

Big Education in the Era of Big Data

Irwin King

Associate Dean (Education), Faculty of Engineering, CUHK
Director, Shenzhen Rich Media and Big Data Analytics and Application Key Lab, SZRI, CUHK
PI, The Knowledge and Education Exchange Platform (KEEP), CUHK

Department of Computer Science and Engineering
The Chinese University of Hong Kong

king@cse.cuhk.edu.hk
<http://www.cse.cuhk.edu.hk/~king>

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Włodzisław Duch

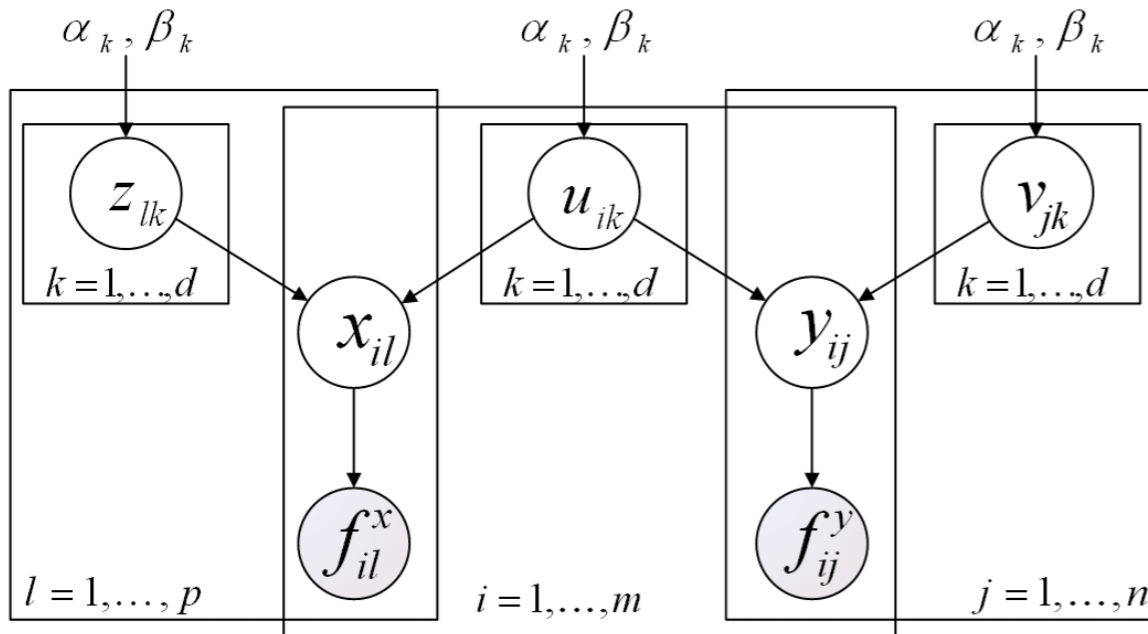
**Under-Secretary of State
Ministry of Science & Higher Education**



Big Education in the Era of Big Data @ FedCSIS 2014, September 7-10, 2014, Warsaw, Poland



Collective Probabilistic Factor Model



$$\mathcal{L}(U, V, Z; F^x, F^y)$$

$$\begin{aligned} &= \sum_{i=1}^m \sum_{l=1}^p (f_{il}^x \ln x_{il} - x_{il}) + \sum_{i=1}^m \sum_{j=1}^n (f_{ij}^y \ln y_{ij} - y_{ij}) \\ &+ \sum_{i=1}^m \sum_{k=1}^d ((\alpha_k - 1) \ln(u_{ik}/\beta_k) - u_{ik}/\beta_k) \\ &+ \sum_{j=1}^n \sum_{k=1}^d ((\alpha_k - 1) \ln(v_{jk}/\beta_k) - v_{jk}/\beta_k) \\ &+ \sum_{l=1}^p \sum_{k=1}^d ((\alpha_k - 1) \ln(z_{lk}/\beta_k) - z_{lk}/\beta_k) + \text{const.} \end{aligned}$$

$$u_{ik} \leftarrow u_{ik} \frac{\sum_{j=1}^n (f_{ij}^y v_{jk}/y_{ij}) + \sum_{l=1}^p (f_{il}^x z_{lk}/x_{il}) + (\alpha_k - 1)/u_{ik}}{\sum_{j=1}^n v_{jk} + \sum_{l=1}^p z_{lk} + 1/\beta_k}$$

$$v_{jk} \leftarrow v_{jk} \frac{\sum_{i=1}^m (f_{ij}^y u_{ik}/y_{ij}) + (\alpha_k - 1)/v_{jk}}{\sum_{i=1}^m u_{ik} + 1/\beta_k},$$

$$z_{lk} \leftarrow z_{lk} \frac{\sum_{i=1}^m (f_{il}^x u_{ik}/x_{il}) + (\alpha_k - 1)/z_{lk}}{\sum_{i=1}^m u_{ik} + 1/\beta_k}.$$

$$u_{ik} \leftarrow u_{ik} \frac{\theta \sum_{j=1}^n (f_{ij}^y v_{jk}/y_{ij}) + (1-\theta) \sum_{l=1}^p (f_{il}^x z_{lk}/x_{il}) + (\alpha_k - 1)/u_{ik}}{\theta \sum_{j=1}^n v_{jk} + (1-\theta) \sum_{l=1}^p z_{lk} + 1/\beta_k}$$



The grass is greener on the other side...

Be inspired!

Stories and more stories...

Be informed!

The devil is in the details...

Be challenged!



Words of Wisdom

The **BEST** universities focus on **EDUCATION!**

The **BETTER** universities focus on
citation numbers and impact factors...

The **GOOD** universities focus on
counting the number of publications...





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Velocity

VALUE!

Veracity



The Value of Big Data

Over 80% of organizations say:

Big Data is critical to meet strategic objectives.



Sharing insights is a must-have capability for businesses.



Big Data will amplify other technology innovations.



Nearly **60%** have started to use Big Data in specific cases

... but only **3%** consider themselves mature.

Where people struggle:

28% Data quality



30% Massive data volume



29% Skilled manpower

58% consider improved customer engagement and performance across all lines of business as high value.

