Notes on Dr. Lisa Dawley's Keynote Lecture
The Importance of Serendipity in Educational Innovation

All about serendipity

Goeff Colvin: Talent is Overrated book: Deliberate Practice

She helped create the Boise's Second Life Island: EdTech and CAVE

Serendipity is a major component of scientific discoveries and innovations

Wikipedia: **Serendipity** denotes the property of making fortunate discoveries while looking for
something unrelated, or the occurrence of such a discovery during such a search.

I would expand the term "looking" in the definition to "following your passions"

She publishes Educational Innovator newsletter through Paper.li

Innovation isn't about change. It requires the second level of systemic change.

Innovative breakthroughs require years of intensive preparation.
Enthusiastic immersion results in deep, rich knowledge

I love how she talks about Personal learning environment as a PLN. Hadn't thought of that
before.

PLNs support, empower, allow!!

Connectivism - George Siemens

Love the color coding of the PLEs to track

Venn Diagram on Social Network Knowledge Construction: Identify, Lurk, Contribute, Create,
Lead.
Great ideas about building a viral network of learners.

Voice threads - would like to learn more about this...

WOW!!! someone just posted a link to the .pdf she wrote about the integral learning model she
just discussed. http://edtech.boisestate.edu/ldawley/SNKC_pdf.pdf   Thank you, dgpetrak

Talking about 3D printing.
Virtual Worlds -

Different types:
- Content creation worlds (SL)
- MindCraft http://www.minecraft.net/

Any idea where to find that Venn? I liked that graphic.

Huge growth rate in tweens and teens -- +25 is just a small part

The KZERO report that she is citing is at http://www.kzero.co.uk/virtual-worlds.php

Showing no virtual world use of education beyond age 14...???

Hand, Heart and Head development levels for kids (brain development)
Aligns with child progression through virtual worlds.

Summation Points:
1. Excellent and Innovation comes through deliberate practice
2. Serendipity is a necessary aspect of innovation
3. Opportunities for serendipity can be designed into learning environments and curriculum
--PLNs. content creation. learning.

Chris Haskel
We don't teach gaming, we have to live gaming.
Turn the classroom into a living game.
dont' do it as an assignment

"We don't teach gaming, we live gaming"

Leigh Zeitz @ IACON

[Note that Burks Oakley will mention Google Docs in his keynote at noon at IACON 2011.]