[CS 101] Assignment 2

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Draft

Dear Ms. Van Londen:

Here are my Assignment 2 paragraphs and bibliography.

The [Modern Learning](#) article mentions several ways that teaching and learning have changed recently. Learning may include searching for definitions, tutorials, detailed explanations, and viewing interactive media to increase knowledge and skills. Learning can also **occur without lectures or books**, as per Richard Baraniuk's discussion in The birth of the open-source learning revolution, and often takes place when students **interact** with each other around a shared concept, which some call 'open source' or 'crowdsource' or 'crowdlearning', as noted by Jeff Howe in [Crowdsourcing](#). Kapur and Bielaczyc say in [Designing for Productive Failure](#) that when groups come up with ideas together, they often begin to understand the structure of solutions, so they can solve big problems. Carol Dweck notes in her discussion of [Struggle](#) that we **retain more knowledge when struggle** is involved. [Bloom's Taxonomy](#) classifies learning objectives so that we learn to analyze and create rather than memorize facts. Sugat Mitra suggests in his [Hole-in-the Wall Education Project](#) that we don't need teachers when **students can teach themselves** if they just have access to devices that connect to knowledge banks like a search engine or video channel.

Three of the [20 Skills in Demand in Today's Workforce](#) focus on marketing skills and require creativity and collaboration. SEO/SEM helps a company increase website traffic to improve visibility among customers, increase the number of people who become customers, and ultimately increase revenue. **Search Engine Optimization** is coding and writing websites to work well with search engines and **Search Engine Marketing** is external activities that promote the website, such as developing advertising, social media, and printed materials. **Creativity** is having the ability to think differently about how to solve problems and proceed more efficiently in the workplace. Activities that improve creativity include recreation being aware, and solving puzzles. Shadowing creative people is a great way to learn to be more creative. **Collaboration** is cooperating with a team to develop a product or service. It requires each member to understanding others' perspectives, efficiently manage priorities, and build trust by being reliable and respectful. It also requires each team member to build personal achievement while meeting project goals.

1. Baraniuk, R. The birth of the open-source learning revolution, Ted.com. (2020) https://www.ted.com/talks/richard_baraniuk_the_birth_of_the_open_source_learning_revolution
2. Green, J. The nerd's guide to learning everything online, Ted.com. (2020) https://www.ted.com/talks/john_green_the_nerd_s_guide_to_learning_everything_online

3. Revised Bloom's Taxonomy. Center for Excellence in Learning and Teaching. Iowa State University (2020). https://www.celt.iastate.edu/teaching/effective-teaching-practices/revised-blooms-taxonomy/
4. 20 Skills in Demand in Today's Workforce. Indeed. 2021. https://www.indeed.com/career-advice/finding-a-job/in-demand-skills

Thank you and have a great day.

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