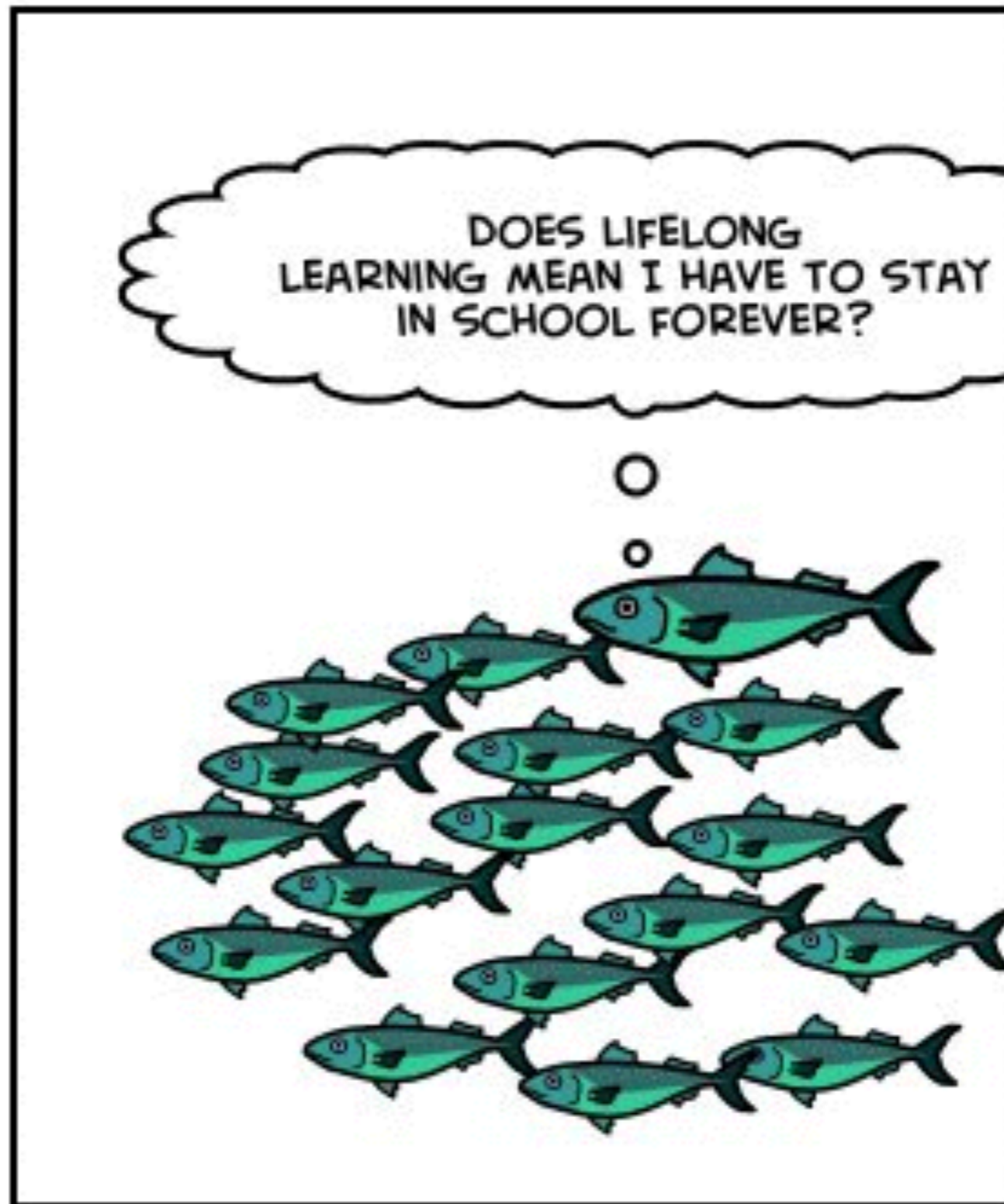


Big Education on Lifelong Learning



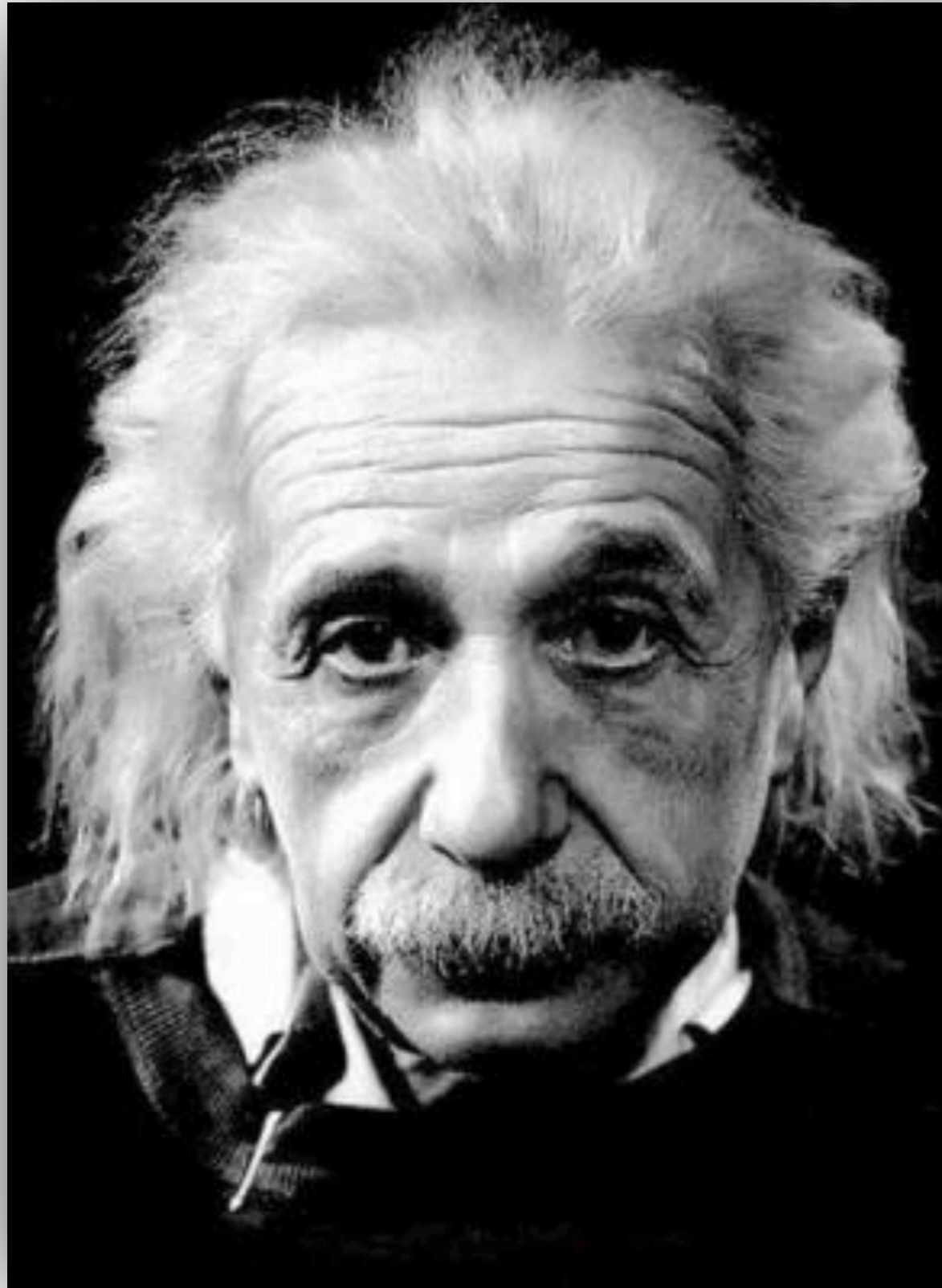
LIFELONG LEARNING

BY TERGUY



WWW.BITSTRIPS.COM





Once you
stop learning,
you start
dying...

Albert Einstein





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MILESTONES IN E-LEARNING

1971

The Open University opens in England with an open admissions policy, and begins broadcasting lectures on television. **25,000 students enroll.**



1989

University of Phoenix launches its private, for-profit online school. **12 students enroll.**



1993

Criteria is created by pioneer William Graziadei III, Ph.D: e-learning systems must be easy to use, portable, replicable, scalable, and affordable.



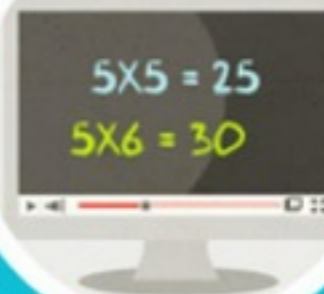
1999

The term 'e-Learning' is coined at an educational seminar.



