

3-31-2009

## Transforming education for next generation learners

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### Repository Citation

Iannuzzi, P. A. (2009, March). Transforming education for next generation learners. Presentation at LILAC: Libraries Information Literacy Annual Conference, Cardiff, Wales.

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**University Libraries**

**LILAC: Librarians' Information Literacy Annual Conference**

***Transforming Education  
for Next Generation Learners***

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**University of Cardiff**  
**Cardiff, Wales**  
**March 31, 2009**

**UNLV**  
UNIVERSITY OF NEVADA, LAS VEGAS

- students and parents
- employers
- legislature

**What are we  
getting for  
our  
investment?**



# Commission on the Future of Higher Education (Spellings Commission)

- access
- affordability
- quality
- accountability

- *How can we ensure that college is affordable and accessible?*
- *How well are institutions of higher education preparing our students to compete in the new global economy?*

*Reinventing Undergraduate Education:  
A Blueprint for America's Research Universities*

*The ideal embodied in this report would turn the prevailing undergraduate culture of receivers into a culture of inquirers – a culture in which faculty, graduate students, and undergraduates share an adventure of discovery...*

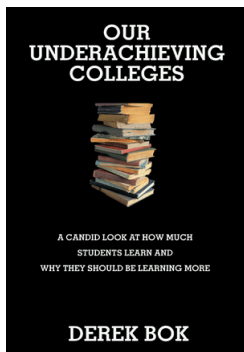
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***students improve much less than they should in: writing, critical thinking, quantitative skills, and moral reasoning...***

***Large majorities of college seniors do not feel that they have made substantial progress in: ...learning what they need to know to become active and informed citizens...***

***Overall, despite their vastly increased resources, more powerful technology, and hundreds of new courses, colleges cannot be confident that students are learning more than they did fifty years ago...***



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## *An ability to*

- *recognize and define problems clearly*
- *identify the arguments and interests on all sides of an issue*
- *gather relevant facts and appreciate their relevance*
- *perceive as many plausible solutions as possible*
- *exercise good judgement in choosing the best of these alternatives after considering the evidence and using inference, analogy, and other forms of ordinary reasoning to test the cogency of the arguments*

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Liberal Education and America's Promise (LEAP)

10 year "campaign"

33 person National Leadership Council

university presidents, corporate senior executives,  
labor leaders, education researchers, and a  
governor



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## ***College Learning for the New Global Century***

*...the kinds of learning that will truly empower them  
to succeed and make a difference in the 21st  
century...*

[http://www.aacu.org/advocacy/leap/documents/GlobalCentury\\_final.pdf](http://www.aacu.org/advocacy/leap/documents/GlobalCentury_final.pdf)

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# How Should Colleges Prepare Students To Succeed In Today's Global Economy?

