

# Welcome to MATEC NetWorks Webinar

## Communicating with Today's Generation

MATEC NetWorks is an NSF funded ATE Center supporting faculty in Semiconductor, Automated Manufacturing, and Electronics education

Classroom Ready Resources in the Digital Library

TechSpectives Blog

Webinars

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**MARICOPA  
COMMUNITY  
COLLEGES**

NetWorks is a part of MATEC, a member of  
the Division of Academic and Student Affairs  
at the  
Maricopa Community Colleges.



National  
Science  
Foundation


Funded, in part, by a grant from the  
National Science Foundation.  
DUE-0501626

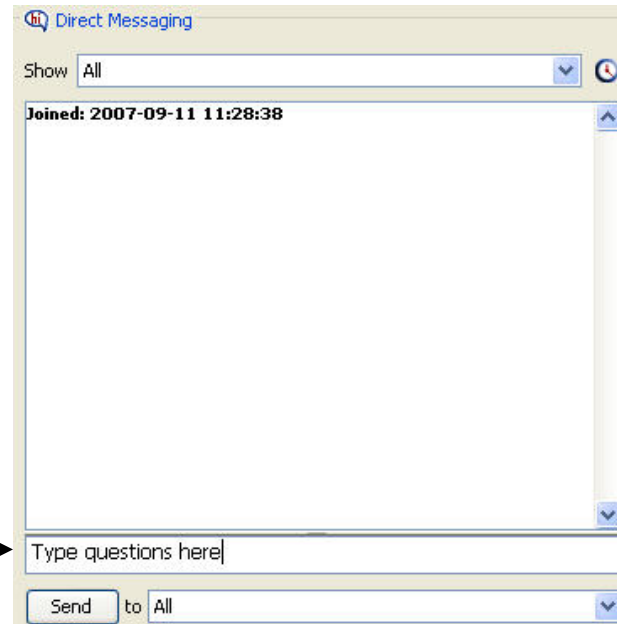


**NETWORKS**

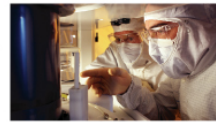


# Webinar Procedures

- If you are listening by phone, please mute your phone by pressing #5.
- If you have questions during the presentation, please submit them in the **Chat Window**. 
- At the end of the session we will answer as many questions as we can. Please type your questions in the **Chat Window**.



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Poll

Participants

Whiteboard - Main Room (Scaled 126%)

Public Screen 1  Follow Moderator  Roam

Hand icons: Raise hand, smile, clap

1 Participant

Raise hand/smile/clap

Direct Messaging

Show All

Joined: 2007-09-11 11:28:38

Chat

Type questions here

Send to All

Audio

Microphone Speaker

Ctrl+F2

# Welcome to NetWorks Webinar

Class-Room Ready Resources in Digital Library


NetWorks National Externship Program


TechSpectives Blog

Collabratory

Webinars

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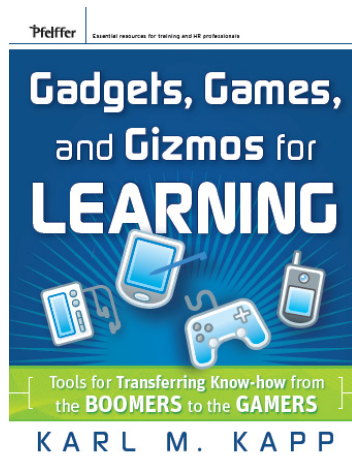
 NETWORKS





# NetWorks Webinar Presenter

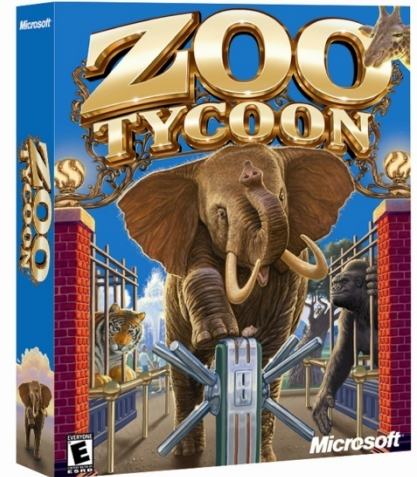
**Karl M. Kapp, Ed.D.**, is a professor of Instructional Technology at Bloomsburg University in Bloomsburg, PA. His Doctorate of Education in Instructional Design is from University of Pittsburgh. Most recently, he is author of *Gadgets, Games and Gizmos for Learning: Tools for Transferring Know-How from the Boomers to the Gamers* published by Pfeiffer. Visit the book's website at [www.gadgetsgamesandgizmos.com](http://www.gadgetsgamesandgizmos.com) or visit his blog at [www.karlkapp.blogspot.com](http://www.karlkapp.blogspot.com)



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# Communicating with Today's Generation



by Karl M. Kapp Ed.D.



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# Pre-Test

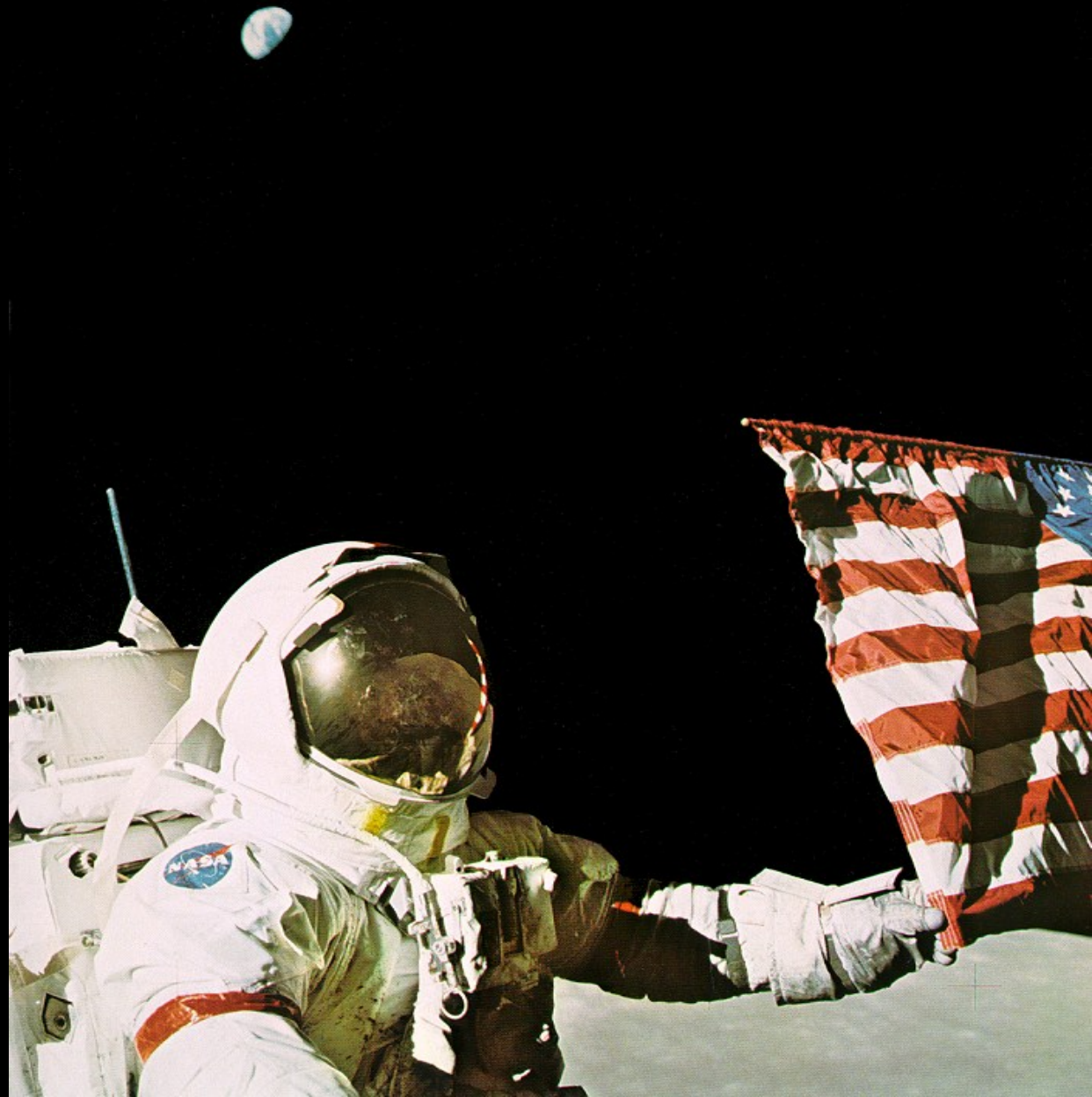
1. Are you a Digital Immigrant or Digital Native?
2. Define the term "Boss."
3. Define the term "Snail Mail."
4. What is your Second Life?
5. What year did the Internet become "Person of the Year?"
6. Name a prize you get for sending away cereal box tops.





1946-2008











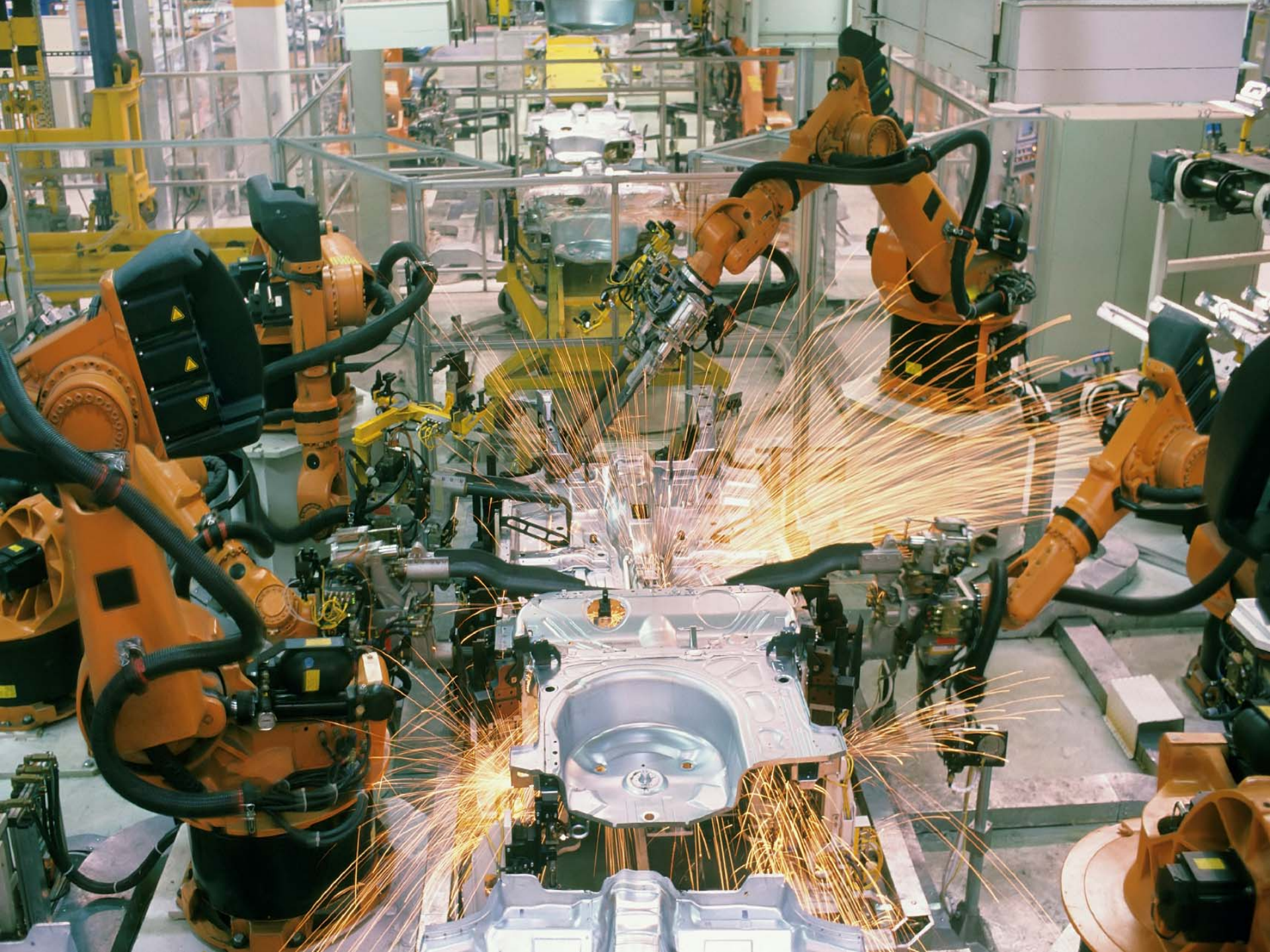














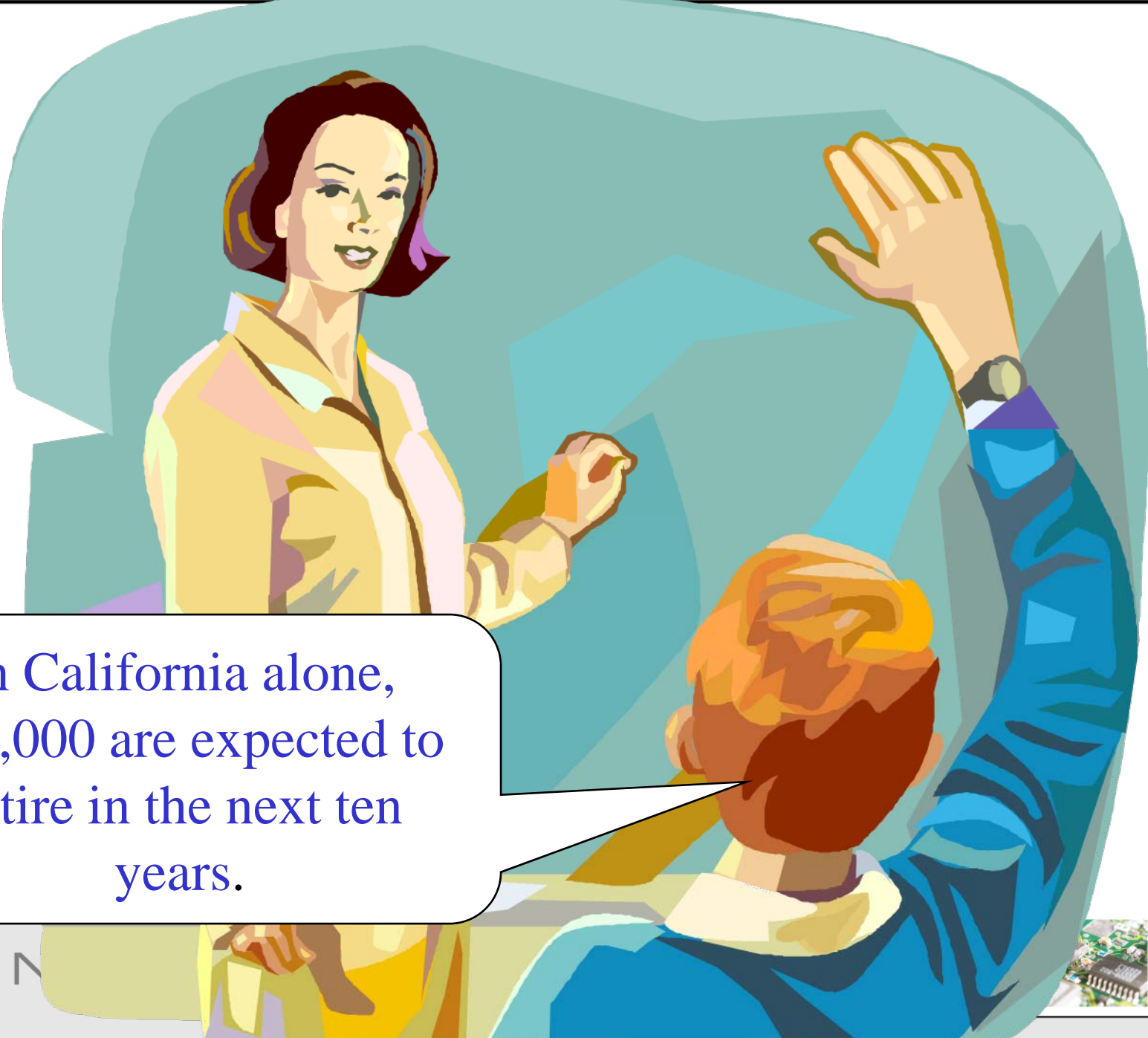


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One-third of all school teachers in US will be eligible to retire in 2008.