2004

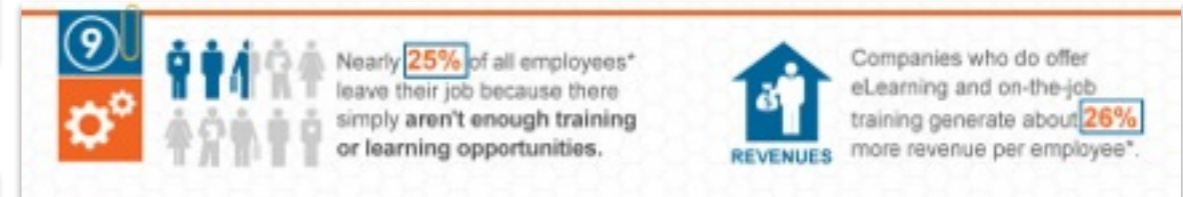
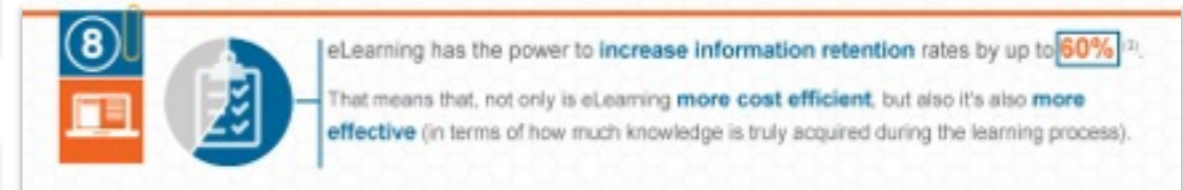
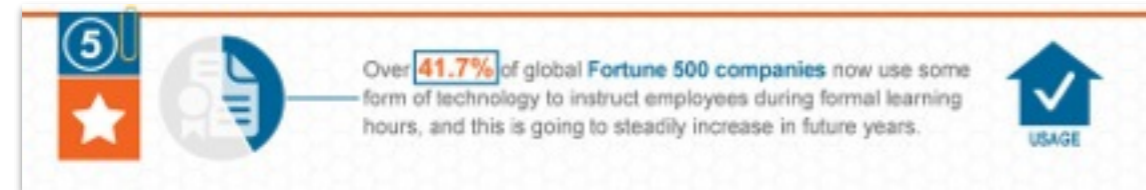
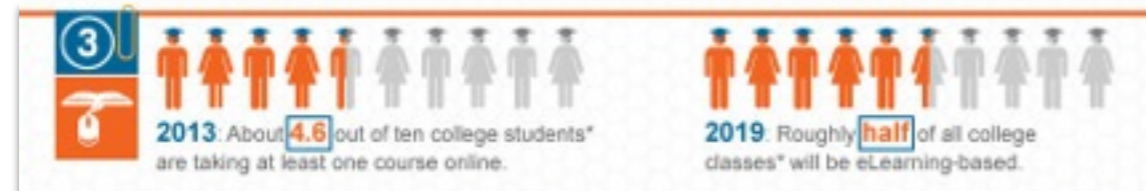
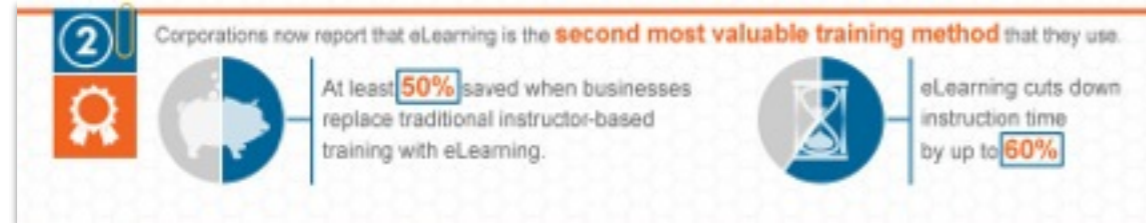
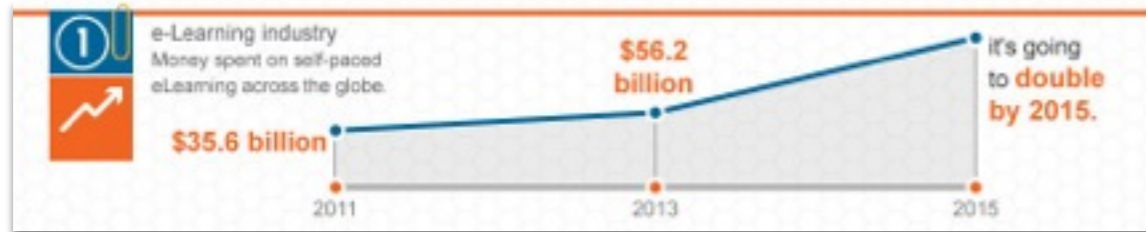
Salman Khan records instructional YouTube videos to help his cousins with math. **The rising popularity of these videos leads him to found the Khan Academy, a not-for-profit, free, online educational organization.**



TOP 10 eLearning STATISTICS FOR 2014

The rise in eLearning's popularity isn't showing any signs of slowing. In fact, judging by the following Top 10 eLearning statistics for 2014, the future of the eLearning Industry is brighter than ever:







e-Learning industry
Money spent on self-paced
eLearning across the globe

\$35.6 billion

2011

BIG MONEY

\$56.2
billion

2013

2015

it's going
to **double**
by 2015.



2013: About **4.6** out of 10 college students
are taking at least one course online.

roughly **half** of all college
classes* will be eLearning-based.



eLearning has the power to **increase information retention** rates by up to **60%** ⁽³⁾.

BIG IMPROVEMENT

it's also **more**
(the learning process).