Peter D. Hart Research Associates

<http://www.aacu.org/advocacy/leap/documents/PollFindings.ppt>

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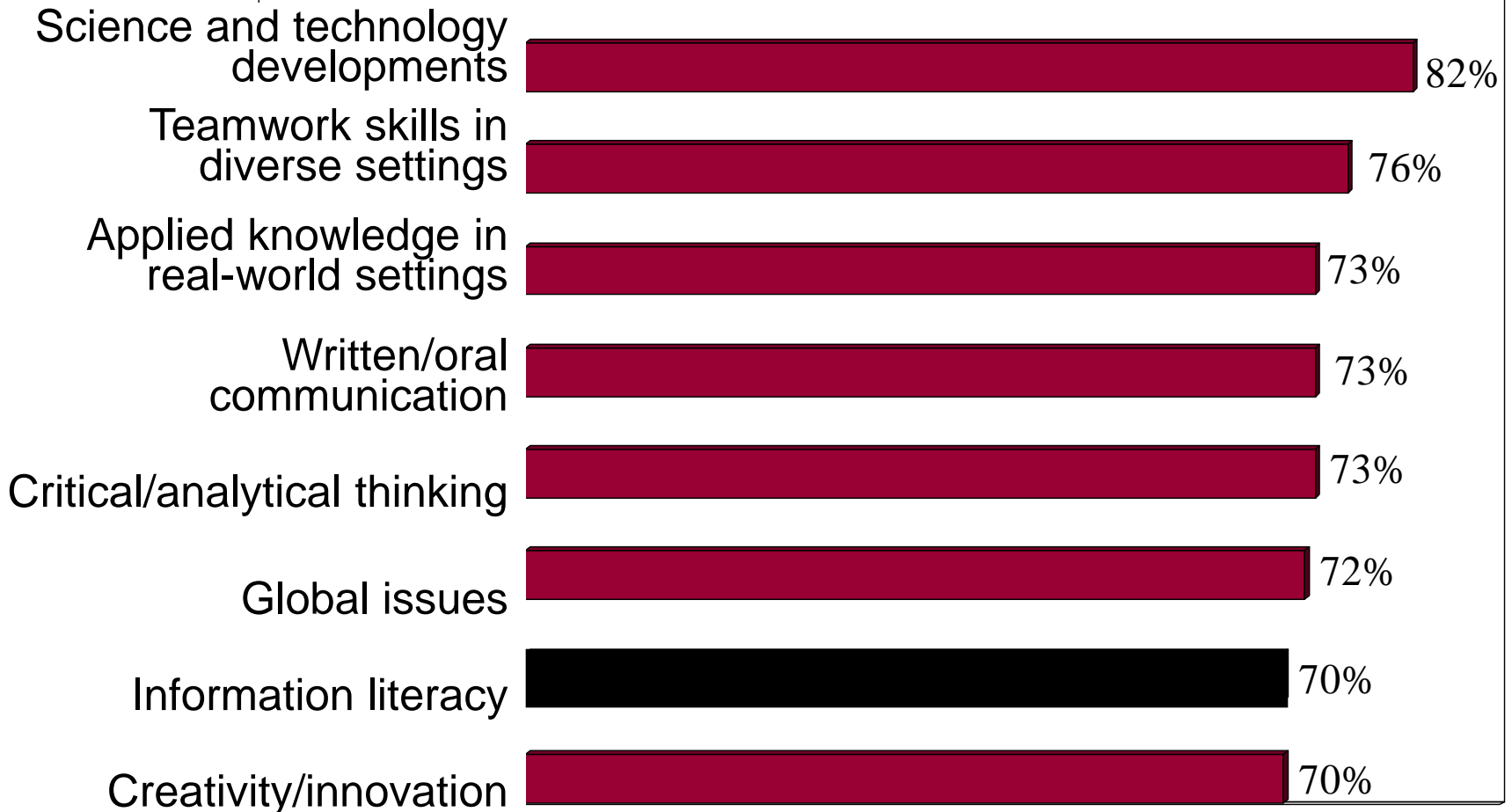
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63% of employers agree that “too many recent college graduates do not have the skills to be successful in today’s global economy.”

