

# Interactive experiential learners

Most young people are  
experience based learners

# The users of tomorrow value **context** more than content.

- Diverse, multicultural, multilingual group
- Looking for community and learning
- 80% of all college students use FACEBOOK
- IM is a conversation, a clarification, it's in real time with sound, voice, image as well as words.

# Millennial students are gamers

- They learn in gamer style
- Building skills and combining skills
- Decision skills are continuously rewarded
- The gamers are readers
- They read Wikipedia...

- The top 50 magazines in the world now have all created for their readers the following:  
chats, rss feeds, video streaming, and podcasts

# What about Google?

- Google has us all whipped at WHERE, WHAT, WHEN, WHO
- Instructors can own the HOW and WHY because the answers to HOW and WHY involve **learning** to get where you need to

# Example of the value of community

5th largest library in the World today is [www.librarything.com](http://www.librarything.com) where everyone and anyone is creating private libraries. Who would have expected this?

They pitch themselves as offering an “easy, library quality catalog” AND it connects people with others with similar collections.