

MODULE 1

A 'Potted History' of Digital Learning

BEFORE 1930

FORMAL LEARNING: TOOK PLACE IN A BRICKS AND MORTAR CLASSROOM

- LEARNERS TRAVEL TO CLASS
- MULTISENSORY EXPERIENCE
- LEARNERS HAD LITTLE CONTROL OVER WHERE, WHEN AND HOW TAUGHT



THE 1930s



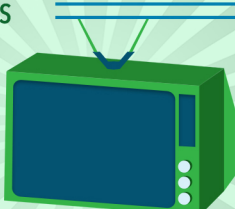
LEARNING BECAME AVAILABLE ON RADIO

- LEARNING TRAVELS TO LEARNERS
- EXPERIENCE IS AUDIO ONLY
- NO CONTROL OVER WHEN, AND HOW TAUGHT
- COSTLY TO PRODUCE

THE 1940s

LEARNING BECAME AVAILABLE ON TV

- LEARNING TRAVELS TO LEARNERS
- EXPERIENCE IS AUDIOVISUAL ONLY
- NO CONTROL OVER WHEN, AND HOW TAUGHT
- EXPENSIVE TO PRODUCE



THE 1990s TO TODAY



LEARNING CAME TO THE WEB VIA THE INTERNET

- LEARNING TRAVELS TO LEARNERS
- MULTIMODAL EXPERIENCE
- CONTROL OVER WHERE, WHEN AND HOW TO LEARN
- INEXPENSIVE TO PRODUCE AND DISTRIBUTE

MULTIMODAL

TEXT
GRAPHICS
AUDIO
VIDEO

MULTI-DEVICE

DESKTOP
TABLET
PHONE
EMERGING
DEVICES

PERSONALIZABLE

ON DEMAND
NON-LINEAR
INTERACTIVE
PREDICTIVE

TOMORROW



VIRTUAL REALITY



AUGMENTED REALITY



INTERNET OF THINGS



ARTIFICIAL
INTELLIGENCE



ROBOTICS



BRAIN IMPLANTS

WHO KNOWS WHAT'S NEXT?



LEARNER
HAS MORE
CONTROL

LEARNING MORE
RESPONSIVE TO
NEEDS

SOCIAL
LEARNING

"LEARNING
PROFESSIONALS" NOW
"MEDIA PROFESSIONALS"

KINDA SCARY
REALLY EXCITING

This summarizes Module 4 of Trainer Mojo's Crash Course on the Rapid Media Technique. Available free at: www.TrainerMojo.com/workflow

To dig deeper than this brief summary, check out Jonathan Halls' book, Rapid Media Development for Trainers.



Become a media master and make awesome microlearning content. Attend one of **Trainer Mojo's media workshops** for trainers.

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