# Employers:

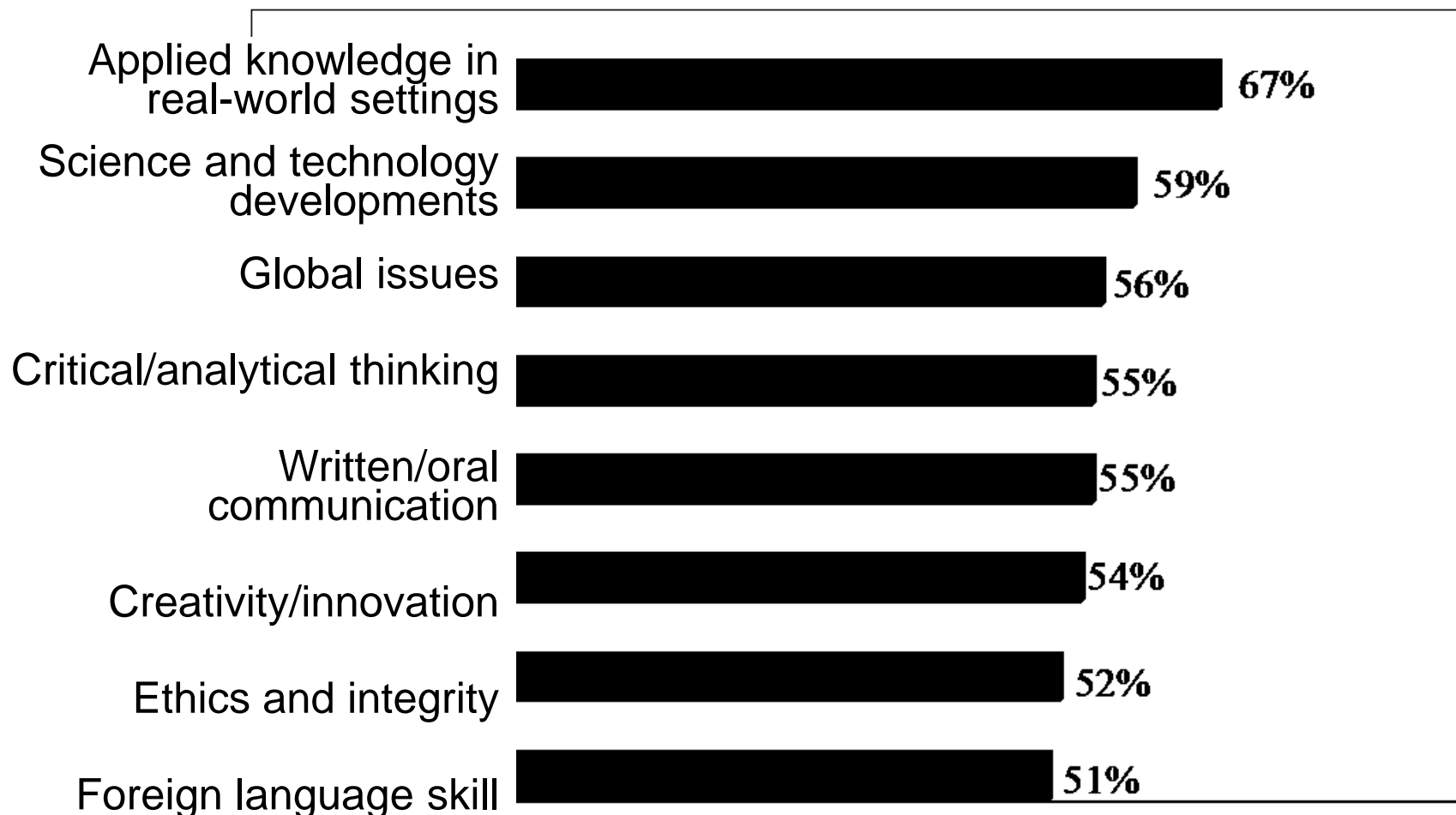
## Top Priorities For Increased Emphasis By Colleges

*% saying colleges should put more emphasis on each learning outcome*



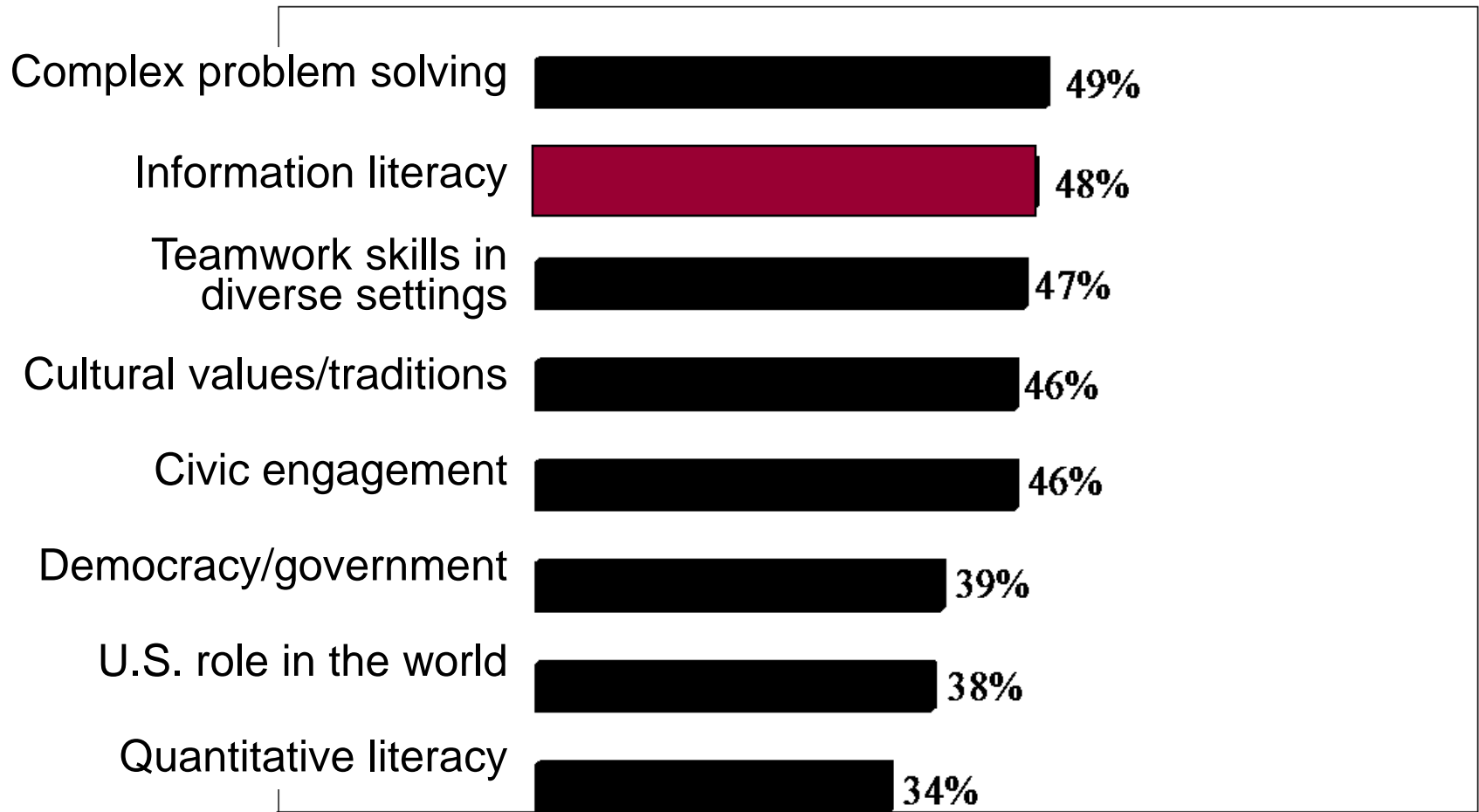
# Recent Graduates: Top Priorities For Increased Emphasis By Colleges

