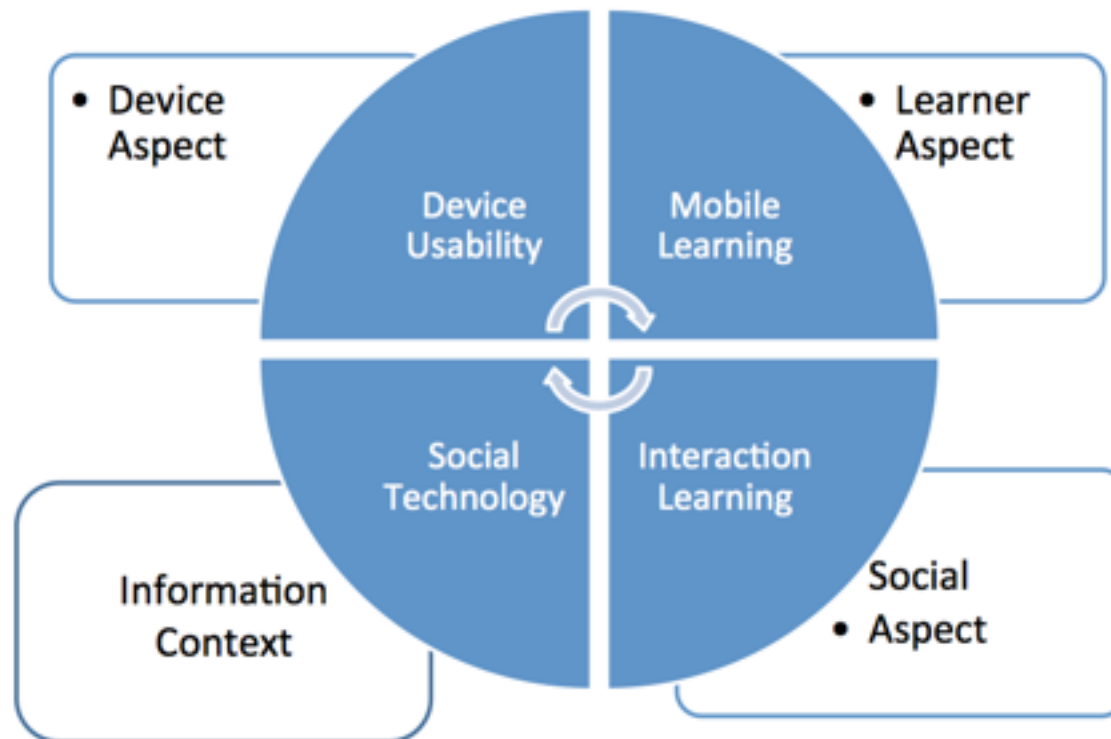


NEW AND SOCIAL MEDIA TOOLS

- Facebook
- Pinterest
- Instagram
- Blogger
- Twitter
- Evernote



FRAME MODEL OF MOBILE LEARNING



Social Technology Statistics



PINTEREST

SOCIAL SITE THAT IS ALL ABOUT **DISCOVERY**

LARGEST OPPORTUNITIES



USERS ARE:

♂ **32% MALE**
♀ **68% FEMALE**

70 MILLION ACTIVE USERS



TWITTER

MICRO BLOGGING SOCIAL SITE THAT LIMITS EACH POST TO **140 CHARACTERS**

LARGEST PENETRATION



BUT SPREADING SLOWLY AND STEADILY

5,700 TWEETS

HAPPEN EVERY SECOND

560 MILLION ACTIVE USERS



FACEBOOK

SOCIAL SHARING SITE THAT HAS **1 BILLION** USERS WORLDWIDE

LARGEST OPPORTUNITIES



COMMUNICATING WITH **CONSUMERS** IN A NON-OBTRUSIVE WAY

USERS SHARE **2.5 BILLION** PIECES OF CONTENT EACH DAY

1 BILLION ACTIVE USERS



INSTAGRAM

SOCIAL SHARING SITE ALL AROUND **PICTURES** AND NOW **15 SECOND VIDEOS**

MANY BRANDS ARE PARTICIPATING THROUGH THE USE OF **# HASHTAGS**

AND POSTING **PICTURES** CONSUMERS CAN RELATE TO

MOST FOLLOWED BRAND IS

150 MILLION ACTIVE USERS



GOOGLE+

SOCIAL NETWORK BUILT BY GOOGLE THAT ALLOWS FOR **BRANDS AND USERS** TO BUILD CIRCLES

NOT AS MANY BRANDS ACTIVE, BUT THE ONES THAT ARE **TEND TO BE A GOOD FIT** WITH A GREAT FOLLOWING

GROWING RAPIDLY WITH **925,000** NEW USERS EVERY DAY

400 MILLION ACTIVE USERS



LINKEDIN

BUSINESS ORIENTED SOCIAL NETWORKING SITE

BRANDS THAT ARE PARTICIPATING ARE **CORPORATE BRANDS** GIVING POTENTIAL AND CURRENT ASSOCIATES A PLACE TO **NETWORK & CONNECT**



79% OF USERS ARE **35 OR OLDER**

240 MILLION ACTIVE USERS

Any Questions???