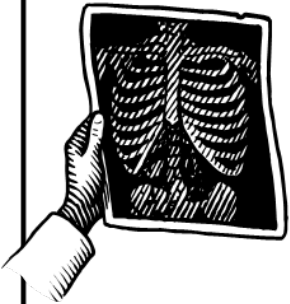


In California alone,  
100,000 are expected to  
retire in the next ten  
years.





# The sectors with the most knowledge walking out the door will be the energy, health care and government.



-Pasha, P. (2005). Corporations woo baby boomers [Electronic Version]. CNNMoney



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# Boomers

- **Individualistic**
- **Driven**
- **Loyal**
- **Idealistic**
- **Skeptical**
- **Hierarchical**
- **Formal Learners**











**Lazy**





**Lazy**

**Anti-  
Social**



**Lazy**

**Anti-  
Social**

**Rotting  
Brain**






**Lazy**

**Wasting  
Time**

**Anti-  
Social**


**Rotting  
Brain**

A photograph of two young boys sitting on a blue carpeted floor, intensely focused on playing video games. The boy in the foreground is wearing a dark blue zip-up jacket with white stripes on the sleeves and blue jeans. He is holding a clear, translucent video game controller with both hands. The boy in the background is wearing a red t-shirt and light blue jeans, also holding a black video game controller. The background is a dimly lit room with a yellow wall and some furniture. A large, teal speech bubble is overlaid on the top left of the image, containing text.

Kids ages 8-10 play video games for about one hour every day.

Digital divisions. Report by the *Pew* /Internet: *Pew Internet & American Life*.  
US Department of Commerce

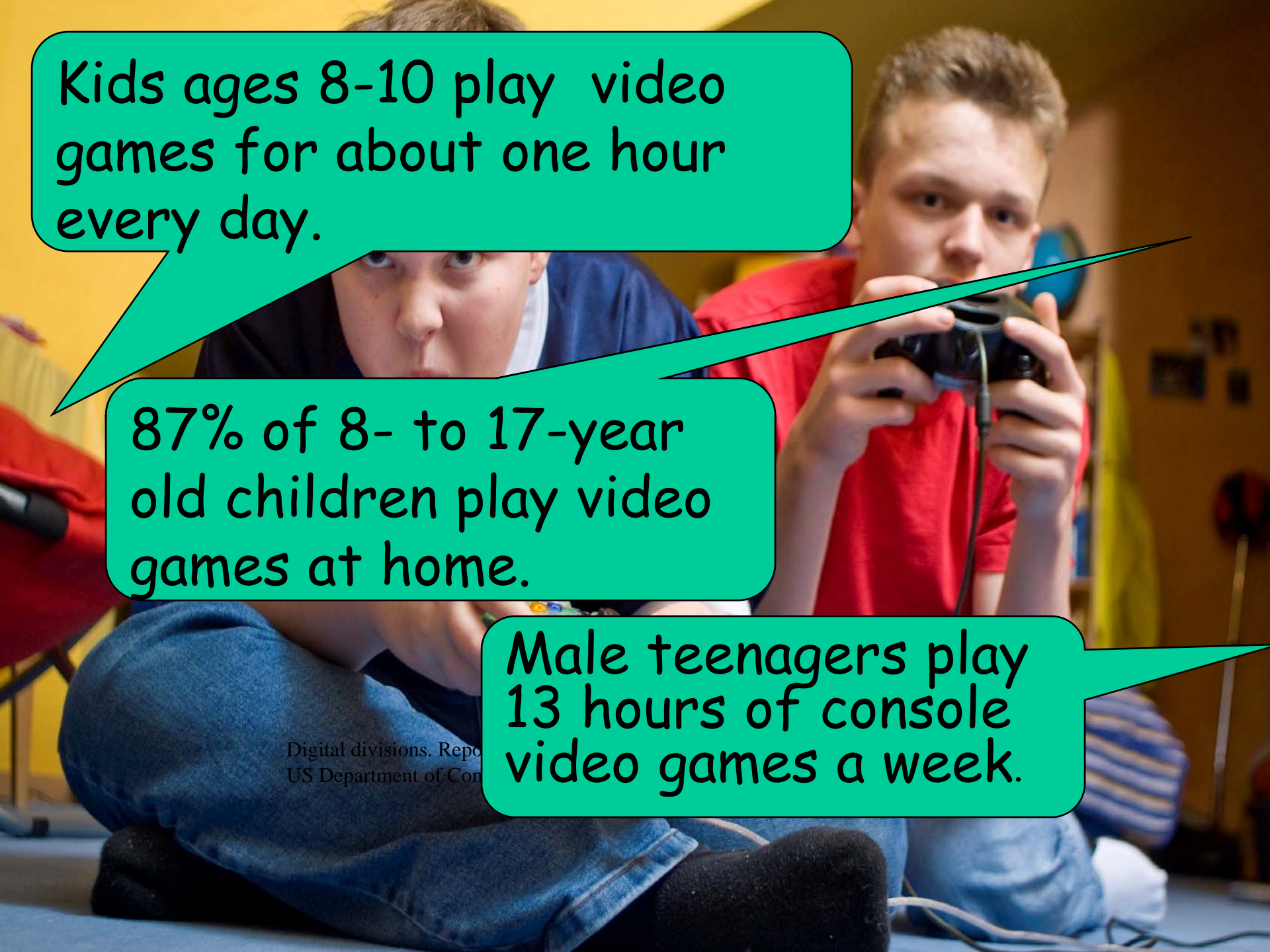


A photograph of two young boys sitting on a blue carpeted floor, playing video games. The boy on the left is wearing a blue t-shirt and blue jeans, holding a white and black game controller. The boy on the right is wearing a red t-shirt and blue jeans, holding a black game controller. They are both looking intently at their screens. The background is a dimly lit room with a yellow wall and some furniture.

Kids ages 8-10 play video games for about one hour every day.

87% of 8- to 17-year old children play video games at home.

Digital divisions. Report by the *Pew /Internet: Pew Internet & American Life*.  
US Department of Commerce

A photograph of two young boys sitting on a blue couch in a living room, playing video games. The boy on the left is wearing a dark blue shirt and is looking intently at the screen. The boy on the right is wearing a red shirt and is holding a black video game controller. The background shows a yellow wall and some household items.

Kids ages 8-10 play video games for about one hour every day.

87% of 8- to 17-year old children play video games at home.

Male teenagers play 13 hours of console video games a week.

Digital divisions. Repo  
US Department of Com

Almost 43% of the gamers are female and 26% of those females are over 18.



NETWORK



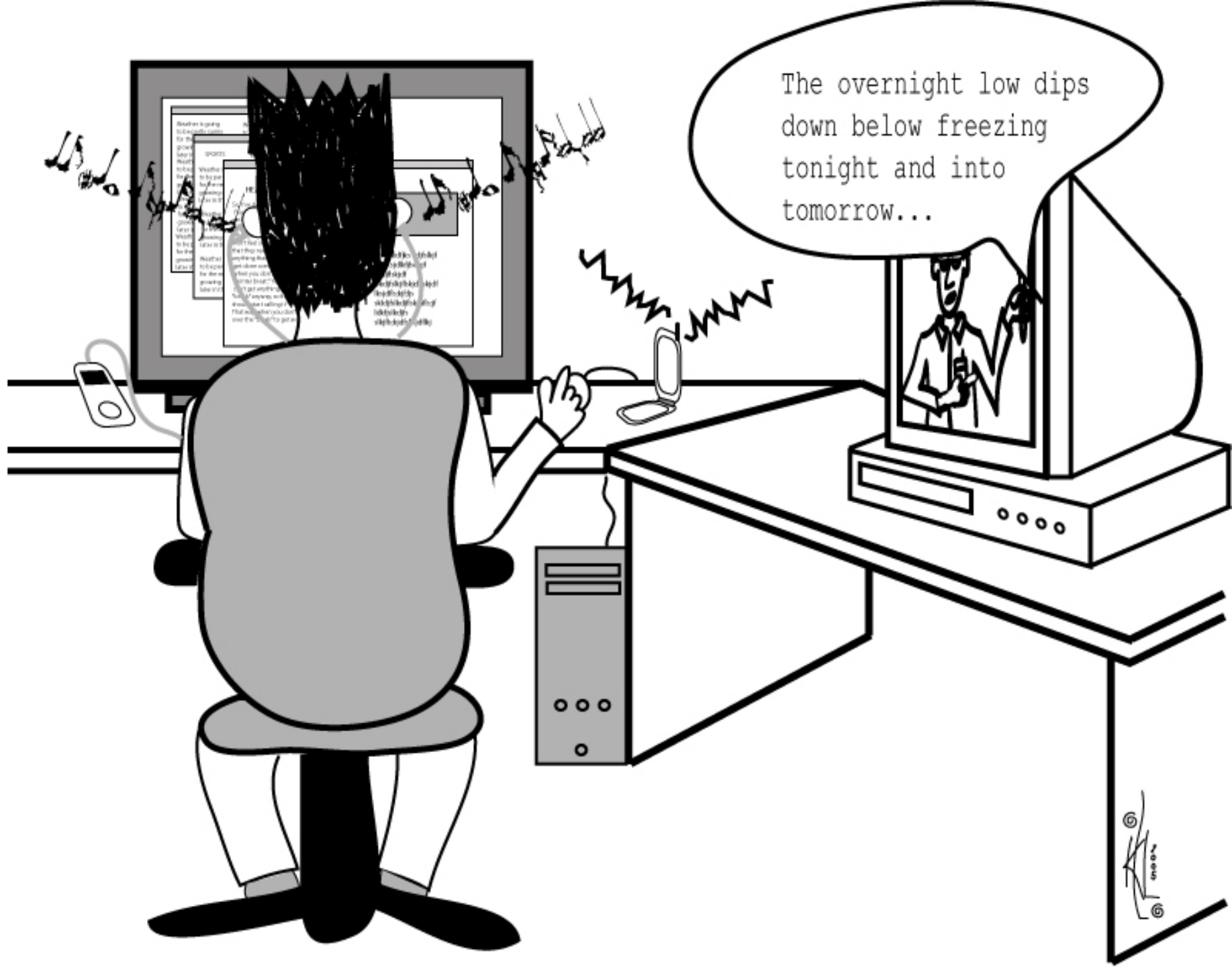


Almost 43% of the gamers are female and 26% of those females are over 18.

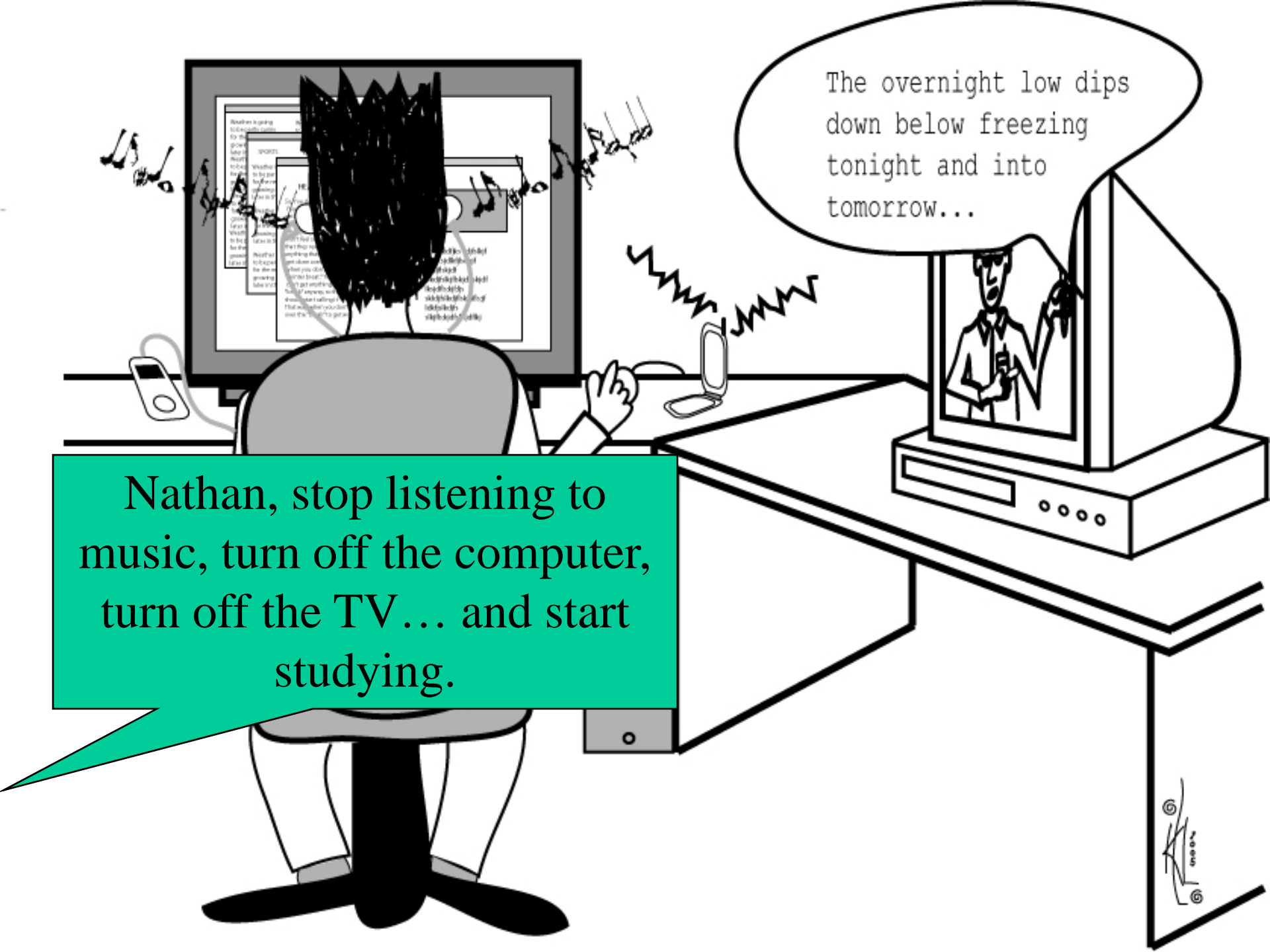


Females play 5 hours a week of console games. They make up the majority of PC gamers at 63%.