*% saying colleges should put more emphasis on each learning outcome*



# Recent Graduates: Other Areas In Need Of More Emphasis By Colleges

*% saying colleges should put more emphasis on each learning outcome*



*Students will continue to pursue different specializations in college. But across all fields, . . . higher education [should] help college students become*

***INTENTIONAL LEARNERS***

*who can adapt to new environments, integrate knowledge from different sources, and continue learning throughout their lives.*

## About Inquiry Learning...

*The foundations for inquiry, investigation, and discovery should be laid early and reinforced... through inquiry projects, students should learn how to find and evaluate evidence, how to consider and assess competing interpretations, how to form and test their own analyses and interpretations, how to solve problems, and how to communicate persuasively.*





# Essential Learning Outcomes

---

*Beginning in school, and continuing at successively higher levels across their college studies, students should prepare for twenty-first-century challenges by gaining:*

**Knowledge Of Human Cultures and The Physical and Natural World**

**Intellectual And Practical Skills**

**Personal And Social Responsibility**

**Integrative Learning**

*through the application of knowledge, skills, and responsibilities to new settings and complex problem*

# Intellectual and Practical Skills

---

inquiry and  
analysis

written and oral  
communication

information literacy

critical and creative  
thinking

quantitative literacy

teamwork and problem  
solving

*Practiced extensively, across the curriculum, in the context of progressively more challenging problems, projects, and standards for performance*

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*Learning Reconsidered*  
*A Campus-Wide Focus on the Student Experience*

American College Personnel Association  
National Association of Student Personnel Administrators

2004

*Learning Reconsidered* offers a campus-wide focus on  
the student experience

*Learning is a comprehensive, holistic, transformative activity  
that integrates academic learning and student development,  
processes that have often been considered separate, and  
even independent of each other.*

# National Survey of Student Engagement (NSSE)

Since 2000 -- 1100 schools

Indiana University for Postsecondary Research with  
the Indiana University for Survey research

Director: George Kuh

Student self report of engagement in learning  
activities

## Project DEEP (Documenting Effective Educational Practice)

- What students do – time and energy spent on “educationally purposeful” activities
- What institutions do – how they apply “effective educational practices” to engage students
- High Impact Educational Practices

<http://www.uiowa.edu/admissions/fye/Kuh%20AACU%20High%20Impact%202008%20final.pdf>

- require articulation of specific learning outcomes
- reflect higher order and lower order cognitive skills
- require application within and across disciplines
- developmental (sequenced over time)
- supported through curriculum content, instructional design, and co-curricular activities
- engage students
- assessed by demonstration of what students can **DO**

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# *Consensus is Emerging*



# Student Learning

## Faculty

teaching and  
learning  
Strategies

faculty  
development

mentoring  
modeling

and more...