TOP 10 ELEARNING STATISTICS

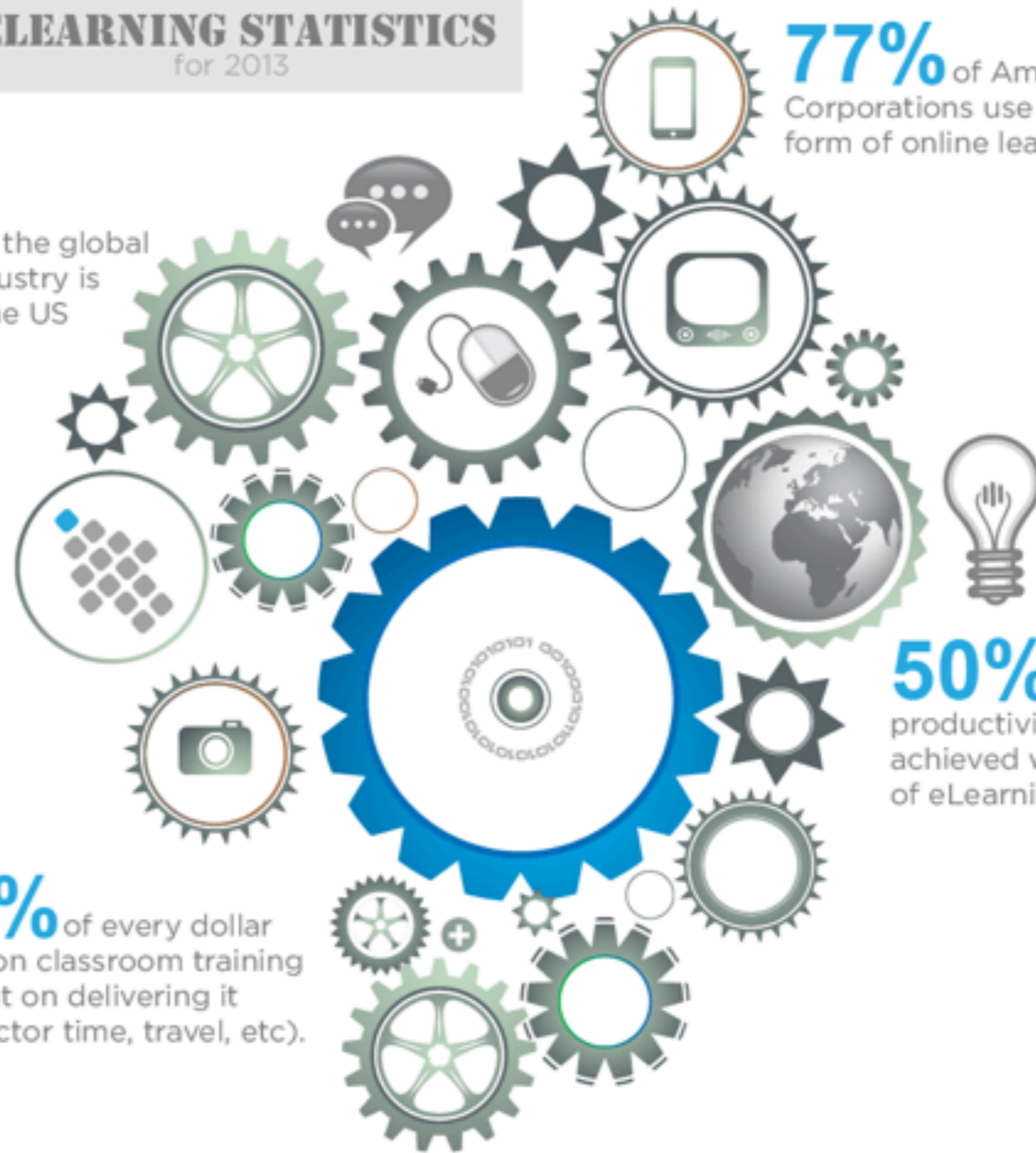
for 2013

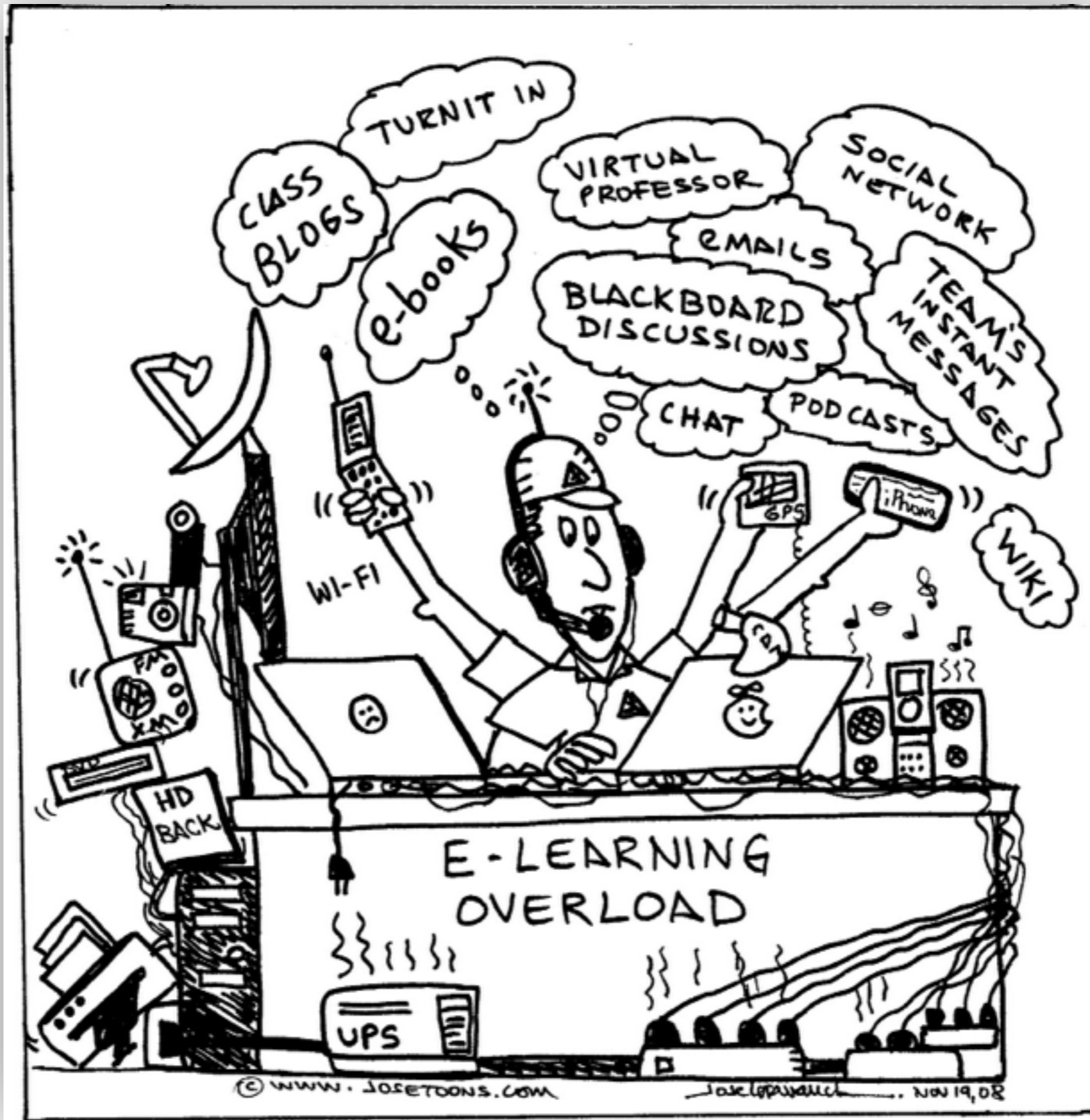
70% of the global eLearning industry is made up of the US and Europe.