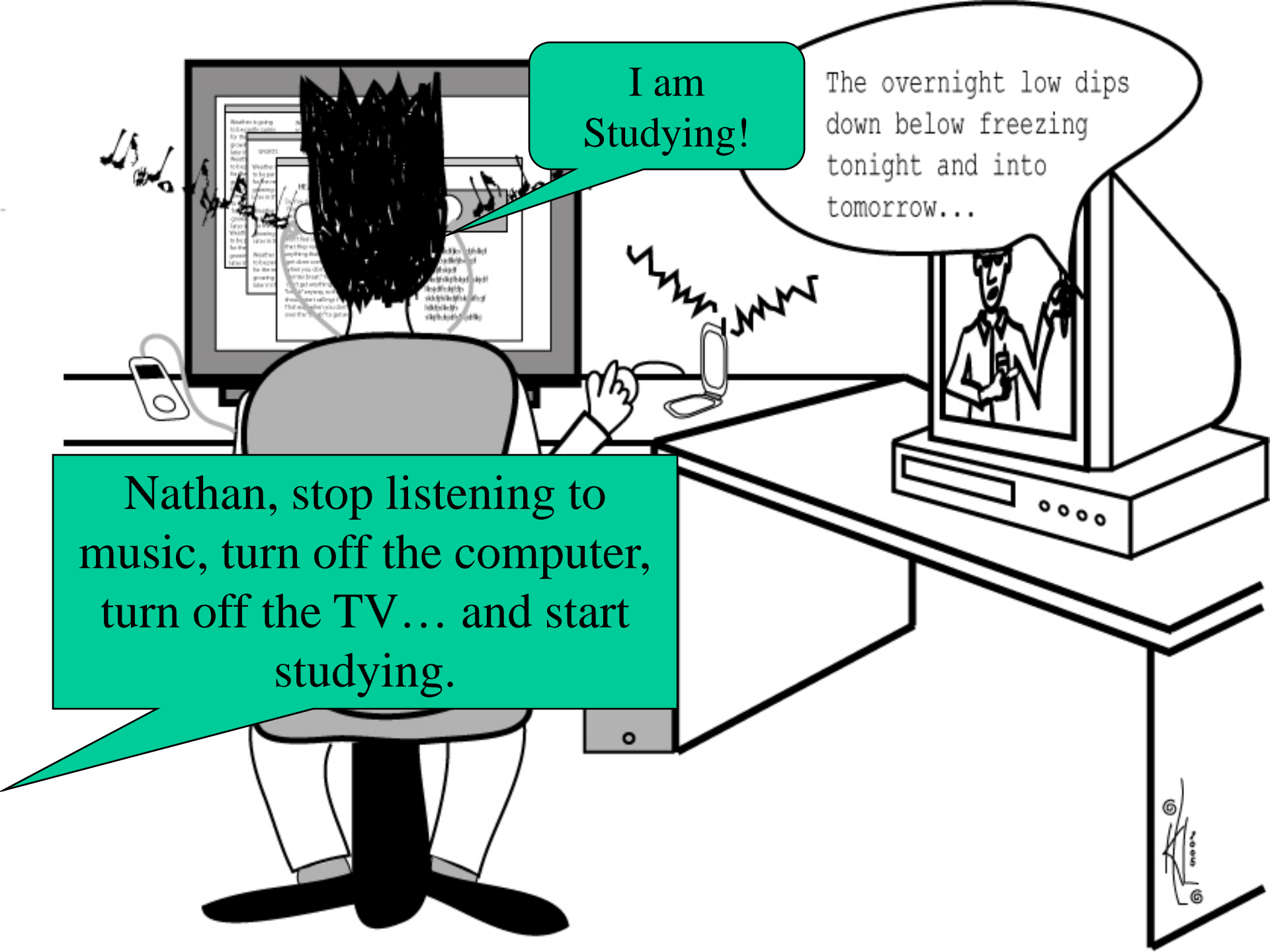


The overnight low dips  
down below freezing  
tonight and into  
tomorrow...



Nathan, stop listening to music, turn off the computer, turn off the TV... and start studying.

The overnight low dips down below freezing tonight and into tomorrow...

A cartoon illustration of a student sitting at a desk, viewed from behind. The student's hair is completely blacked out with heavy marker. On the desk, there is a computer monitor displaying a news page with various headlines, a smartphone with a music note icon, and a television set. The television screen shows a news anchor speaking. A speech bubble from the student says "I am Studying!". A larger speech bubble from an off-screen character says "Nathan, stop listening to music, turn off the computer, turn off the TV... and start studying." A thought bubble from the student says "The overnight low dips down below freezing tonight and into tomorrow...".

I am Studying!

The overnight low dips down below freezing tonight and into tomorrow...

Nathan, stop listening to music, turn off the computer, turn off the TV... and start studying.



# ***Email* generates about 400,000 terabytes of new information each year worldwide**

\*Terabyte= 50,000 trees made into paper and printed.



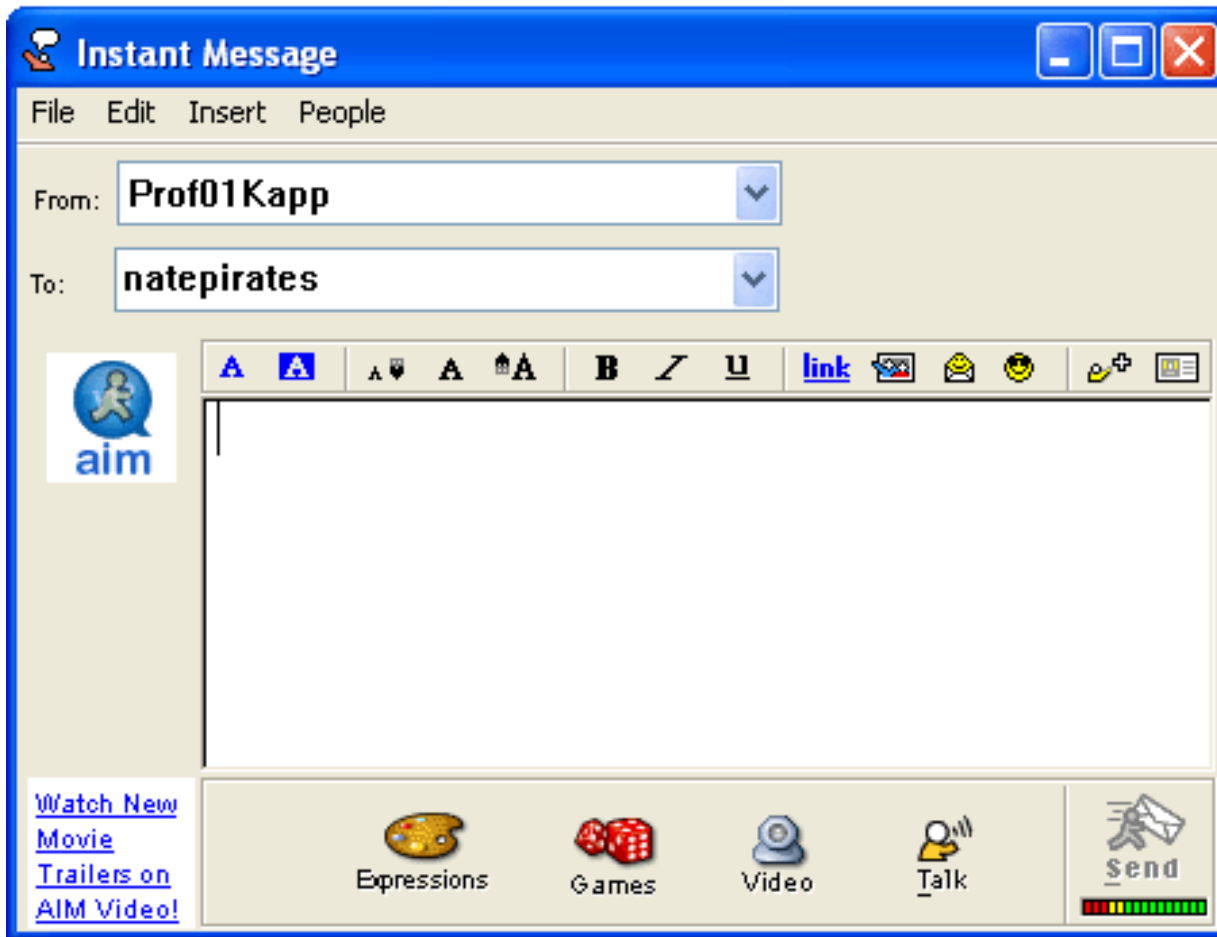
- School of Information Management and Systems at the University of California, Berkeley.



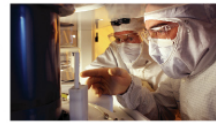
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# Instant and Text Messaging

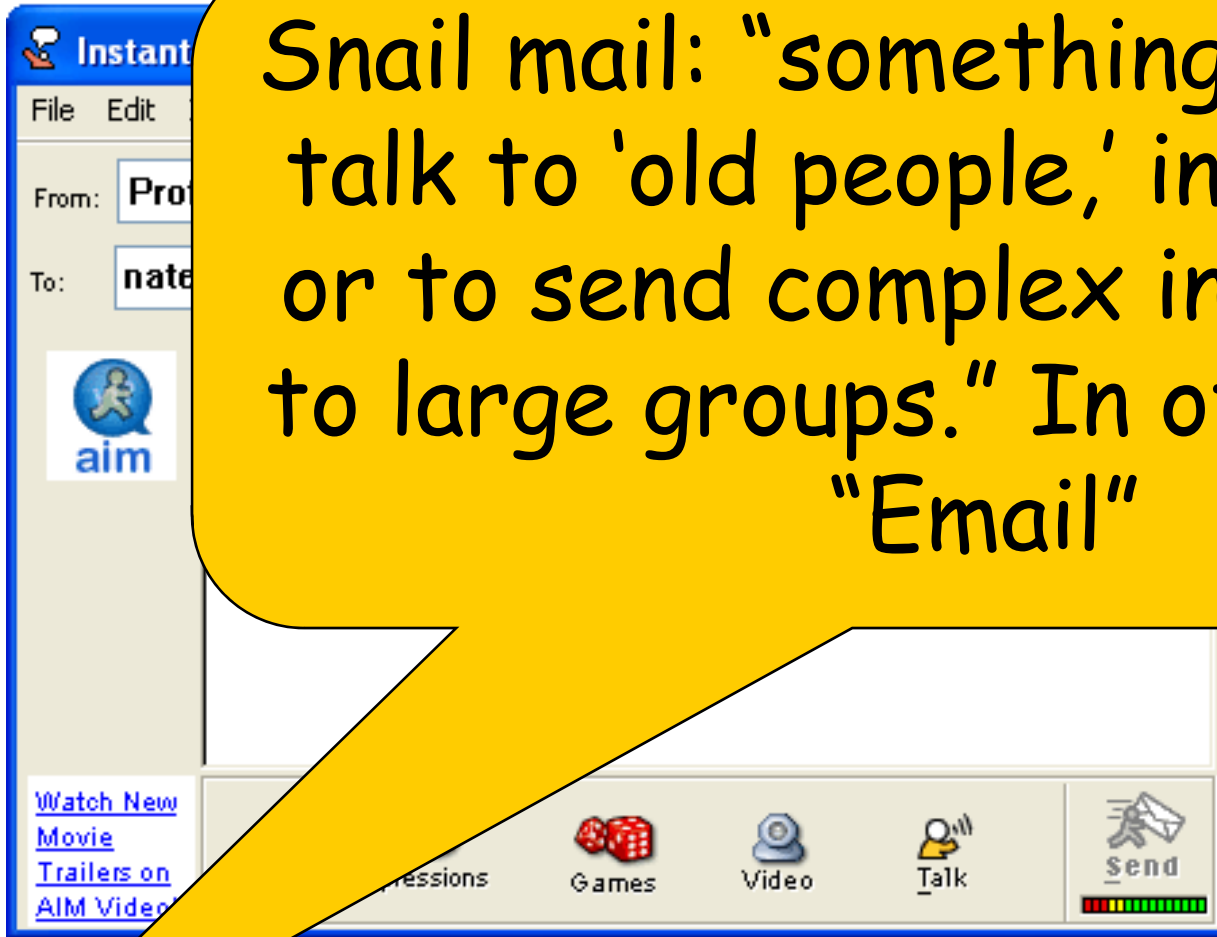


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# Instant and Text Messaging

Snail mail: "something you use to talk to 'old people,' institutions, or to send complex instructions to large groups." In other words "Email"



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Kellogg's®

Help  
Toucan  
Choose  
see side panel



# FROOT LOOPS®

SWEETENED  
MULTI-GRAIN  
CEREAL

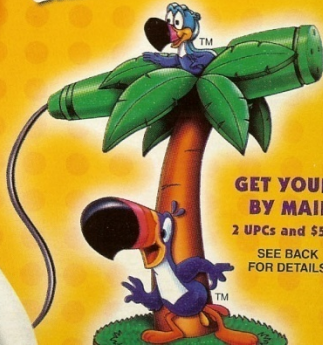
KD



**TOUCAN SAM™**  
**Computer  
Microphone!**



ENLARGED TO  
SHOW TEXTURE



**GET YOURS  
BY MAIL**  
2 UPCs and \$5.99  
SEE BACK  
FOR DETAILS





**Kellogg's**

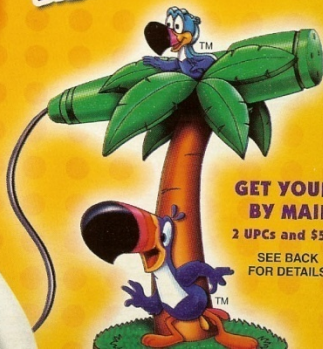


# FROOT LOOPS

SWEETENED  
MULTI-GRAIN  
CEREAL



**TOUCAN SAM**  
Computer  
Microphone!



GET YOURS  
BY MAIL  
2 UPCs and \$5.99  
SEE BACK  
FOR DETAILS

YOU COULD

# WIN A PHONE

## For You & 4 Friends!



Enter Online. No purchase necessary. See side and back panel for details.