## Curriculum

academic  
programs

general  
education

first year  
experience

capstone/  
culminating  
and more...

## Co- Curriculum

leadership

living/learning  
Communities

student support  
advising

libraries  
student clubs  
athletics

# Student Engagement

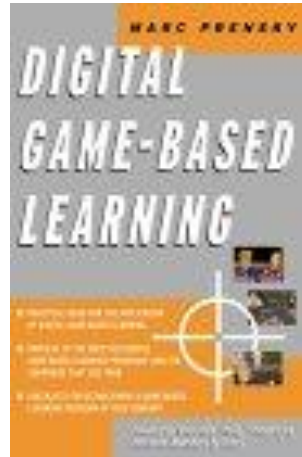
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Not ADD

but

EOE



Engage Me

Or

Enrage Me

Marc Prensky, Engage Me or Enrage Me: What Today's Learners Demand, 2005

[http://www.marcprensky.com/writing/Prensky-Engage\\_Me\\_or\\_Enrage\\_Me.pdf](http://www.marcprensky.com/writing/Prensky-Engage_Me_or_Enrage_Me.pdf)

## Engaging the Digital Native

group work

interaction

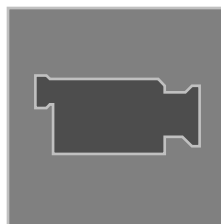
exploration

problem solving

multimedia

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## voices of gamers



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## *What I heard*

Community  
Immersive  
Control  
Options/customization  
Problem solving  
Unpredictable  
Visualization/effects

**Can we create**  
**online learning communities that**  
**immerse individuals –that are highly**  
**customizable – that give**  
**learner control – that challenge with**  
**problem solving - that can be highly**  
**unpredictable – with great**  
**visuals and special effects?**

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*It starts with engagement...*

*“shared experience environments”*

*“engagement has everything to do with relationships...”*

*“consumers draw environmental energy  
from their media experiences,  
which helps facilitate a deeper level of engagement.”*

Dominiak, Mark TelevisionWeek Oct 24, 2005  
vol 24, iss 43, p 16



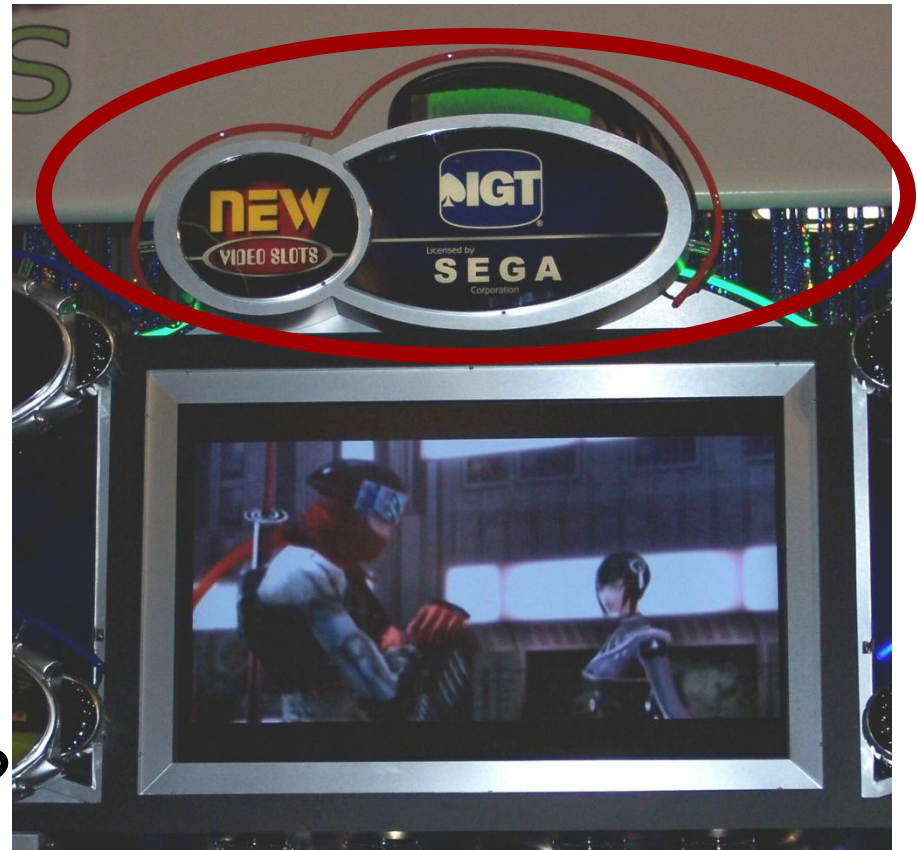
# A Vegas Perspective





*Gaming meets gaming*

*What have they learned?*



*Will we be competing?*

*experiential consumption*  
-one other leisure activity..