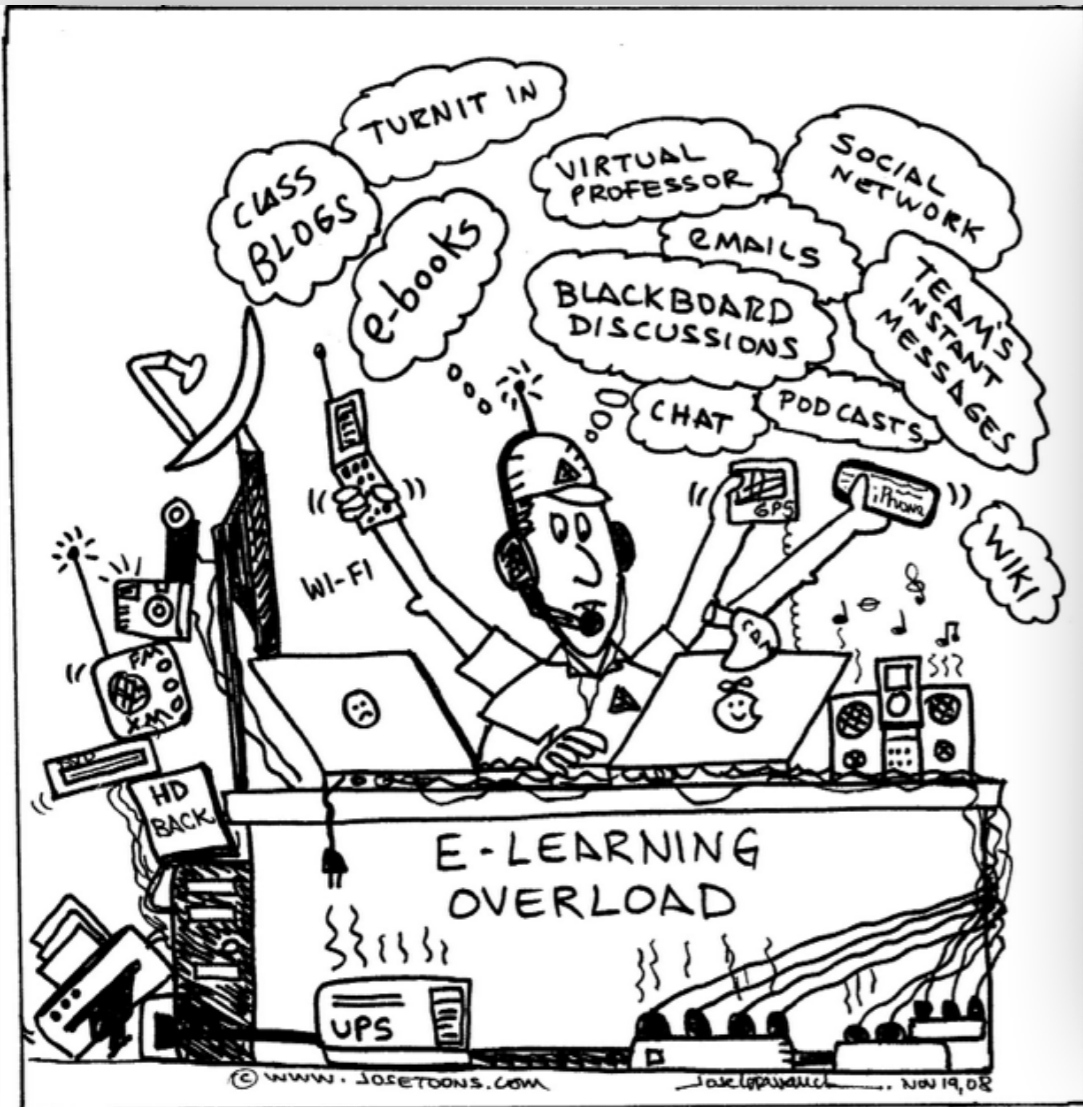
77% of American Corporations use some form of online learning.

50% more productivity can be achieved with the help of eLearning.

85% of every dollar spent on classroom training is spent on delivering it (instructor time, travel, etc).







The task of the modern educator is not to cut down jungles, but to irrigate deserts.

