

Reading List
Students, Technology and Learning: Strategies for Success
July 2008

7 Things You Should Know About....series on emerging technologies.
<http://www.educause.edu/7ThingsYouShouldKnowAboutSeries/7495>

The Net Generation

Diana G. Oblinger. (2008). *Growing Up with Google - What it Means to Education*, in Emerging Technologies for Learning. http://partners.becta.org.uk/upload-dir/downloads/page_documents/research/emerging_technologies08_chapter1.pdf

John Seely Brown. (2008). *Minds on Fire: Open Education, the Long Tail, and Learning 2.0.* <http://www.educause.edu/ir/library/pdf/ERM0811.pdf>

Carie Windham. (2007). *Confessions of a Podcast Junkie: A Student Perspective.* <http://www.educause.edu/ir/library/pdf/ELI8005C.pdf>

Carie Windham. (2007). *Reflecting, Writing, and Responding: Reasons Students Blog.* <http://www.educause.edu/ir/library/pdf/ELI3010.pdf>

Diana G. Oblinger and James L. Oblinger, Editors. (2005). *Educating the Net Generation.* <http://www.educause.edu/educatingthenetgen/>

Information Fluency

George Lorenzo and Chuck Dziuban. (2006). *Ensuring the Net Generation is Net Savvy.* <http://net.educause.edu/ir/library/pdf/ELI3006.pdf>

Carie Windham. (2006). *Getting Past Google: Perspectives on Information Literacy from the Millennial Mind.* <http://www.educause.edu/ir/library/pdf/ELI3007.pdf>

George Lorenzo, Diana G. Oblinger and Chuck Dziuban. (2006). *How Choice, Co-Creation and Culture are Changing What It Means to be Net Savvy.* <http://www.educause.edu/ir/library/pdf/ELI3008.pdf>

Next Generation Courses

Marilyn Lombardi. (2007). *Authentic Learning for the 21st Century: An Overview.* <http://www.educause.edu/ir/library/pdf/ELI3009.pdf>

Diana G. Oblinger. (2006). *Simulations, Games, and Learning.* <http://www.educause.edu/ir/library/pdf/ELI3004.pdf>

Learning Spaces

Diana G. Oblinger, Editor. (2006). *Learning Spaces.* <http://www.educause.edu/learningspaces/>

Assessing Student Success

Marilyn Lombardi. (2008). *Making the Grade: The Role of Assessment in Authentic Learning*. <http://www.educause.edu/ir/library/pdf/ELI3019.pdf>

Joni Spurlin. (2006). *Technology and Learning: Defining What You Want To Assess*. <http://www.educause.edu/ir/library/pdf/ELI3005.pdf>

Cultural Shifts

Taleb, N. (2007). *The black swan: The impact of the highly improbable*. New York, NY: Random House Inc.

Johnson, S. (2006). *Everything bad is good for you: How today's popular culture is actually making us smarter*. New York, NY: Penguin Group Inc.

Morville, P. (2005). *Ambient findability: What we find changes who we become*. Sebastopol, CA: O'Reilly Media Inc.

Multimedia Resources

Video:

EDUCAUSE Learning Initiative 2008 Annual Meeting Student Content Showcase (Student-created videos exploring technology in education).
<http://connect.educause.edu/Library/Abstract/StudentContentShowcase/46235>

Smith-Robbins, S. (2008). *Virtual Worlds as Web 2.0 Learning Spaces*.
<http://hosted.mediasite.com/flash/ELI/VirtualWorldsasWeb2.0LearningSpaces/>

University of Minnesota. (2007). "Net Experienced, but How Savvy?"
<http://xserve.uvs.umn.edu/umnstream/elivideo.mov>

University of Dayton. (2007). *Social Networking*.
<http://lsmmedia.udayton.edu/video/UDfacebook.wmv>

Wesch, M. (2007). *The Machine is Us/ing Us*.
<http://www.youtube.com/watch?v=6gmP4nk0EOE>

Wesch, M. (2007). *A Vision of Students Today*.
<http://www.youtube.com/watch?v=dGCJ46vyR9o&feature=user>

AASCU/EDUCAUSE/UCF Conference. (2006). *Is Higher Education Listening?*.
<http://engage.ucf.edu:28158/ramgen/ucf/cdws/parlor/2006/higher-ed-listening.rm>

AASCU/EDUCAUSE/UCF Conference. (2006). *Why Games?*
<http://engage.ucf.edu:28158/ramgen/ucf/cdws/parlor/2006/why-games.rm>

Podcasts:

ELI in Conversation. (2008). *Second Life and Virtual Worlds: An Approach to Active Learning*. <http://connect.educause.edu/blog/gbayne/eliinconversationsecondli/46166>

ELI in Conversation. (2008). *Innovation and the Digitally Fluent University: An Administrative Perspective*.
<http://connect.educause.edu/blog/gbayne/eliinconversationinnovati/46192>