Betty  
Crocker

# FRUIT GUSHERS

FRUIT FLAVORED  
SNACKS

**ROCKIN' BLUE RASPBERRY**  
NATURALLY AND ARTIFICIALLY FLAVORED

**6** 0.9 OZ (25.5g) POUCHES  
NET WT 5.4 OZ (153g)



**Kellogg's**



**FROOT  
LOOPS**

84%, of all teenagers own at least one personal media device:

- Desktop/laptop Computer
- Cell Phone
- Personal Digital Assistant (PDA)
- Pew Internet Foundation

YOU COULD

**WIN A PHONE**

For You & 4 Friends!



Enter Online. No purchase necessary. See side and back panel for details.

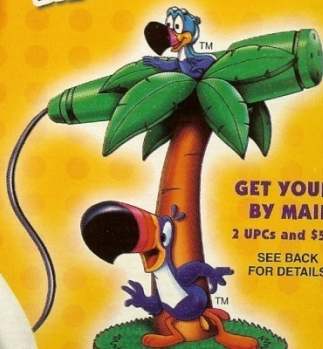
Betty Crocker

**FRUIT  
SLASHERS**

FRUIT FLAVORED  
SNACKS

**ROCKIN' BLUE RASPBERRY**  
NATURALLY AND ARTIFICIALLY FLAVORED

**TOUCAN SAM™  
Computer  
Microphone!**



GET YOURS  
BY MAIL  
2 UPCs and \$5.99  
SEE BACK  
FOR DETAILS

**6** 0.9 OZ (25.5g) POUCHES  
NET WT 5.4 OZ (153g)



**Kellogg's**



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- Pew Internet Foundation

YOU COULD

**WIN A PHONE**

For You

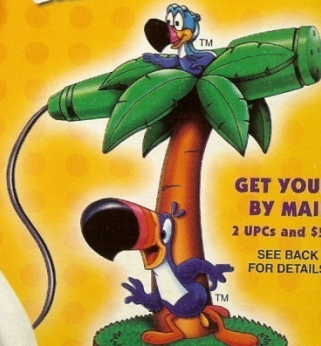
Enter Online. No purchase necessary.

Betty Crocker



15% of 2-5 Year olds have a Cell phone  
-NPD Group

**TOUCAN SAM™  
Computer  
Microphone!**



GET YOURS  
BY MAIL  
2 UPCs and \$5.99  
SEE BACK  
FOR DETAILS

**6** 0.9 OZ (25.5g) POUCHES  
NET WT 5.4 OZ (153g)

**ROCKIN' BLUE RASPBERRY**  
NATURALLY AND ARTIFICIALLY FLAVORED



Kellogg's®



FROOT  
LOOPS

84%, of all teenagers own at least one personal media device:

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- Pew Internet Foundation

YOU COULD

WIN A PHONE

For You

Enter Online. No purchase necessary.

Betty Crocker



15% of 2-5 Year olds have a Cell phone -NPD Group



TOUCAN SAM™  
Computer  
Microphone!

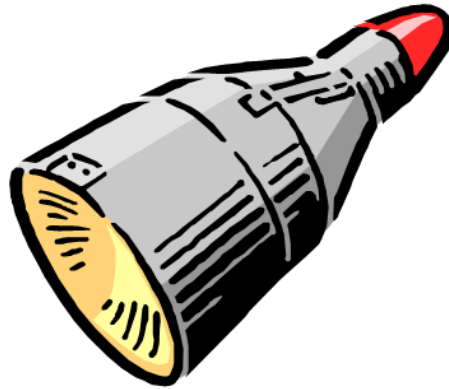
GET YOURS BY MAIL  
2 UPCs and \$5.99  
SEE BACK FOR DETAILS

44% have two



FRUIT & NUT FLAVORED SNACKS  
RASPBERRY  
NATURALLY AND ARTIFICIALLY FLAVORED

6 0.9 OZ (25.5g) POUCHES  
NET WT 5.4 OZ (153g)



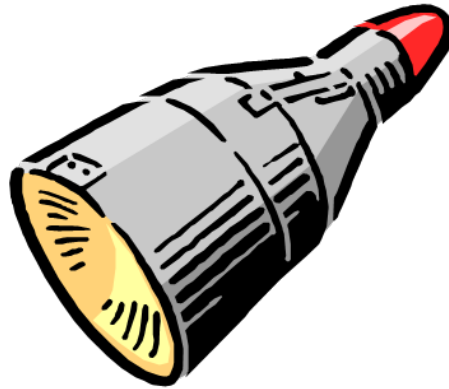
Capability	Block II Apollo Guidance Computer AGC	PlayStation Portable PSP
Memory	36,864 words of ROM	
Storage	2,048 words of RAM	
Clock Speed	2.048 MHz	



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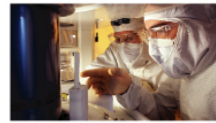


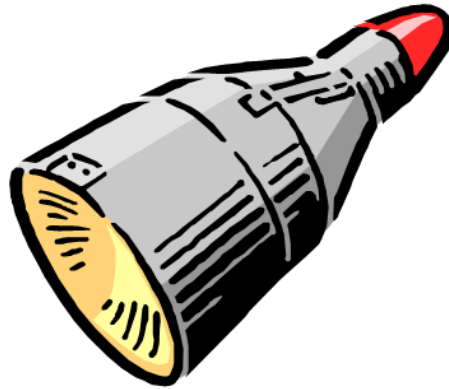


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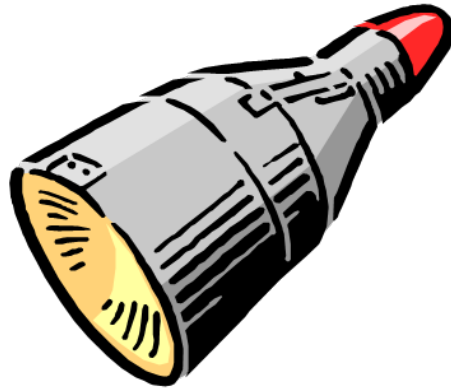
Capability	Block II Apollo Guidance Computer AGC	PlayStation Portable PSP
Memory	36,864 words of ROM	32 MB
Storage	2,048 words of RAM	4 MB DRAM
Clock Speed	2.048 MHz	



NETWORKS



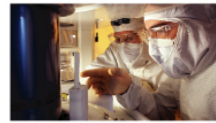




Capability	Block II Apollo Guidance Computer AGC	PlayStation Portable PSP
Memory	36,864 words of ROM	32 MB
Storage	2,048 words of RAM	4 MB DRAM
Clock Speed	2.048 MHz	333 MHz



**NETWORKS**





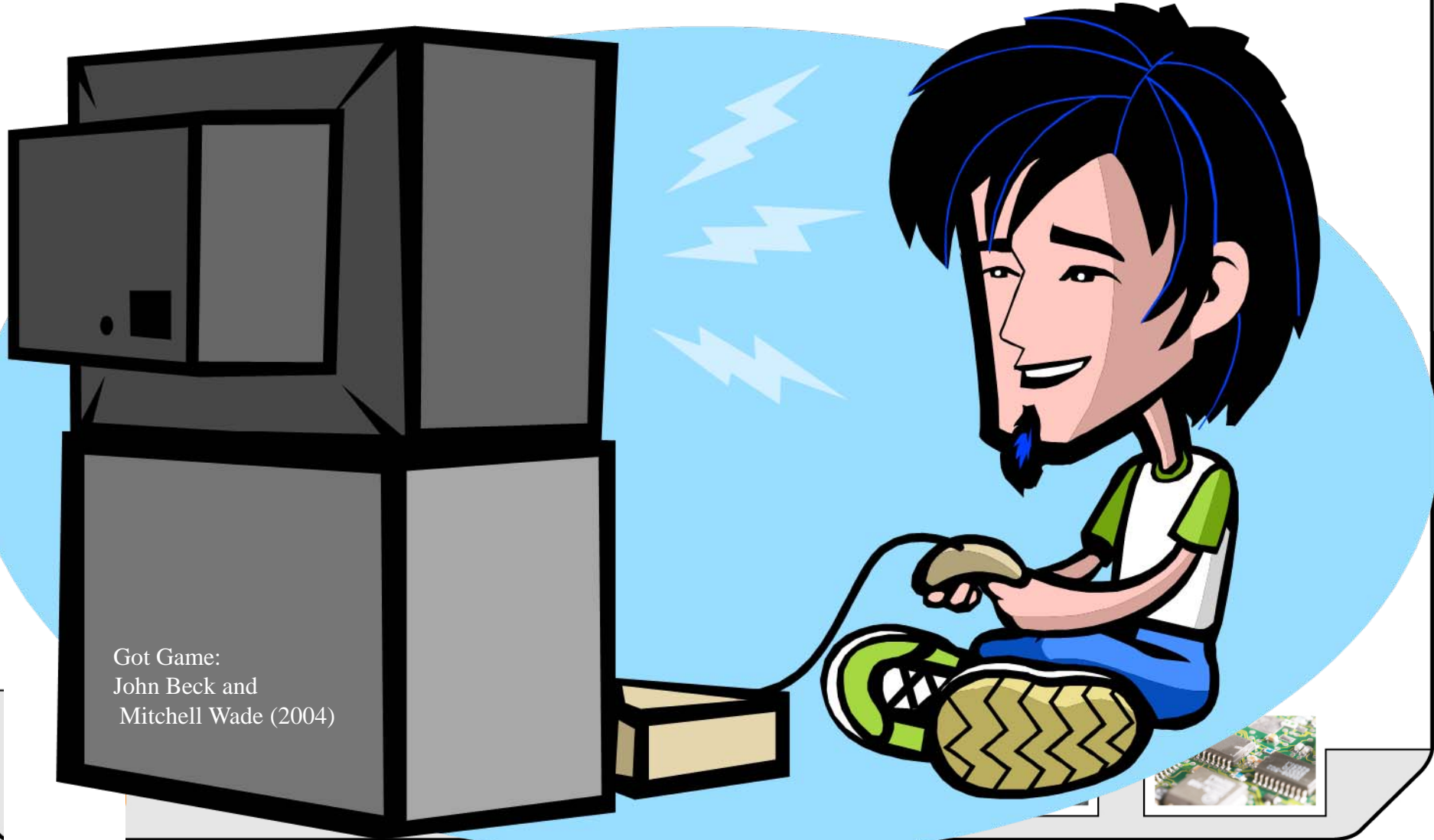
1994



NETWORKS



# Here come the Gamers



Got Game:  
John Beck and  
Mitchell Wade (2004)

# Here come the Gamers

**Problem  
Solvers**

Got Game:  
John Beck and  
Mitchell Wade (2004)





# Here come the Gamers

**Problem Solvers**

**Confident**

Got Game:  
John Beck and  
Mitchell Wade (2004)



# Here come the Gamers

**Problem Solvers**

**Confident**

**Social**

Game: *Go*  
John Beck and  
Mitchell Wade (2004)



# Here come the Gamers

**Problem Solvers**

**Confident**

**Social**

**Resilient**

Game: *Go*  
John Beck and  
Mitchell Wade (2004)



# Here come the Gamers

**Problem Solvers**

**Confident**

**Social**

**Resilient**

**Multi-tasking**

Game: *Go*  
John Beck and  
Mitchell Wade (2004)





# Here come the Gamers

**Problem Solvers**

**Confident**

**Informal Learners**

**Social**

**Resilient**

**Multi-tasking**

Game: *Go*  
John Beck and  
Mitchell Wade (2004)





2-A-27/2/46

HOWELL





Gamer 1.0

4

3



Gamer 1.0

4

Where is my  
opponent  
going to go next?

3



4

Where is my  
opponent  
going to go next?



Gamer 1.0

3

How will the ball  
bounce off the wall?





# Gamer 1.0

3

How will the ball  
bounce off the wall?

4

Where is my  
opponent  
going to go next?

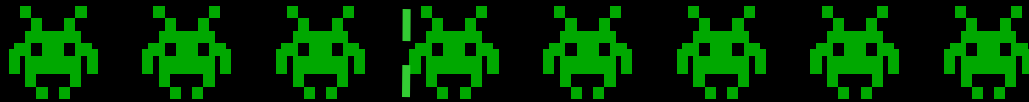
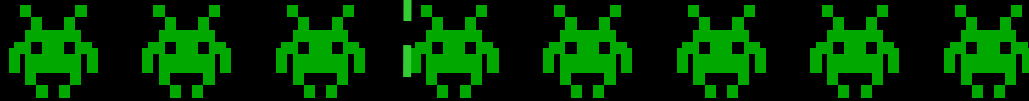
In what direction  
should I try to move  
the ball?