C.S. Lewis



Trends in Big Education





Collaboration



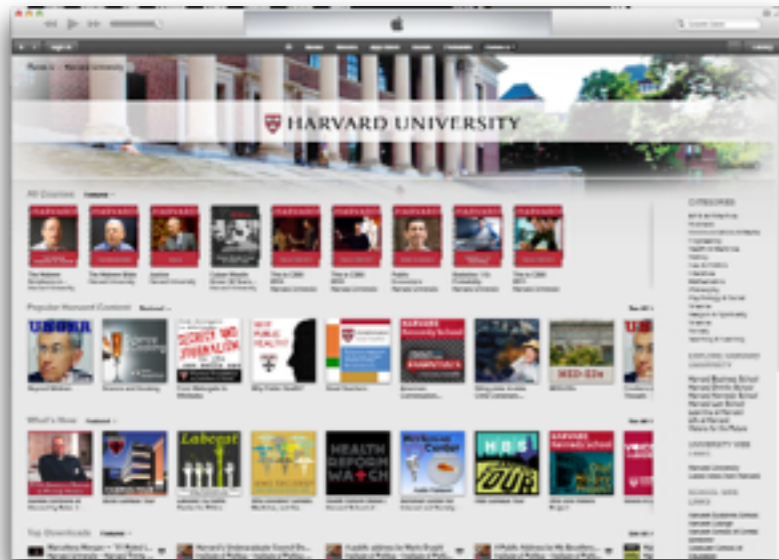
**Cost
effectiveness**



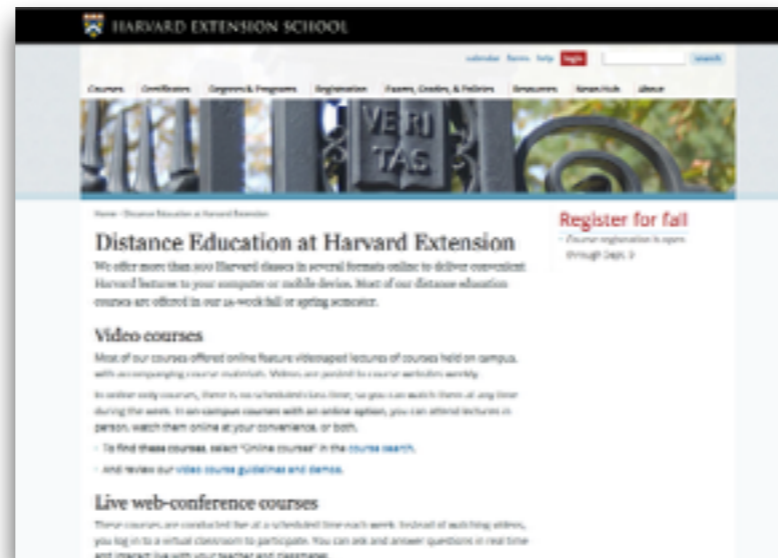
Customization



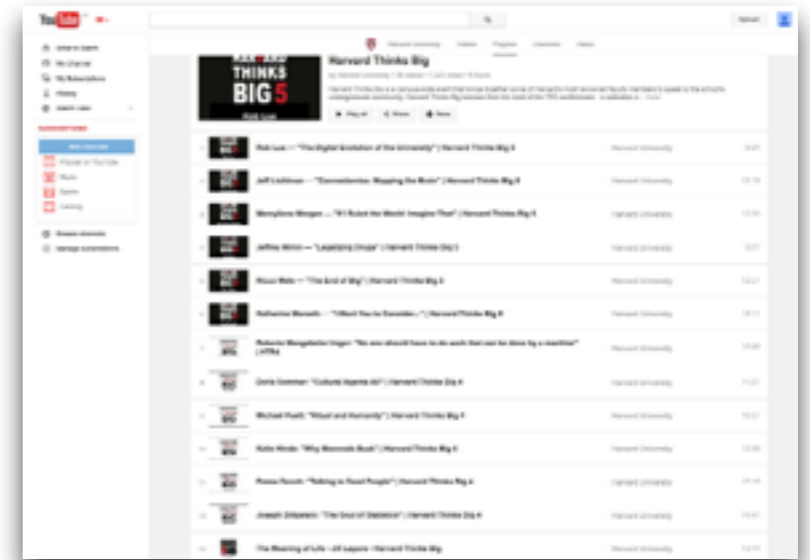
Multimodal Learning



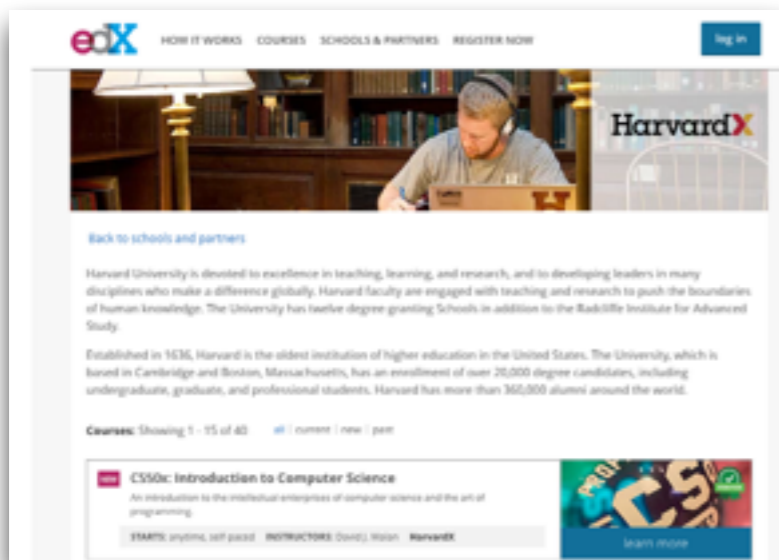
Harvard @ iTunes U



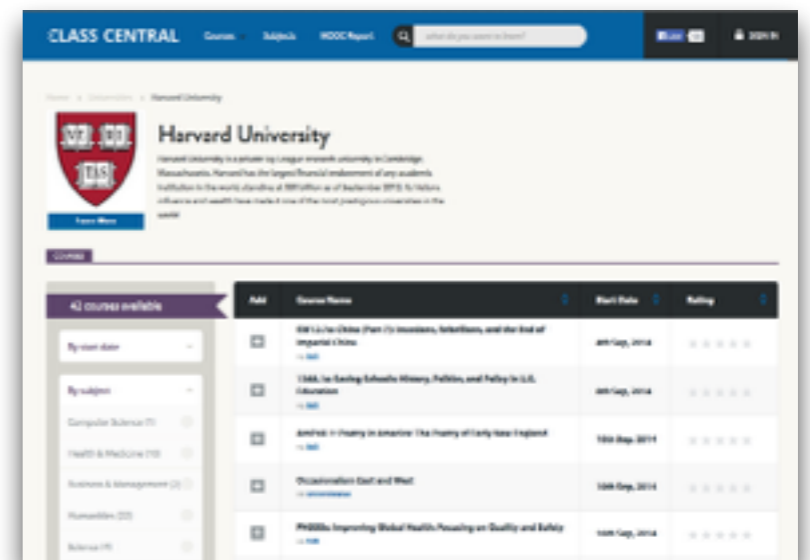
harvard.edu



Harvard @ YouTube



Harvard @ edX



Harvard @ Class Central



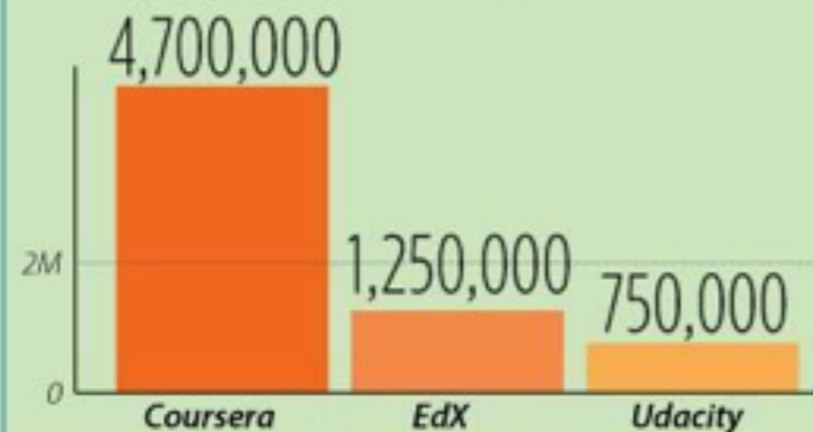
MOOC

Massive Open Online Course

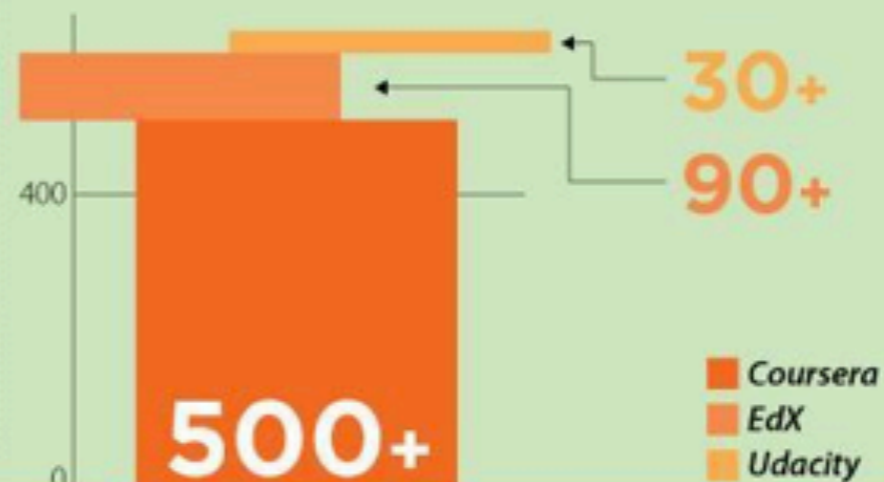


MASSIVE

Students enrolled in MOOCs



Courses offered by major platforms



OPEN

These courses are provided by many different universities and open to anyone who wishes to enroll.

