

Engaging Millennial Students on THEIR Turf:

*Using the Latest Technology to
Enhance Learning*

Lisa Macon, Valencia Community College
Mary Diaz, Broward College



Millennial Students - Characteristics

- Born 1982 or later
- Relatively sheltered
- Grew up among “kid safety rules”: school lockdowns, and a national youth safety movement.
- Technological Sophistication



Other Facts

- Over 80 million Millennials (largest generation ever)
- Oldest entered college in 2000
- Life expectancy – 75 years or more



Defining Characteristics

- More conventional than X-Gen
- High level of confidence/self-importance
- Team-oriented
- Naturally diverse
- Extremely close with parents
- Technologically savvy



How They “Tick”

- Exposed to vast amounts of information at a very young age
- Different patterns of communication and social intimacy
- Ambitious, but with unrealistic expectations
- Well aware of rules, but enjoy the challenge of circumventing the rules



Educational Issues to Address

- Diversity of needs, backgrounds and experiences
- High drop-out and failure rates
- Poor class participation
- Typically under-prepared
- Difficulties relating to authority figures using traditional communication techniques



They are Worth the Trouble

- Violent crime is down 60-70%
- Teen pregnancy is down
- Engaged in community service
- Tolerant – welcome everyone as part of the community
- Need to be built up – not torn down!



Technology is Key

- These students are “digital natives”
- Use of technology is inherent, no matter what their interests
- For other generations, use of technology is foreign (in general)
- To deny the applications of technology in reaching Millennials may be a mistake



MySpace

- Social networking tool
- Myspace.com
- Blocked by public libraries (it's the law!)
- Many colleges and universities block this website with a firewall – why?
 - Students spend a lot of time there
 - Sexual predators and other negative characters



MySpace – Educational Uses

- Allows for easy communication among classmates, *the way they like to communicate*
- Allows classmates to get to know one another on a social level outside of class
- Can be used to broadcast messages to students about upcoming activities/assignments in a place where they are always looking.



Facebook

- Another social networking website
- Games – educational (and otherwise)
- Another way to stay in touch with students
- Another way to remind students about upcoming events and activities



Wikipedia

- The free encyclopedia that anyone can edit!
- Portmanteau of wiki (collaborative web project) and encyclopedia
- Over 10 million articles in 250 languages
- Over 2.5 million articles in English
- Written by “consensus” and constantly being edited



Blogging Software

- Allows creation of “closed” or “open” forum settings
- Template-driven/minimal knowledge of tech required
- Allows control over participants’ “posts”
- Allows admin. monitoring of commentary before “posting”
- Hosts Web links and Podcast links



Educational Uses of Blogs

- Forum for students/faculty to display/share ideas and invite commentary by designated contributors or general public
- Project-sharing/project showcase space to seek and allow (or not) feedback by participants
- Platform to disseminate course content material
- Personal/professional portfolio



Educational Blogs: Examples...

- SLS 1001 course Blog: <http://sls1001.blogspot.com>
- Personal Blog:
<http://maryupcloseandpersonal.blogspot.com>
- Course Content Blog:
<http://edgeographerblog.blogspot.com>
<http://edworldhistory.blogspot.com>
- Work-team Blog: <http://bccslscoaches.blogspot.com>



YouTube

- Hosted by Google.com and EASY to use
- Allows uploading of videos of limited length by registered users (FREE resource)
- Vast resources of video from legitimate news/archive resources
- Searchable by topic, subject matter, content



YouTube: Educational Uses

- Enhancement of LMS resources

<http://elearning.broward.edu>

- YouTube site

www.youtube.com



Google.com: Educational Uses

- Web Quests: Topic-/theme-based searches
 - <http://education.nmsu.edu/webquest/wq/olympics/olympicwq.html>
- Web link and image collection tool
- Google Scholar: <http://scholar.google.com/>
- Ecoogler.com: <http://ecoogler.com>



Second Life

- Multi-user virtual environment
- Graphical interface
- Avatar-based – you create a character for yourself which can be customized
- Many educational locations
- Many seedy locations as well



Educational Uses of Second Life

- Delivery of web-based courses – synchronous
- Ability to model examples not possible even in real life
- Museums
- Historical Replicas
- Library system
- Art
- Theater



Thank You!

- We hope you will consider trying out some of these tools.
- Remember that learning can take place anywhere – the idea that a classroom is needed is quite outdated.
- We cannot choose the tools that future generations will prefer to use for social interaction – but we CAN master them and use them for learning!