# Gamer 2.0

SCORE 0000

HIGH 0200

2 

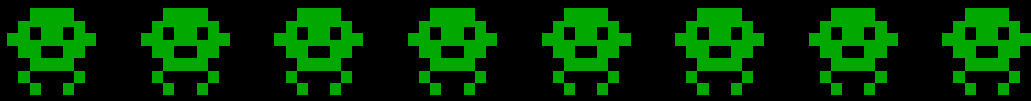
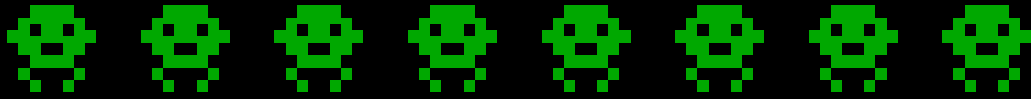
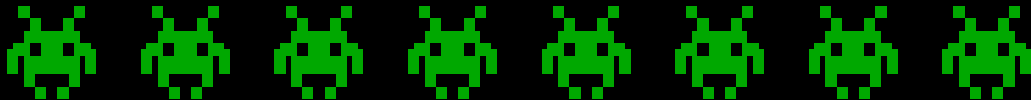
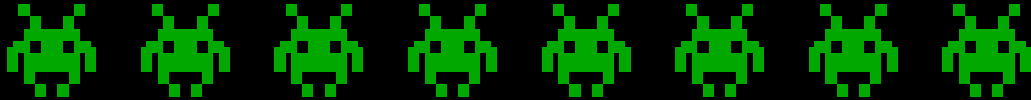


# Gamer 2.0

SCORE 0000

HIGH 0200

2 



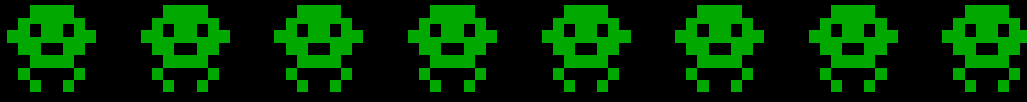
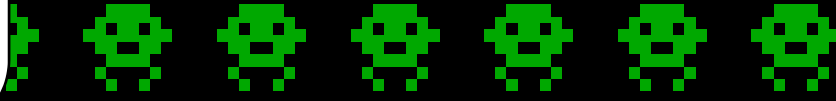


# Gamer 2.0

SCORE 0000

HIGH 0200

2 



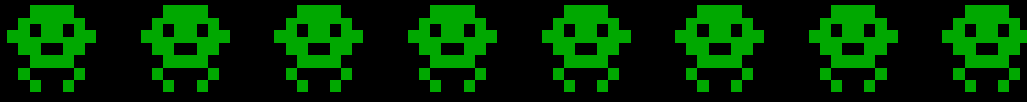
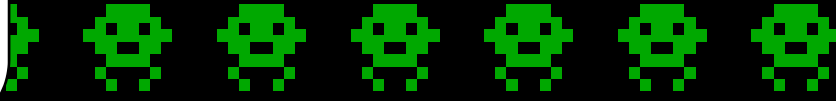
Should I shoot the aliens  
on the end or in the  
middle or all the bottom  
aliens first?

# Gamer 2.0

SCORE 0000

HIGH 0200

2 



Should I shoot the aliens on the end or in the middle or all the bottom aliens first?


How long do I have to shoot before an alien shoots at me?



# Gamer 2.0

SCORE 0000

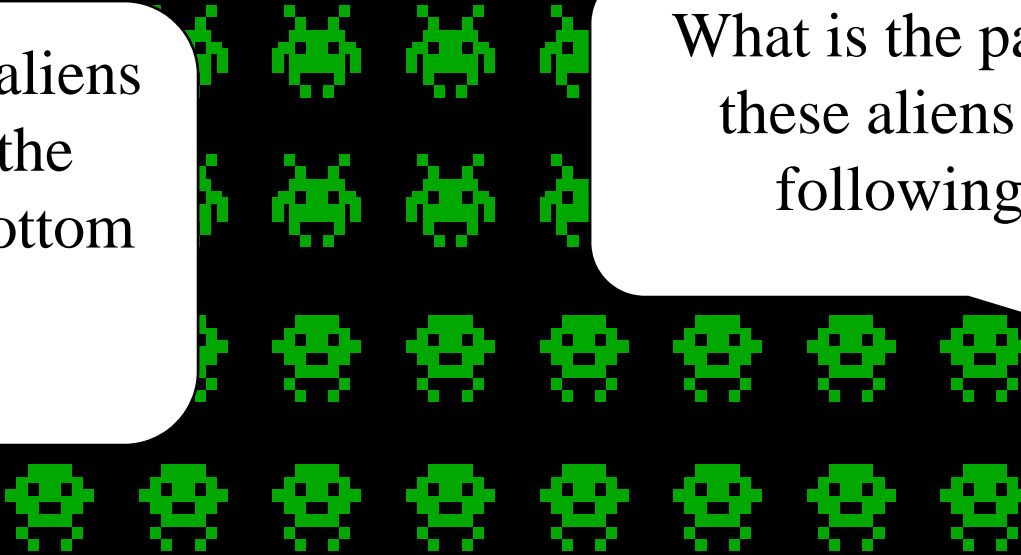
HIGH 0200

2 



Should I shoot the aliens on the end or in the middle or all the bottom aliens first?

What is the pattern these aliens are following?

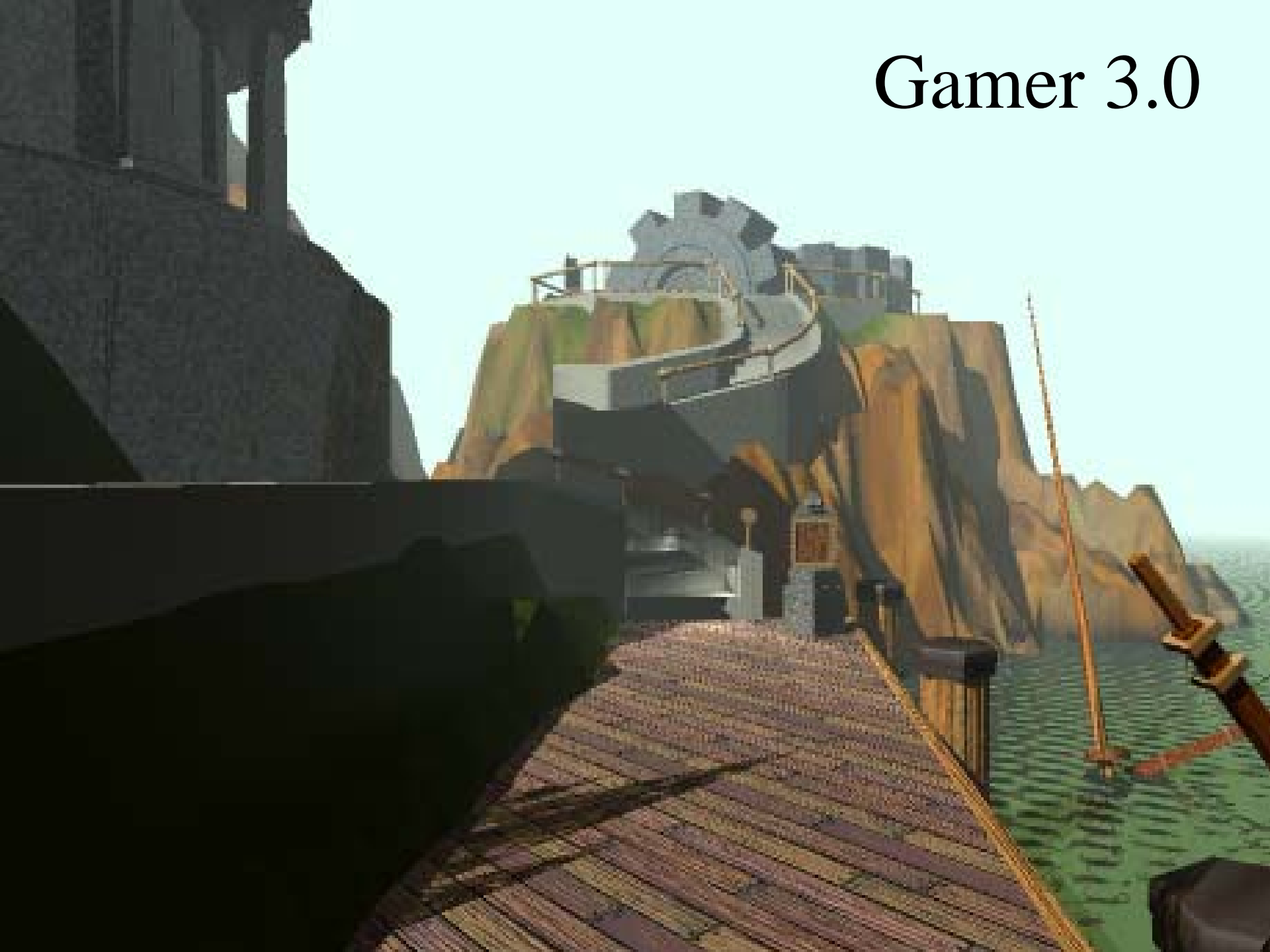


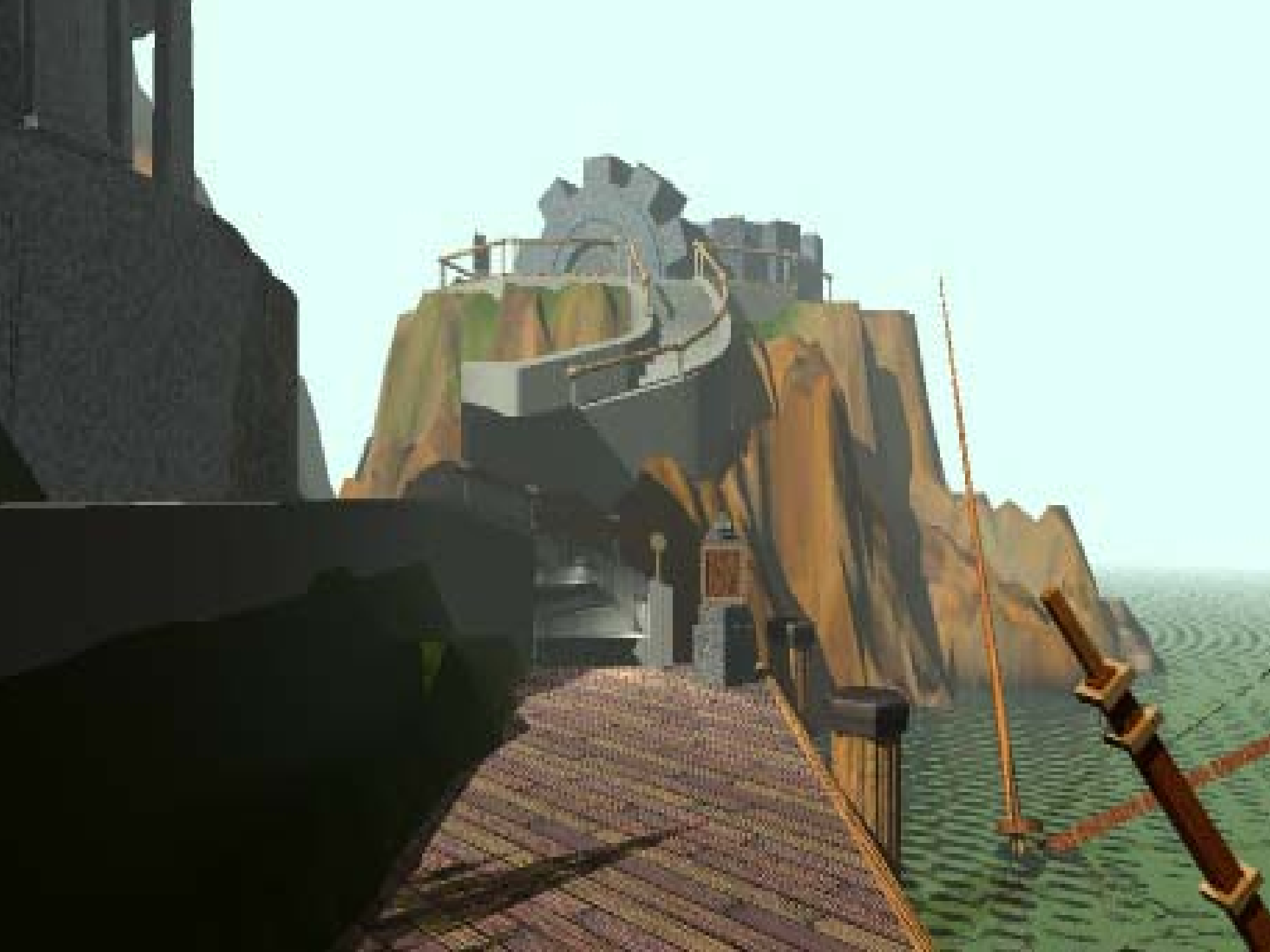
How long do I have to shoot before an alien shoots at me?





# Gamer 3.0





# Gamer 3.0

Where do I explore first?





# Gamer 3.0



Where do I explore first?

What activities are of the most value?

# Gamer 3.0

Where do I explore first?

What must I do to achieve my goal?

What activities are of the most value?

# Gamer 4.0

Boracadian  
Abbott Bundy



Atticus Ballinger



# Gamer 4.0

Boracadian  
Abbott Bundy

What activities give me the most return for my efforts?

Can I trust this person who wants to team with me to accomplish a goal?





What can we create together?