*Chances, Trances, and Lots of Slots:  
Gambling Motives and Consumption Experiences*

Journal of Leisure Research – 1997 v 29 no 4 pp380-406  
-Cotte, June



**PDI**

**PLAYER  
DRIVEN  
INNOVATION**





*Tablemaster combines the **excitement** of traditional tables games with the latest **interactive video technology** to create a revolutionary new gaming experience. It's **fast-paced, exciting** game play and **eye-popping visuals** will entice your players to try their luck at table games, and its unprecedented levels of **customization** make it easier to create the perfect player atmosphere...*

ShuffleMaster inc..





**Fishin' Buddies** is a hosted multi-player table/slot game. This game offers players the social atmosphere of table games blended with popular multi-line slot play and an exciting two part bonus round. A single qualified player can take everyone to the Fishin' round where players make a 50/50 bet on which Fishin' Buddy will catch the biggest fish. Players then have a chance to win the guaranteed Kahuna Tuna Jackpot.











# ROYAL GRAND PRIX DERBY

HORSE & JOCKEY DETAILS

NO 05 - 15 RACE 1:28:08 1400m

NO	HORSE	JOCKEY	WTS	TRN	DR	CL	AGE	SEX	CO	TRN	DR	CL	AGE	SEX	CO	TRN	DR	CL	AGE	SEX	CO
1	Empress fo	↑	4	481	+7	07	1/1/13	1	18	Yak	45 / 58 / 703	13									
2	Clarice dr	♀	4	478	-8	13	1/2/16	1	18	Drach	19 / 18 / 618	6									
3	Callike mare	♀	4	481	-3	04	0/1/21	1	18	Drach	58 / 63 / 700	13									
4	Smart wife	♀	3	473	0	04	0/0/00	2	20	W. B.	01 / 73 / 710	17									
5	Gold blade	↑	4	480	-8	05	0/0/00	2	20	W. B.	01 / 73 / 710	17									
6	Germania gr	♀	4	480	-1	05	0/1/20	1	18	W. B.	61 / 61 / 727	18									
7	Fee daisy	♀	4	480	-2	05	0/1/20	1	18	W. B.	72 / 78 / 760	9	20								
8	Roane	♂	3	487	0	13	1/0/10	1	18	W. B.	29 / 38 / 740	9	18								
9	Red baby p	♂	4	433	-8	06	0/1/10	1	21	Italy	78 / 88 / 747	9	18								
10	William J b	♂	4	433	-8	06	1/0/10	1	21	Italy	23 / 24 / 761	10									
11	Jay r	♂	3	480	-10	04	0/0/00	1	18	Port	44 / 52 / 740	10									
12	Spotlight	↑	3	480	+5	04	1/1/6	1	18	It. sp.	48 / 47 / 707	17									