87

The number of academic partners that offer courses on Coursera's platform



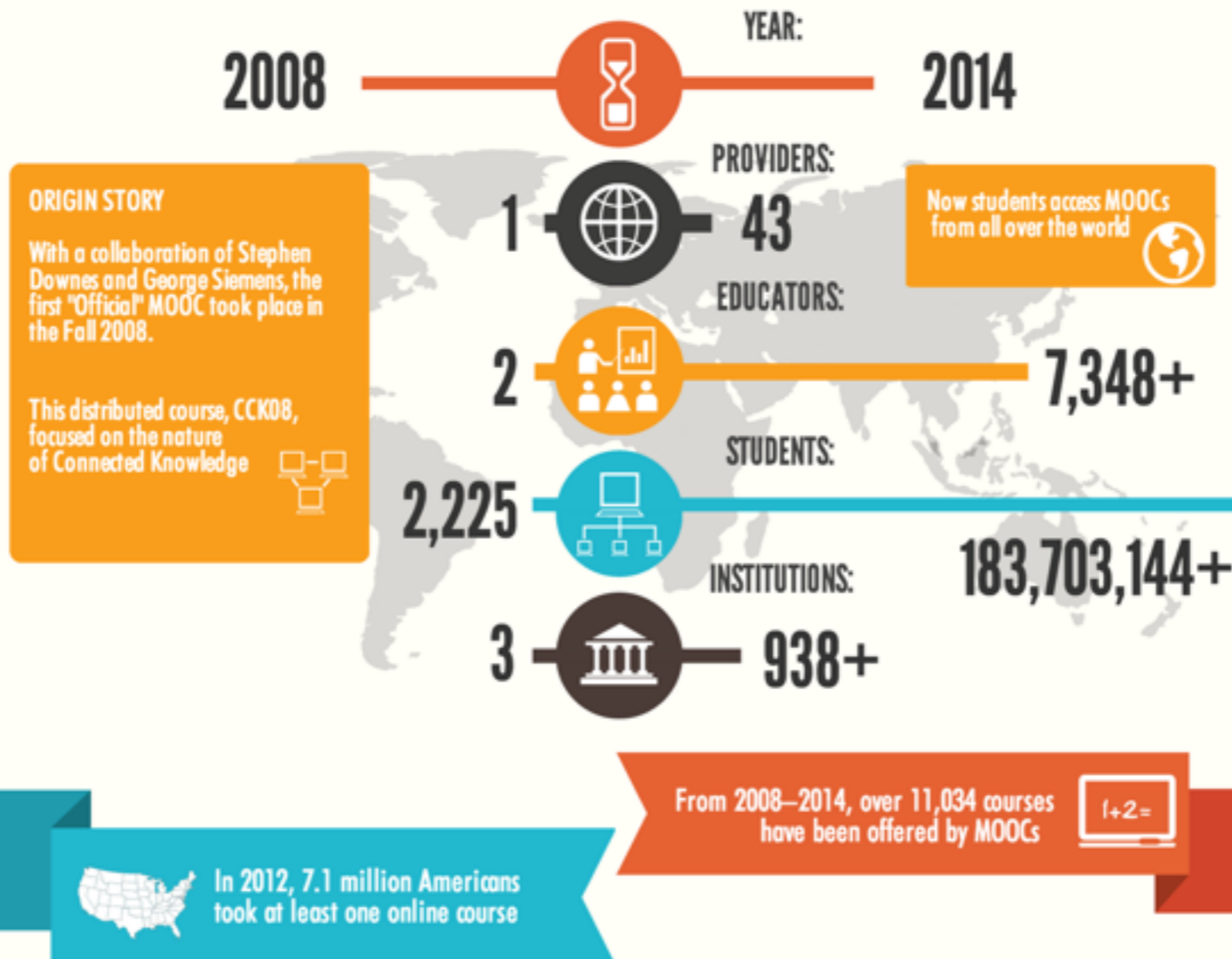
ONLINE

Courses are even reaching as far as developing countries like Mongolia, where high school students are taking courses from:



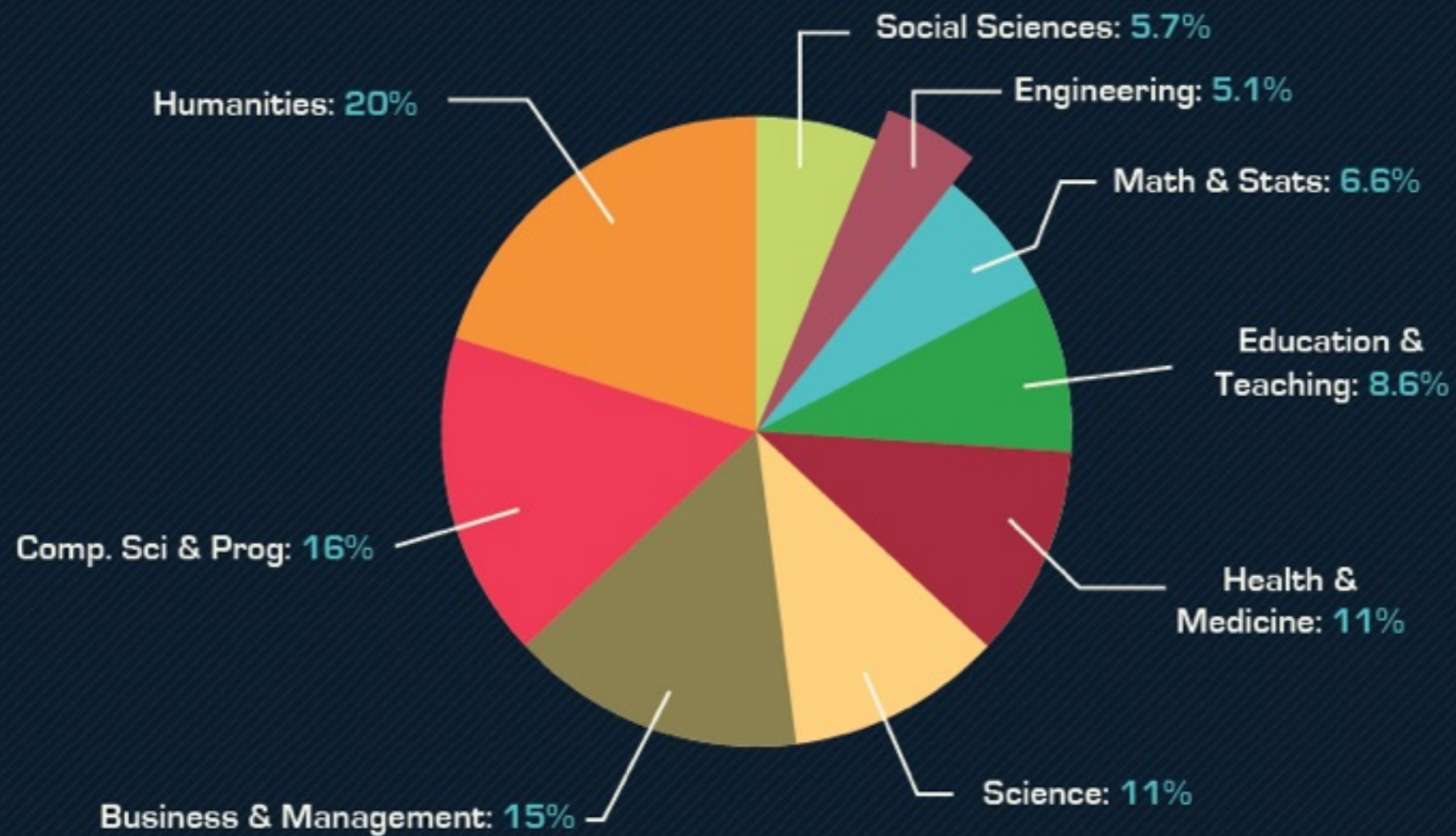
MINI MOOC GUIDE: 2014 TOP U.S. MOOC PROVIDERS