Focus Move Edit Create Land  
Click and drag to change view

- Position  Use Grid [Options...](#)
- Rotate (Ctrl)  Stretch Both Sides
- Stretch (Ctrl+Shift)  Stretch Features
- Select Texture
- Edit linked parts

Ruler Mode: World

[+ Less](#)

General **Object** Features Texture Content

Edit object parameters:

- Locked
- Physics
- Transparency
- Hidable

Position (meters)

X: 138.750

Y: 85.250

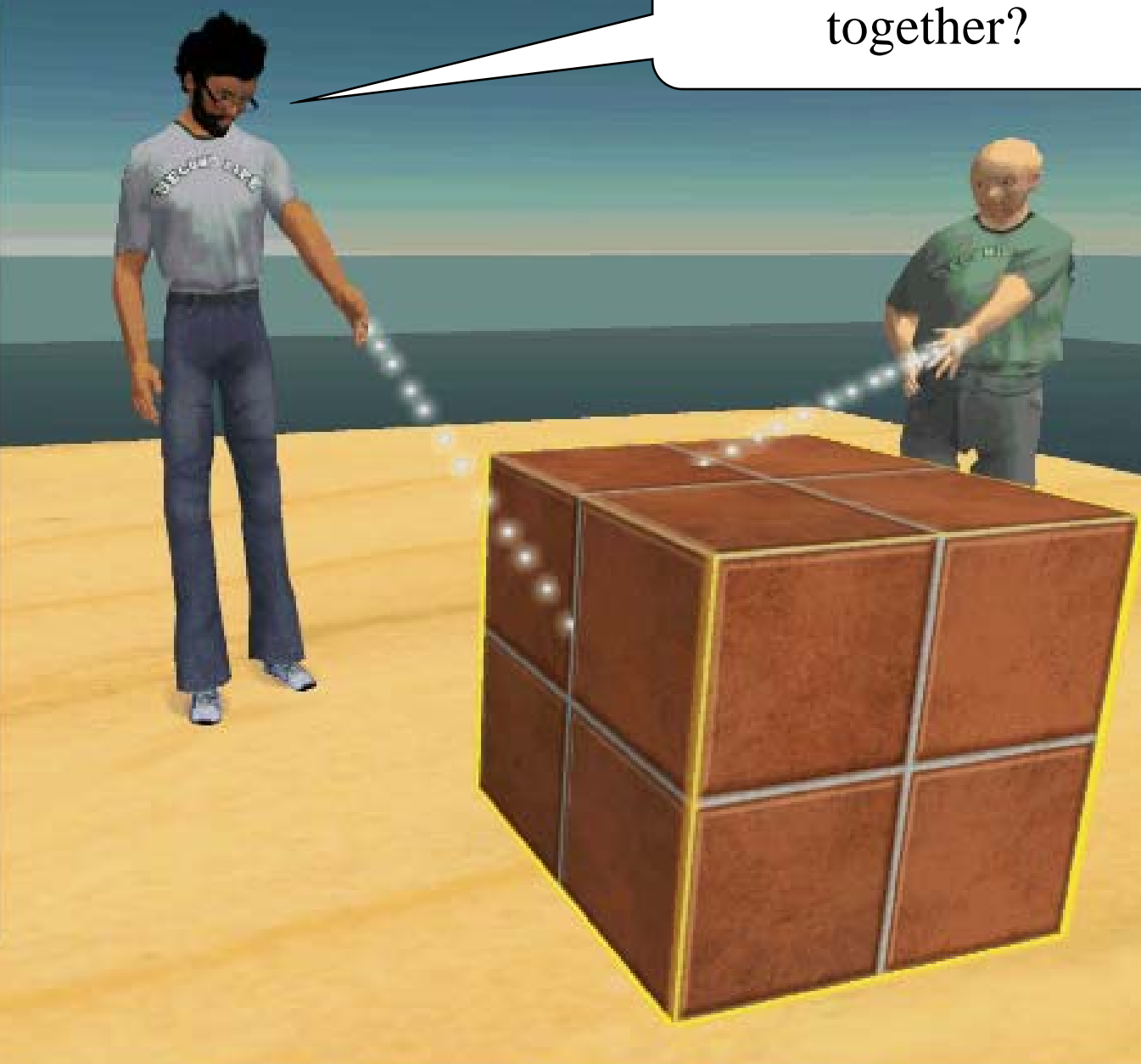
Z: 77.803

Rotation (degrees)

X: 0.00

Y: 0.00

Z: 0.00





**New Approaches  
are Needed**



What  
Can  
We  
Do?



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# VIDEO GAMES




WHY WASTE GOOD TECHNOLOGY  
ON SCIENCE AND MEDICINE?



AD





[Watch Video!](#)



Before you start week three, let's talk marketing. Marketing campaigns bump up the number of customers that come to your business.

### END OF WEEK 2

THIS WEEK	Income:	\$ 598
	Rent:	\$ 163
	Marketing:	\$ 150
	Loan Payment:	\$ 0
	Net:	\$ 285
LOOKING AHEAD	Bank Balance:	\$ 4274
	Projected Net for game:	\$ 4454
GOALS FOR NEXT WEEK	1. Create a Marketing Campaign	



MONDAY

WEEK: 3

**\$ 4274**

BANK BALANCE

230

BIZ POINTS

**CURRENT NEWS**

Steel Giants Movie Huge at Box Office

Guest Services | Help



AD



Disney's MAGIC MINUTE

Watch Video!





**Edheads** Virtual Knee Surgery

reception desk   virtual surgery   surgery photos

subtitles   activity site map



**Interact:**  
Click and drag the **sponge** into the bowl to soak it.  
Then drag the soaked sponge over the **leg and foot** to coat them in Betadine.



: The hemorrhaging looks pretty bad.  
: I need to drain this area.

NONE



47



SCORE 72400  
TIME LIMIT  
00:72:40



: The patient's vitals are dropping!

: You have to suture those wounds!

# SCALPEL -メス-





## Institute for Interactive Technologies



Score:

**Karl**

\$ 12000

**Clark**

\$ 13000

### Production Issues

The function of directing or regulating the movement of goods through the entire manufacturing cycle is known as:

Production Control

Production Card

Production Capability

Production Forecast

# Use Games

## WELCOME TO ENERGYVILLE

It's up to you to provide enough power to meet the energy demands of your city's 3.9 million people while keeping them prosperous, secure and living in a clean environment. The implications of the energy decisions you make today for your city in 2015 are based on current lifestyles and the projected energy demands and costs for developed countries throughout North America, Europe and Asia.



NAME YOUR CITY:

Ready to Play?  
**Begin Game**

or

First time here?  
**Guided Play**

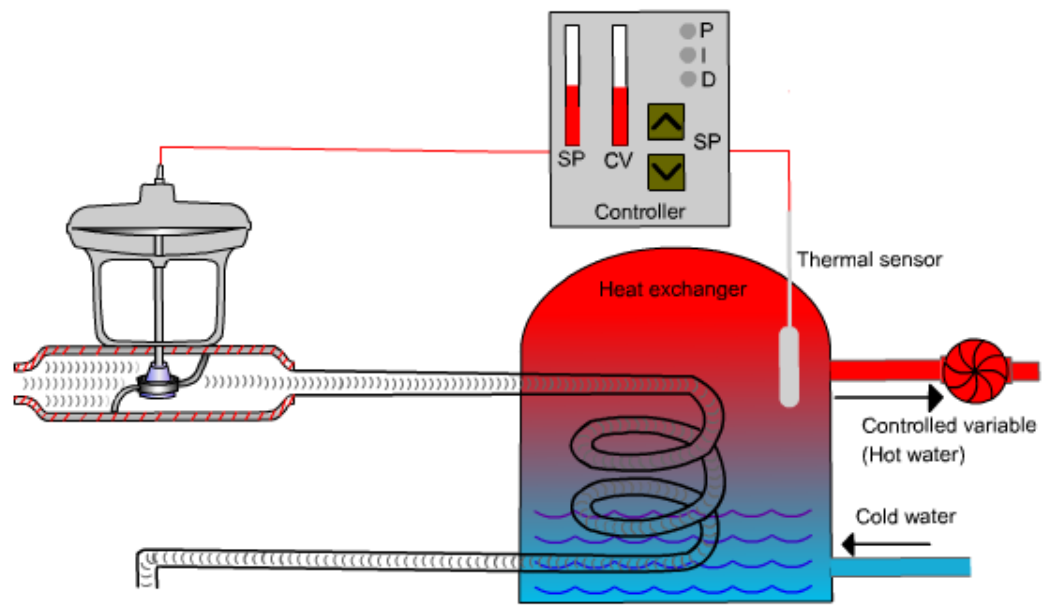
You are about to play an interactive game that puts you in charge of meeting the energy demands of a city. Assumptions for the game, both present and future, are based on The Economist Intelligence Unit's assessment of global facts and trends obtained from numerous credible sources. They are the originators of its content and, with input from a wide range of energy experts, developed the calculations on which the game scoring is based. The game simulates aspects of reality, but does not serve as a perfect model of the real world. The game has limitations and many elements have been simplified to facilitate game play. For example, macroeconomic contributors that may have otherwise impacted economic outcomes were minimised and underlying algorithms for events and impacts don't model all outcomes which may occur. Additionally, although you are able to determine how to power your city, the game does not take into account the time and investment needed to replace existing energy infrastructure with your choices. Finally, global forces and technological developments may change current and future assumptions. Information presented in Energyville is not intended to express Chevron's opinions or beliefs.

There are many valid and varying points-of-view on the future of energy. We encourage you to add your voice to the debate.



# The Feed-Forward Control System

A heat exchanger supplies heated water at a precise temperature to a mixing vat, producing a chemical reaction.



Closed-loop feedback temperature control system

Back

Next

Copyright © Wisc-Online

Title: The Feed-Forward Control System  
Author: Terry Bartelt  
Developer: Josh Janikowski

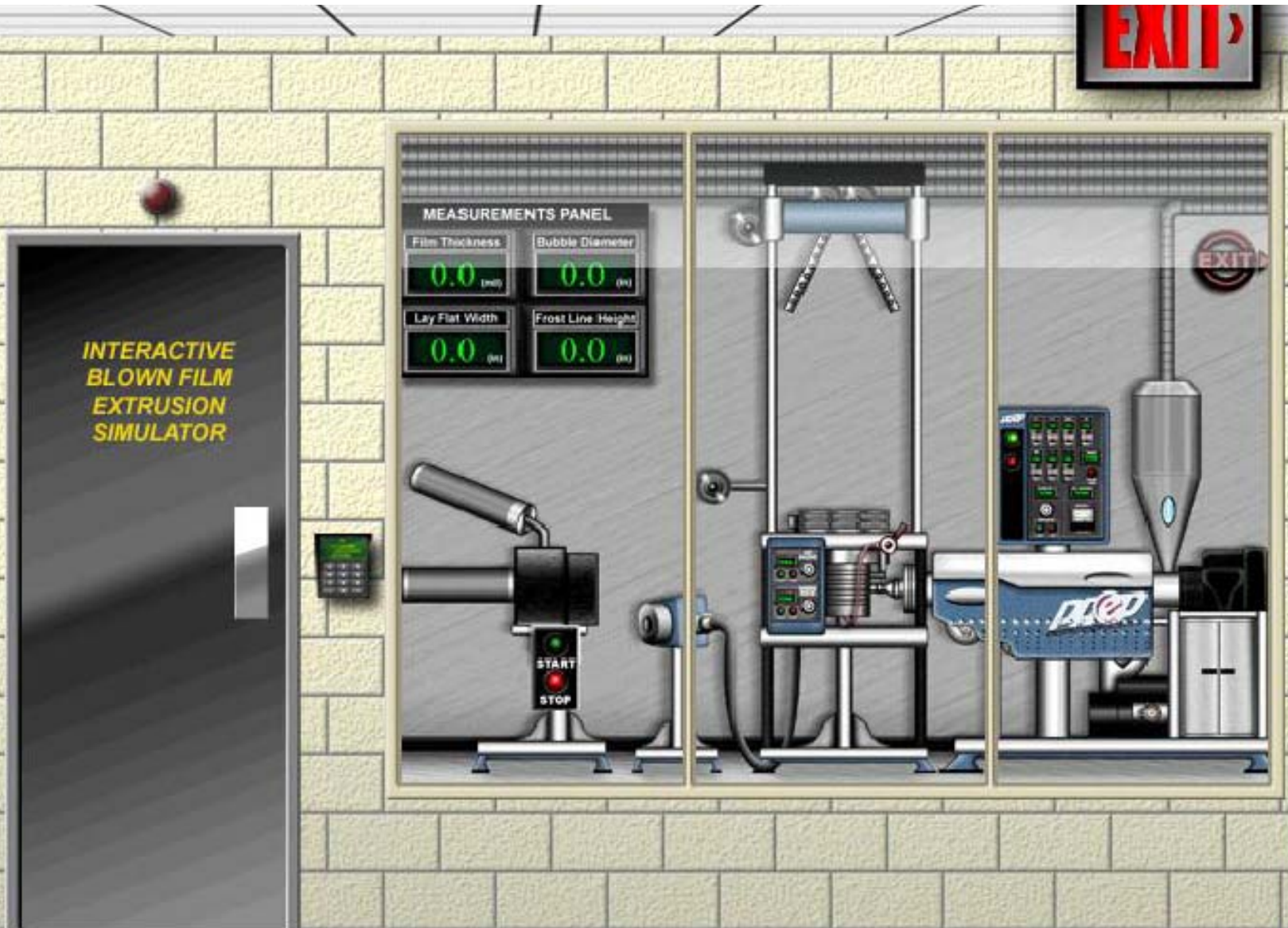
Click to rate  
☆☆☆☆☆

Now Available - Click Here to Purchase

Write a review  
Tell a friend  
Copy the link



# Simulations



### MEASUREMENTS PANEL

Film Thickness

0.0 (mil)

Bubble Diameter

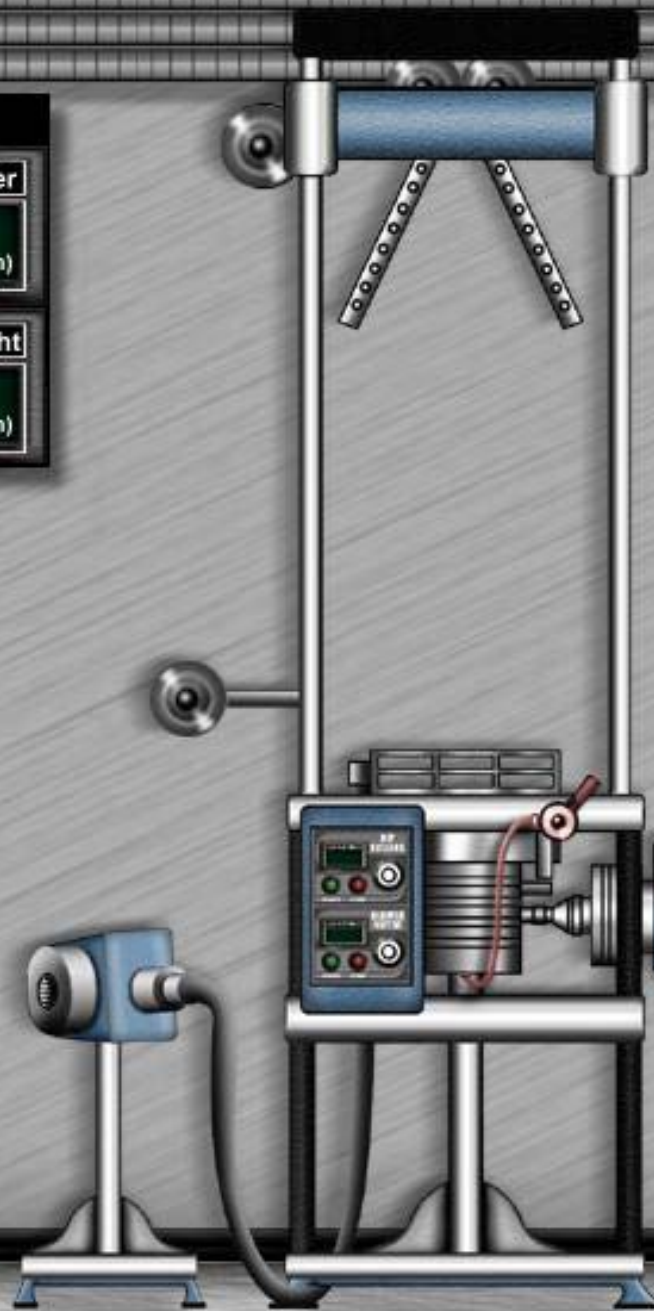
0.0 (in)

