Blogging the Future – The Use of Online Media in the Next Generation of Scientists, Stacy Baker with Students

Baker: Staten Island Academy, teaches Biology

Salina: Facebook is most popular blogging website (no wordpress), most spend 2-3hours on internet, , reasons to use an educational blogging website (none 29%, useful website 26%, friends and information 39%), Dedicated VS Universal Subject Websites (universal), least favorite websites are flashy with a lot of movement (like MySpace)

Melina: IPhone App Chemical Touch, 48% of students us apps to help with studies, 52% students were overwhelmed by too much data, 66% prefer visually pleasing apps, Apple App Physics Waves demos Transverse Beats and Longtitudinal Waves, Question: Accuracy of applications? A: Underneath app users give ratings and reviews.

Ammar: dynamic websites, websites that update themselves, ptable.com, very interactive with temperature phase changes, Wikipedia entries, orbitals, Teacher: would like more apps like this can't build them herself so its nice to have resources which speak to multiple types of learners,

Mike: blogs, extremebiology.net/blog, project: create a blog post "Marine Biology at its Best" share with everybody (IDEA: One Delta Iota Phi blog with students added as authors), in prep for blog post had to email people in the field and ask questions, created his own blog at blogspot.com, scionlineproject.blogspot.com, Q: How do you find the blogs that you read? A: Google science blogs recommendations from friends, facebook is favorite site on the internet, Q: Did the fact that homework was a blog post affect the way it was written? A: yes. Knowing people everywhere were going to read it made me more careful and precise about my sources. Teacher: Student quality of work skyrockets when publishing online. Q: Students teach teachers by interacting with them through Social Media.

Alex/Carl: educational video games, the previous game: endless, boring, repetitive. Model a game after call of duty or halo, (Spore? Portal (Physics on Crack), Civilization, ImmuneAttack), Iphone app called Body Pod created by Alex (conceptual not implemented), Q: What pushes you to keep playing a game? A: There's a challenge and competition element.

Jack: jack's game, tried to make his own games in flash, (link to game on wiki page), an interesting experiment where user clicks a color, plays a game, then answers question again and game determines difference in times between before and after playing game, game: MotherBoard Defense (Hypothesis that video games improve cognitive function): game where you answer a math question, play game, answer another math question, compares answer time, (This is GREAT research tool), Random Tree Generator Program: random and fractal trees with variables to affect their growth, "Flash has been for me a good way to simulate things you can't do in real life."

Thesynapse.ning.com

Not bound by No Child Left Behind because it's a private school. But does not believe public schools can't implement.

Q: is what you're doing considered cool? A: Everyone's doing it, so…

Bora: Is it harder to study for other classes with this one being Web 2.0? A: No, this class is the more challenging.

Stacy: We use twitter at school.

School newspaper in wordpress.

Q: Why does twitter fail? A: I don't get the point. Only works in an environment where you're telling people who care. Commenter: Adults and kids need to be taught the strategy of twitter. Student: Facebook is one spot with posts, pictures, and more, why use twitter too?

Ning.com: like facebook, but ability to manage who'se members, students find it not as exciting because their friends aren't on it.

What about availability or access? What if not everyone has computer or cell phone? How do you incorporate it in a way that doesn't put students without computers at a disadvantage? A: It's a community issue, everyone needs accessibility because it is an issue.

Do computers disconnect students socially? No. I can connect with kids all over the world. Real life experiments are important too, hissing cockroach lab.

Statistics on enormous amount of hours online, do kids feel deprived? A: We aren't deprived, its up to kid to find balance. Most of us are on a sports team.

130 of 200 Google Sidewiki posts came from these students. Awarded them Flip cameras from Google.