Callike m-

NO 05 - 15 RACE 1:28:08 1400m

WTS: 481 kg (1-2) WTS: 543 kg

WINNERS PLACE

NO	HORSE	JOCKEY	WTS	TRN	DR	CL	AGE	SEX	CO	TRN	DR	CL	AGE	SEX	CO	TRN	DR	CL	AGE	SEX	CO
1	Empress fo	↑	4	481	+7	07	1/1/13	1	18	Yak	45 / 58 / 703	13									
2	Clarice dr	♀	4	478	-8	13	1/2/16	1	18	Drach	19 / 18 / 618	6									
3	Callike mare	♀	4	481	-3	04	0/1/21	1	18	Drach	58 / 63 / 700	13									
4	Smart wife	♀	3	473	0	04	0/0/00	2	20	W. B.	01 / 73 / 710	17									
5	Gold blade	↑	4	480	-8	05	0/0/00	2	20	W. B.	01 / 73 / 710	17									
6	Germania gr	♀	4	480	-1	05	0/1/20	1	18	W. B.	61 / 61 / 727	18									
7	Fee daisy	♀	4	480	-2	05	0/1/20	1	18	W. B.	72 / 78 / 760	9	20								
8	Roane	♂	3	487	0	13	1/0/10	1	18	W. B.	29 / 38 / 740	9	18								
9	Red baby p	♂	4	433	-8	06	0/1/10	1	21	Italy	78 / 88 / 747	9	18								
10	William J b	♂	4	433	-8	06	1/0/10	1	21	Italy	23 / 24 / 761	10									
11	Jay r	♂	3	480	-10	04	0/0/00	1	18	Port	44 / 52 / 740	10									
12	Spotlight	↑	3	480	+5	04	1/1/6	1	18	It. sp.	48 / 47 / 707	17									



F2system











# OPPONENT POKER

Beat Your Opponents and WIN the BONUS POT!

COLLECT TICKET

Visit our gift shop for Fresh Flowers

Machine display showing a poker hand: K♥, 9♠, A♠, 6♥, 3♣. Below the cards are buttons for BET 10, CREDIT 3000.00, and other controls. A yellow sign on the right side of the screen reads 'MACHINE ACCEPTS TICKETS' with a list of values: 11, 15, 110, 120, 150, 1100.

# OPPONENT POKER





HOME PAGE | OPEN ORDERS

September 16, 2005 12:43

Client	Order No	Item	Quantity	Location	Time Placed	Filed	Time Filed
Billy Hunter	6-4	Cash	1	Room1	Sep 16, 05:19		
James Brown	4-11	DOM PENSION - 1969	1	Room1	Sep 16, 05:15		
James Brown	4-10	Tuna Melt	1	Room1	Sep 16, 04:53		
James Brown	4-9	Cake	1	Room1	Sep 16, 04:45		
James Brown	4-8	CHATEAU HAUT GRAVER -	1	Room1	Sep 16, 04:31		
James Brown	4-7	Gravy 2000	1	Room1	Sep 16, 04:29		
James Brown	4-6	Shrimp Cocktail	1	Room1	Sep 16, 04:12		



# Cantor Mobile Gaming



iGAMING  
Presentation  
Arena

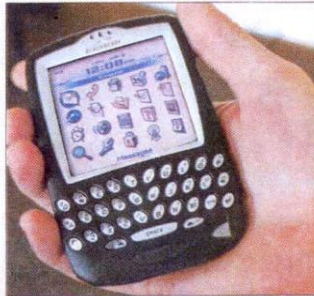


ational o... are all in  
t... h... P... out why?



## LAS VEGAS Business PRESS

### Bond trader makes its move on the gaming industry



Software may soon be available at the BlackBerry.

Nevada gamblers will be able to place bets on Palm Pilot-like devices supplied by casinos so long as the measure passed by state last month.

Assembly Bill 471 was New York-based investor Cantor Fitzgerald, with Nevada casino industry. It would permit "mobile casinos with more than 20 machines, pending development regulations that would allow style games has been submitted by the Nevada Gaming Board, said Keith Copple, board's enforcement chief of the betting device is 12 months or a year away, he

### GAMBLING AND TECHNOLOGY Bill would allow bets by device

Measure would permit wagering with hand-helds on casino grounds

**CASINO CITY** — A new form of gambling may soon be coming to Nevada, a state widely famous for the slot machines and betting tables within its glittering casinos. State lawmakers on Thursday gave final approval to Assembly Bill 471, which lets gamblers operate hand-held devices within the property of larger casinos. The "mobile casinos" would include games approved by the state Gaming Commission and would let gamblers place bets on roulette and blackjack or even play slots by wireless connection. Proponents of the devices say the remote gambling option would help casinos compete with Indian casinos and Internet betting. Others within the legislature



The real question is what demand is there going to be for the product and what innovation is going to be a byproduct of it? he said. "It's a bit like the Internet. It has all kinds of possibilities, and whether they ever come to fruition is another question." Joe Asher, managing director of Cantor G&W Nevada, L.P., an affiliate of Cantor Fitzgerald LP, the New York-based financial services company whose technology is the genesis of the