Lay Flat Width

0.0 (in)

Frost Line Height

0.0 (in)



### MEASUREMENTS PANEL

Film Thickness

**11.9** (mil)

Bubble Diameter

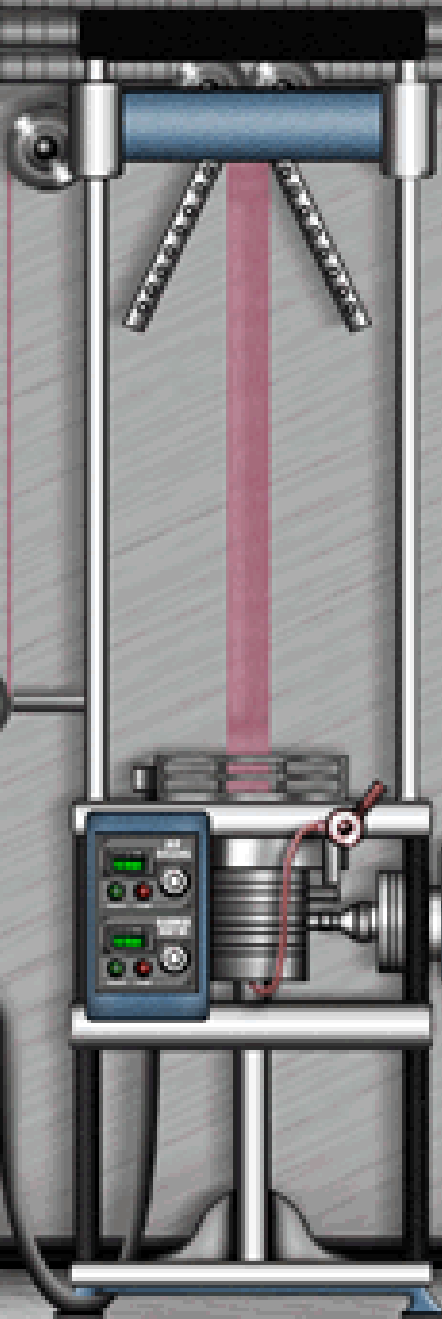
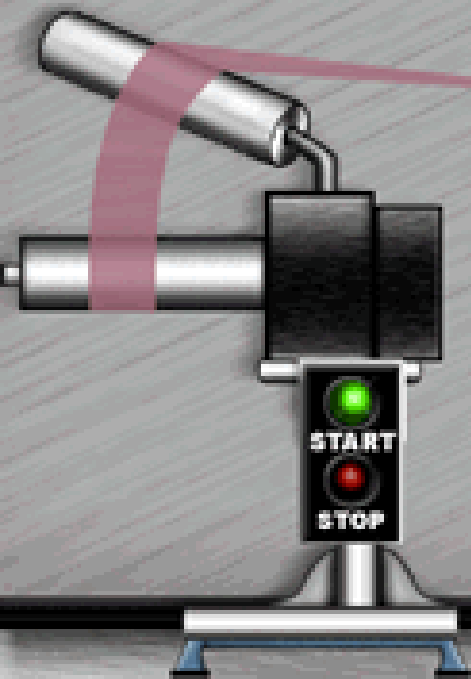
**4.0** (in)

Lay Flat Width

**6.3** (in)

Frost Line Height

**12.9** (in)





**NICKTROPOLIS** **BETA** YOU ARE IN... Jimmy's Lab

LAST ROOM BACK MAP MY ROOM

Click on Jimmy to chat

WHO'S HERE NICKNAMES

- Jimmy Neutron
- soccerboyn
- elvis99202
- tevrubbinz
- mmm150

SOUNDS: ON OFF

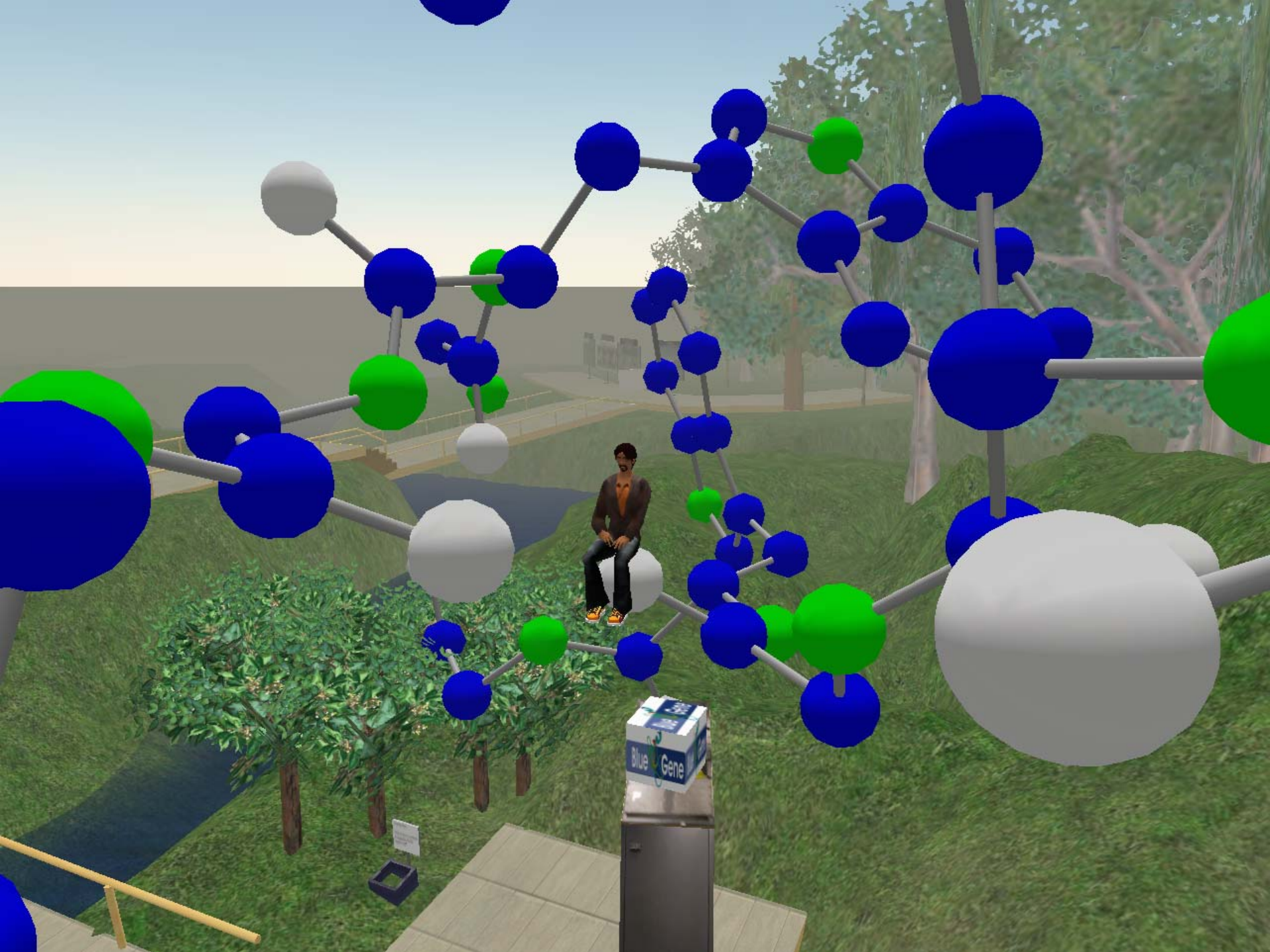
**PICK A CATEGORY** WANT DICTIONARY CHAT? [CLICK HERE](#)

CHAT ON OFF REPORT CHAT NEW SAFETY GROUND RULES CONTROLS

**Hey Grown-Ups, Read This!**  
 Nicktropolis is like nowhere else on Nick.com. But because it's Nick, you can be sure we've made it a SAFE place for kids to connect online. How?













## Kapp Notes

This blog discusses issues concerning learning, e-learning and the transferring knowledge from retiring baby boomers to incoming gamers. The goal is to share information and knowledge to create a better understanding of learning design. ~ Blog Content Guide ~ Subscribe to this Blog ~ My Home Page

# www.karlkapp.blogspot.com

MONDAY, SEPTEMBER 15, 2008

### Fall Reading List

Here are some books that I think would be good to read in front of a fireplace on those cool fall days.

The Starfish book talks about the value of decentralized organizations and how they grow and can prosper where centralized organizations have trouble. Orbiting the Hairball is about retaining your creativity in a corporate environment...not an easy task. Extreme Toyota describes the successful traits of the organization and how they were leveraged for success but the book also points about some flaws in the automaker...I love the balance of the book.

### About Me



Karl Kapp

Karl is a consultant, speaker, scholar, and expert on the convergence of learning, technology and business operations. His background teaching e-learning classes, knowledge of adult learning

# Leverage Social Media



- New Page
- Recent Changes
- Manage Space

Search

- Home
- Class Related
- Information
- Description
- Avatars
- Assignments
- Syllabus
- Learning Archetypes
- Comparing 2D & 3D
- Presentations
- Recordings
- Lesson Plans
- Getting Started in SL
- Sys. Requirements
- Signing Up
- What is SL?
- Basics Overview
- Communicating
- Moving Around
- Building
- Camera Controls

## Welcome to the MSIT Second Life wiki!

### Past Events

- Dr. Kapp is taught a course this summer using two metaverse environments. One was Second Life and the other was ProtonMedia's 3D space known as the [Protosphere](#). It was an exciting online class. For a complete description of the course, go to [Course Description](#).
- A few semester's ago, the Managing Multimedia class's RFP dealt with putting educational elements in a 3D environment. You can find the RFP and the bidders questions on the [RFP Materials](#) page.

### MSIT Locations

- [Kapp's Land](#)

IST at Penn State - Barton Pursel's Project

- <http://ist.psu.edu/secondlife> - project portal. Warning: on a dev server, and can be very slow at times.
- SLURL - <http://slurl.com/secondlife/istania>

Locations to Visit within Second Life

- [Here is a list of some neat Second Life Education spots to visit.](#)

### Cool SLURLs

- [Architecture Island](#)

### Articles and Links

[Turn ads off - \\$5/month](#)

Ads by Google

### Second Life Experts

Top Creator of Metaverse Companies Business and Branding Specialists  
[www.maxmarch.com](http://www.maxmarch.com)

### Second Life for Education

Strong education experience in SL Created 1st Teen SL projects ever!  
[www.firesabre.com](http://www.firesabre.com)

### Virtual World

Chat, Trade, Music, 3D graphics Make Friends; Play Games; Have Fun!  
[www.planetcazmo.com](http://www.planetcazmo.com)

### Sex Advice Second Life

Sex Education using Second Life? Read ALL About it.  
[www.thefrisky.com/](http://www.thefrisky.com/)

### Second Life Forum

Forums about Second Life. Connect with Others, Get Info & Answers.  
[www.Twin.com](http://www.Twin.com)



New Page Recent Changes Manage Space Search

- Home Class Related Information Description Avatars Assignments Syllabus Learning Archetypes Comparing 2D & 3D Presentations Recordings Lesson Plans Getting Started in SL Sys. Requirements Signing Up What is SL? Basics Overview Communicating Moving Around Building Camera Controls

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Edit This Page

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Pfizer
US Intelligence Community
Wachovia Bank
US State Department
Educators

## Articles and Links

Turn ads off - \$5/month

Ads by Google

Second Life Experts Top Creator of Metaverse Companies Business and Branding Specialists www.maxmarch.com

Second Life for Education Strong education experience in SL Created 1st Teen SL projects ever! www.thefirst.com

Virtual World Chat, Trade, Music, 3D graphics Make Friends; Play Games, Have Fun! www.planetazoo.com

Sex Advice Second Life Sex Education using Second Life? Read ALL About it. www.thefirst.com

Second Life Forum Forums about Second Life. Connect with Others, Get Info & Answers. www.twinn.com



Welcome, Karl [ Sign Out ]

Account & Settings | Inbox | Expand Your Network

- Home
- People
- Jobs & Hiring
- Services
- Answers
- My Profile
- My Contacts

Inbox

Get the New Outlook Toolbar

Search People Enter keyword, name, company or title Go Advanced Search

NEW! Learn how to create a group on LinkedIn

### Inbox

There are messages requiring your attention. View messages.

### Network updates since September 21

#### Q&A from your network:

ask your network a question

Questions from friends of friends: (what's this?)

- How much do enterprise architects need to know about ontologies?
- How many Product Managers write a focused corporate blog?
- If you are into women's jeans, please help me out.
- See all...

#### Answers from your connections:

Avik Roy answered 1 question in Professional Networking

Kevin Baird is now a connection

- R. Lee Creasy has just added 1 new connection
- Pamela (Ohl) Berman has just added 2 new connections
- Kevin Kruse has just added 1 new connection
- Jennifer Flannery - Suiters has just added 2 new connections
- Andy Shean has just added 1 new connection
- See all...

#### Ads by Google

Professor Jobs Faculty, Postdoc, Admin Jobs... Free to Post & Search www.tedjob.com

Professor Needed Earn up to \$25-\$75 per Hour Work at Home - Start Today! www.TeamFTS.com

#### Who has viewed my profile?

Your profile has been viewed by 6 people in the last 1 month. In the last week, you've appeared in search results 18 times. See who has viewed your profile

#### People you may know:

Jose Benedicto at Hanes Brands Dominicana



**infor**

Following

You are now following infor.

Name Infor  
Location Atlanta, GA  
Web <http://www.infor.com>  
Bio Infor offers enterprising software solutions for customer relationship management, supply chain management, enterprise asset management and more!

79 following | 74 followers | 8 updates

Inforum 2008 – I'm ready to connect and hope you are too. Sign up now if you haven't already and meet me in Las Vegas! #i08 #infor

07:53 AM October 01, 2008 from web

Inforum2008 early bird reg. extended thru 9/15!! D us if you are going to join us in Vegas. Find out more at [www.inforum2008.com](http://www.inforum2008.com) #i08 #infor 03:29 PM August 27, 2008 from web

@jxpx777 Epiphany ugly?!? :- ) <http://tinyurl.com/6hlzz6> 08:38 AM August 19, 2008 from web in reply to jxpx777

Inforum 2008 - Venetian, Las Vegas, Oct. 14-16, 2008. #i08 #infor 09:00 AM August 15, 2008 from web

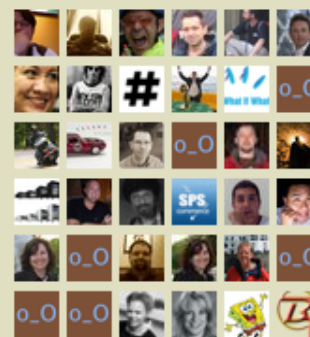
Inforum 2008 Early Bird Registration Ends August 22. #i08 #infor 08:58 AM August 15, 2008 from web

The most valuable learning and networking opportunity of the year for members of the Infor community #i08 #infor <http://www.inforum2008.com>

Updates

Favorites

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Real-time access to students

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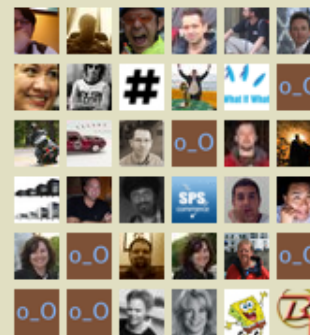
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Broadcasting Your Thoughts and Opinions

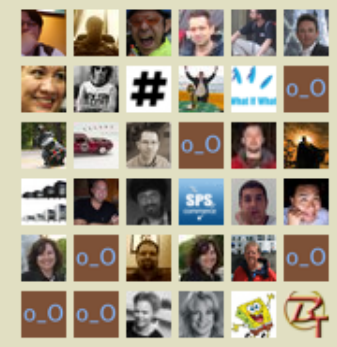
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Quick question

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Answering one question leads to more questions

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Answering one question leads to more questions

Real-time access to students

Sending Reminders

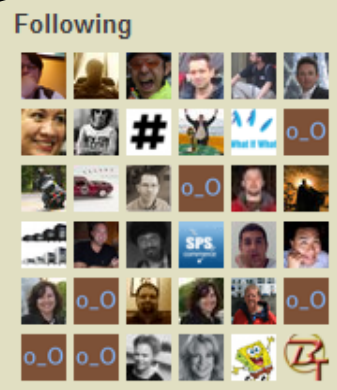
Quick question

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Answering one question leads to more questions

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Quick question

Broadcasting Your Thoughts and Opinions

Mentoring

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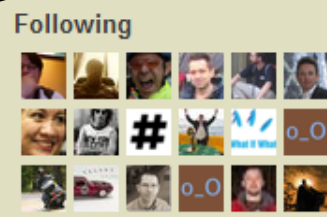
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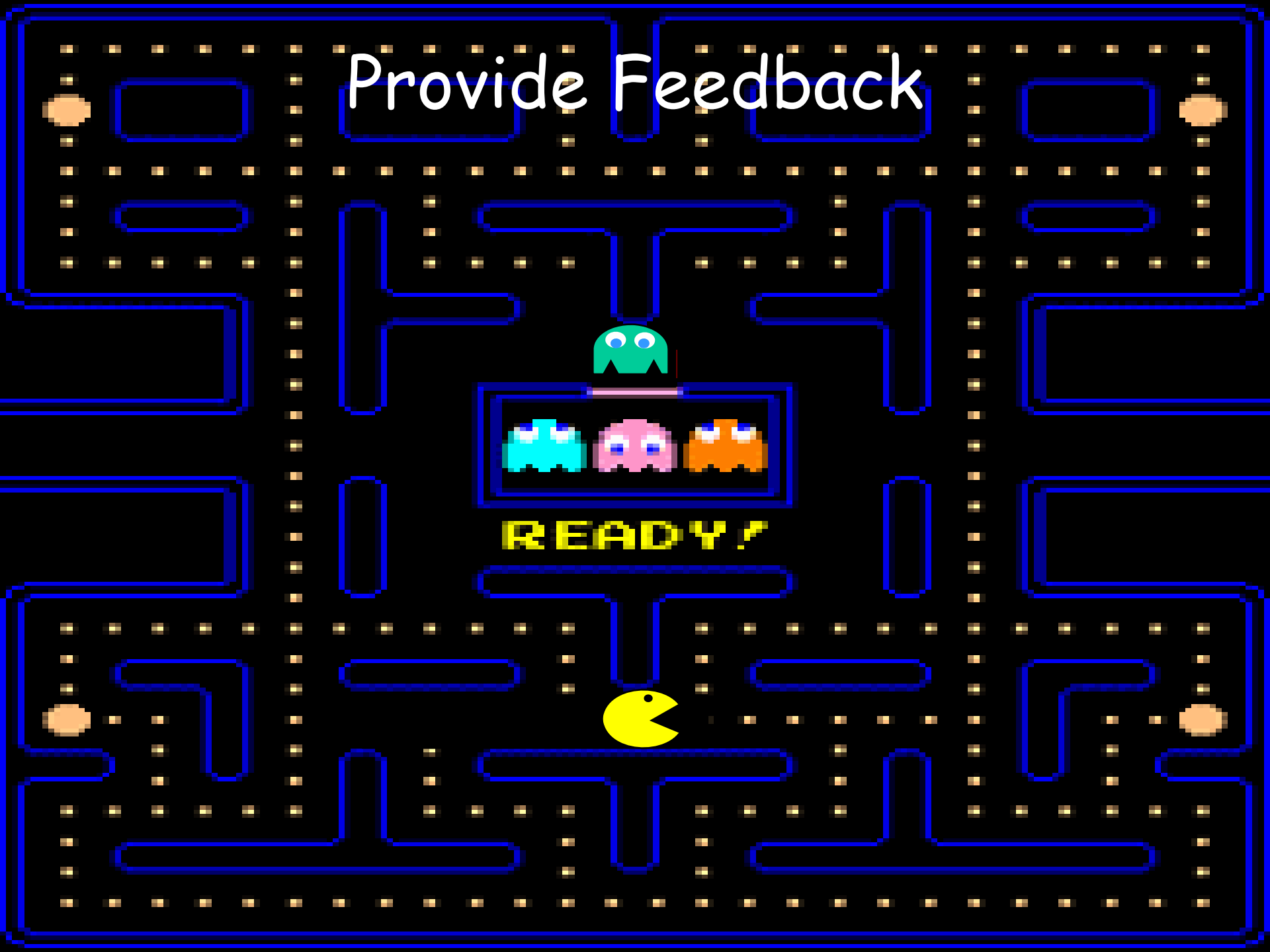
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# Provide Feedback



*Educational Material  
(one of three)*

19

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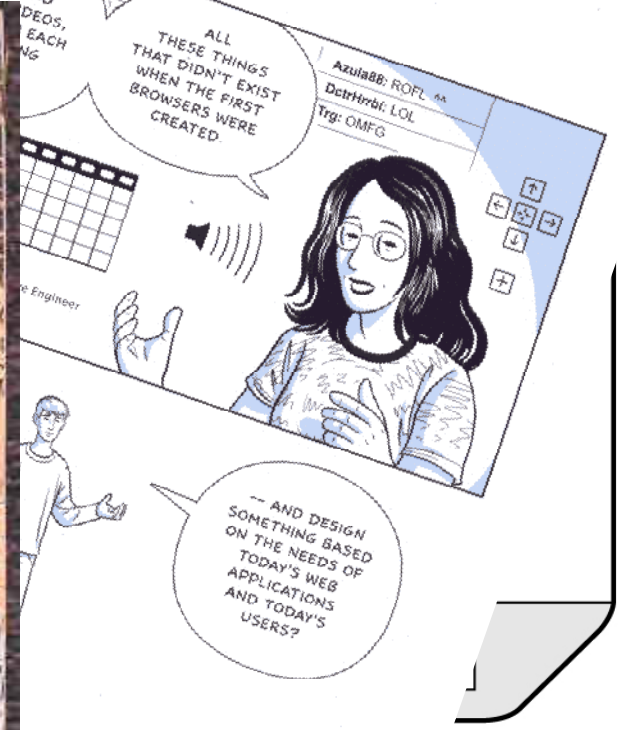
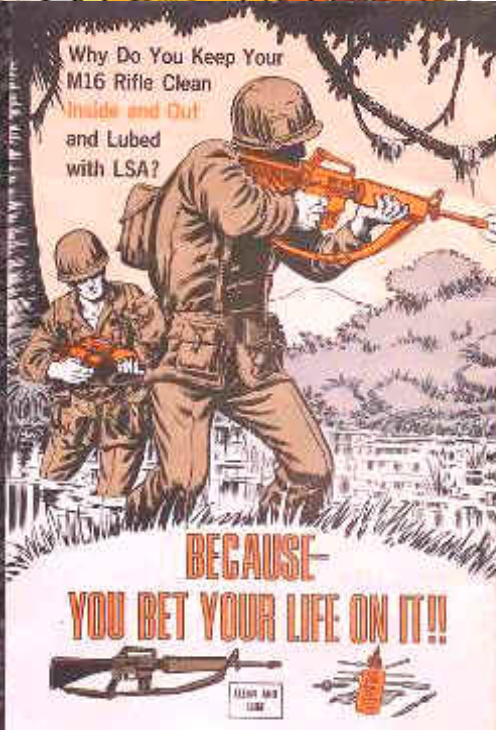
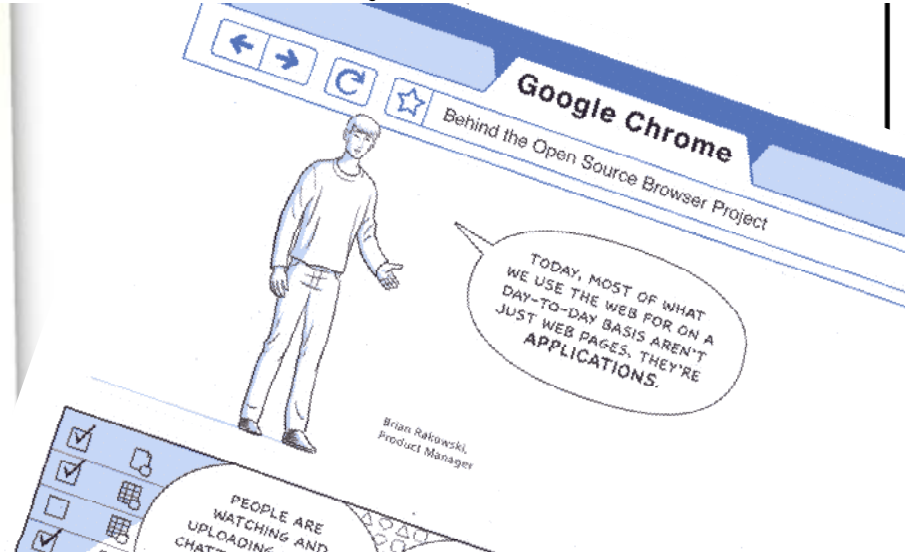
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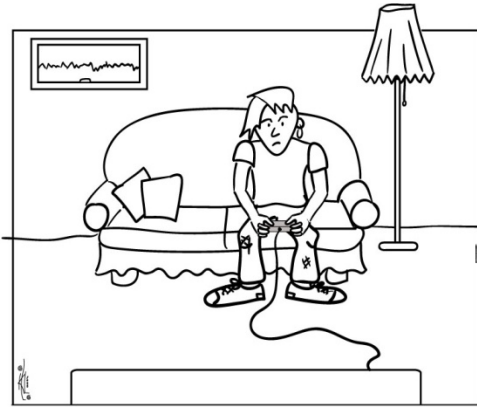
18

# Simplify Delivery



NE





# Are You Ready?

# What Can We Do?

<http://karlkapp.blogspot.com>

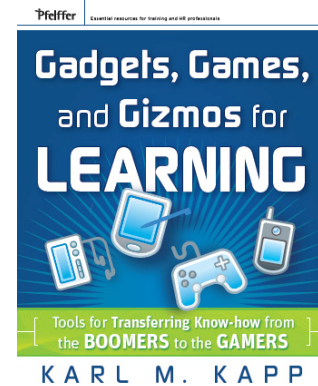


**NETWORKS**



# Questions/More Information

- [www.karlkapp.com](http://www.karlkapp.com)
  - Recommended books
  - Samples and Examples
- Whitepaper available
  - [http://www.e-learningguru.com/wpapers/vendor/Kapp\\_GGG.pdf](http://www.e-learningguru.com/wpapers/vendor/Kapp_GGG.pdf)
- ASTD Learning Circuits
  - [Teaching Facts with Fun, Online Games](#)
- Email: [kkapp@bloomu.edu](mailto:kkapp@bloomu.edu)
- <http://karlkapp.blogspot.com>
- [www.gadgetsgamesandgizmos.com](http://www.gadgetsgamesandgizmos.com)
- *“Gadgets, Games and Gizmos for Learning: Tools for Transferring Knowledge from the Boomers to the Gamers”*



NETWORKS



# Discussion

- Communicating with Today's Generation



NETWORKS





# Find More Resources to Communicate with Today's Generation

- [www.matecnetworks.org](http://www.matecnetworks.org)
  - “net generation”
  - Generation Y



NETWORKS



# Thank you for attending

## MATEC NetWorks Webinar

### Communicating with Today's Generation

Classroom Ready Resources in the Digital Library

TechSpectives Blog

Webinars

All this and more at [matecnetworks.org](http://matecnetworks.org)



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# Webinar Recordings

To access this recording, visit [matecnetworks.org](http://matecnetworks.org),  
in the keyword search, type:  
webinar kapp.



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# NetWorks Next Webinars

**January 23:** eSyst – Electronics 2010  
update (5)

**February 13:** Strategies for Recruiting

Visit <http://www.matecnetworks.org/growth.php> and  
click webinar for a full calendar



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