# The New York Times

NEW YORK, SATURDAY, JULY 2, 2005

## Losing Shirt At Casino Pool (It's Wireless)

BY FOX BUTTERFIELD  
LAS VEGAS, July 1 — No more need to fret about all that wasted time waiting in line for the buffet at your favorite casino. Or those tedious talks in a convention room just a few yards from the casino floor. Help us on the way to make it possible to gamble any time — in fact — all the time. Gov. Kenny Guinn signed a law last month authorizing gamblers in Nevada to play slot machines, video poker, blackjack and other games on hand-held wireless devices from public spaces in casinos. The spaces include restaurants, bars, convention rooms, even swimming pools. Hotel rooms, however, are off limits, to make sure that minors do not get their hands on the new devices, which resemble personal digital assistants or tablet personal computers, depending on where they are being used. Out by the pool of the Paris Las Vegas hotel and casino, close to the bottom of a skeletal replica of the Eiffel Tower, the idea had instant appeal. L. Dave Ross, a middle-aged tourist from Tampa, Fla., said: "I have no moral objection to the device. Sure, I'd use it out here by the pool. Why not?" After all, Mr. Ross said, "What do you come to Vegas for, except to gamble?" The devices — which officials say

## Even Poolside, Casinos Entice Gamblers With Wireless

Continued From Page A1  
are not likely to be in use in casinos until early next year — represent an important development in the rapidly growing world of gambling, said William Bibbe, president of the Nevada Resort Association, which represents the major casino companies. Traditionally, some casino operators regarded any technology that would allow people to gamble outside their brick-and-mortar casinos as a real threat. Mr. Bibbe said, "They worried that it would cannibalize their business." But now, with the spreading popularity of Internet gambling, Mr. Bibbe said, "Some companies see the new technology as a real opportunity for expansion." At the least, it allows the casinos to get a foothold into the realm of virtual gambling. In the United States, under a restrictive law, British, the company and others like Gibraltar are getting around the law by setting up their own servers and operating their own offshore casinos. Mr. Bibbe said that some operators have also been pushing charges against the state by using their own computers to place wagers through the Internet, which has encouraged some states to participate in strict controls. In 2001, the Nevada Legislature authorized the state Gaming Commission to examine the Internet gambling business. After a study, the commission concluded that a clear new Internet policy is needed. But the just-approved wireless devices will be legal because they will not be linked to the Web, Mr. Bibbe said and will be more like a wireless network with game programs loaded into them. The devices were developed by Cantor Fitzgerald LP, the New York-based financial services company, for its bond trading operation and adopted for a look-alike company it operates in Britain. In 2003, Cantor's company in London introduced the first hand-held device that allowed for wireless gambling in casinos in Britain, and the chief managing director of Cantor G & W (Nevada), L.P., a Nevada affiliate of Cantor Fitzgerald, "Since we spent a tremendous amount of money on developing the technology, we were looking for other new applications, and so we approached Nevada."



Mr. Asher said the idea had inherent appeal to the big casino floor. "Think about a swimming pool," he said, "gamblers are playing casino games." "Casinos spend a lot of money to build them, but when guests are there, swimming, the casino isn't making any money. So if the people can play a hand of poker, or play the slots, while they are at the pool, that is money for the casino," Mr. Asher said. "The idea is to turn down-time into revenue-generating time." He said

TUESDAY, MAY 24, 2005 B1

## Nevada May Allow Hand-Held Gaming Devices

BY DAVID KENNEDY  
THE WALL STREET JOURNAL ONLINE  
AFTER A PUSH by a large financial-services company, Nevada lawmakers are poised to allow gamblers to play video poker, blackjack and other games on hand-held devices while at a resort. The measure, which could be approved as soon as Wednesday, would make Nevada the first state to allow betting on casino games using personal digital assistants and other proprietary gadgets. Customers would be able to open accounts with casinos and rent the devices. To help ensure that only guests of legal gambling age make bets, the machines would be limited to public spaces such as pool lounges and restaurants. Bedroom balconies, for example, wouldn't be allowed. The devices, which probably won't be available until next year, may also necessitate extra hotel security precautions, such as additional

**Wireless Betting**  
Proposed legislation in Nevada would allow bets from handheld devices. Places you could gamble remotely:

- Pool lounges
- Restaurants
- Bedroom balconies



Nevada Governor Kenny Guinn signing A.B. 471 with representatives of Cantor G&W.

Continued on Page A9

## Library Implications

participate in curricular review

improve instructional design

model good teaching

invest in faculty development

intentionally design co-curricular activities

use other experts