OVERVIEW OF MASSIVE OPEN ONLINE COURSES*



Courses Offered

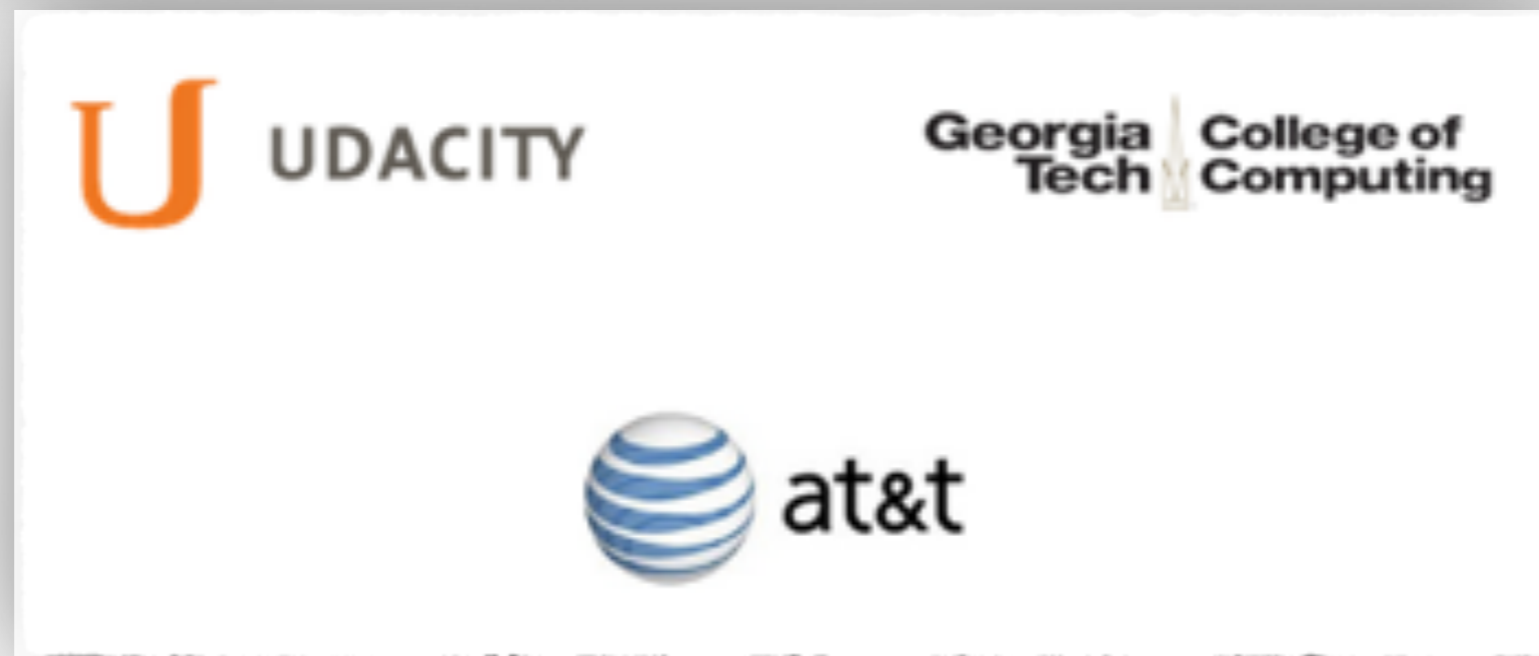
1200+ courses available



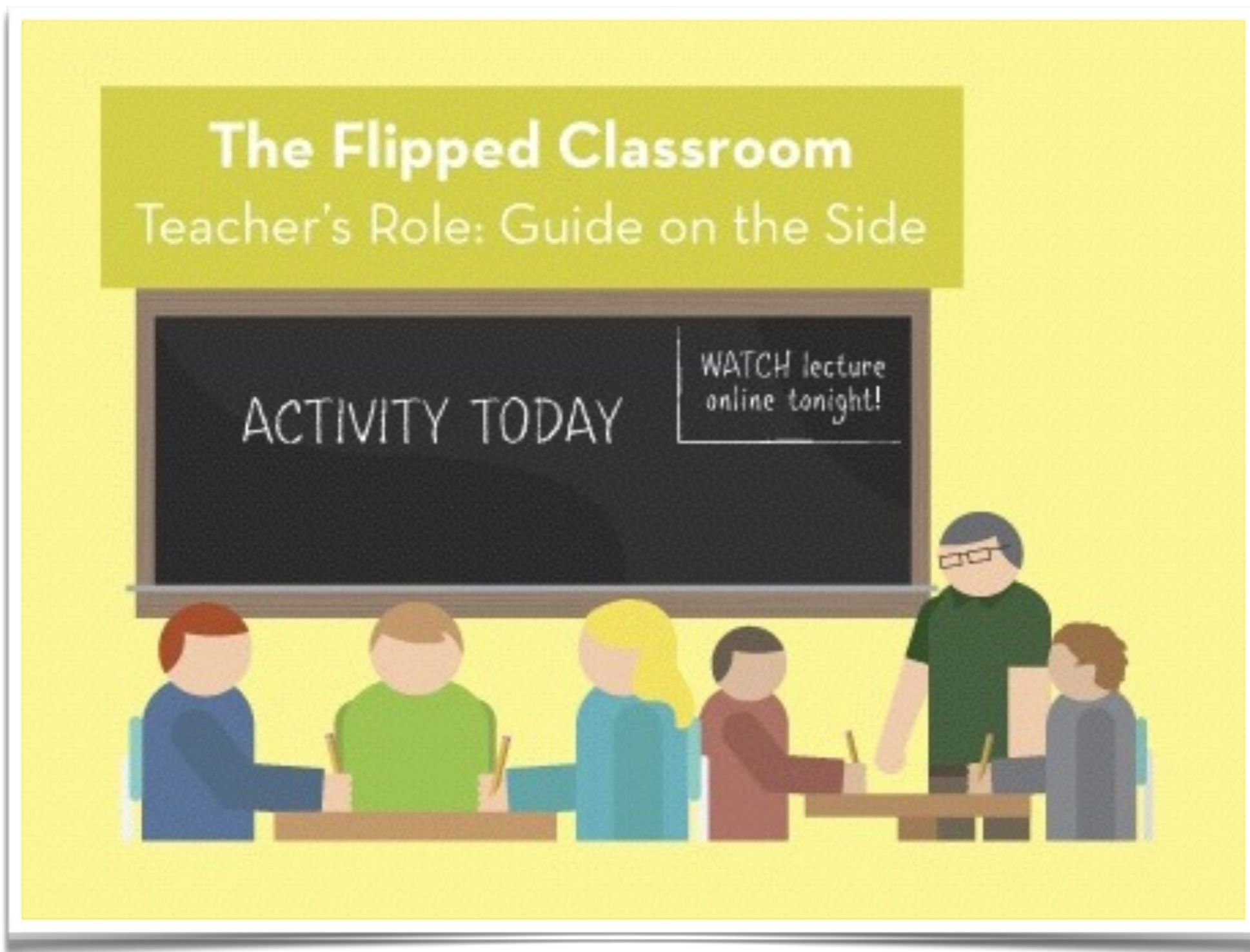
SOURCE: Edsurge



Small Private Online Course (SPOC) with Degree



Flipped Classroom



Microlearning

KHANACADEMY Subject: Computer pro... Coach About Donate Search for subjects, skills, and videos Log in Sign up

COMPUTER PROGRAMMING

Intro to JS: Drawing & Animation

In these tutorials, you'll learn how to use the JavaScript language and the ProcessingJS library to create fun drawings and animations. If you've never programmed before, start here to learn how!

- + Create Program
- Documentation
- ? Help Requests
- Project Evaluations
- Community Questions

ALL CONTENT IN "INTRO TO JS: DRAWING & ANIMATION"

Intro to programming

If you've never been here before, check out this introductory video first. Then get coding!

- ▶ What is Programming?
- ▶ A Tour of Programming on Khan Academy

Drawing basics

We'll show you the basics of programming and how to draw shapes.

- ▶ Intro to Drawing
- ★ Challenge: H for Hopper
- ▶ More Drawing!
- ★ Challenge: Simple Shapes!
- ★ Challenge: CRAZY Face

Coloring

We'll show you how to color and outline your shapes!

- ▶ Intro to Coloring
- ★ Challenge: Ice Cream Code
- ★ Challenge: It's a Beautiful Day
- ▶ The Power of the Docs
- ✔ Project: What's for Dinner?

Variables

We'll cover how to use variables to hold

- ▶ Intro to Variables



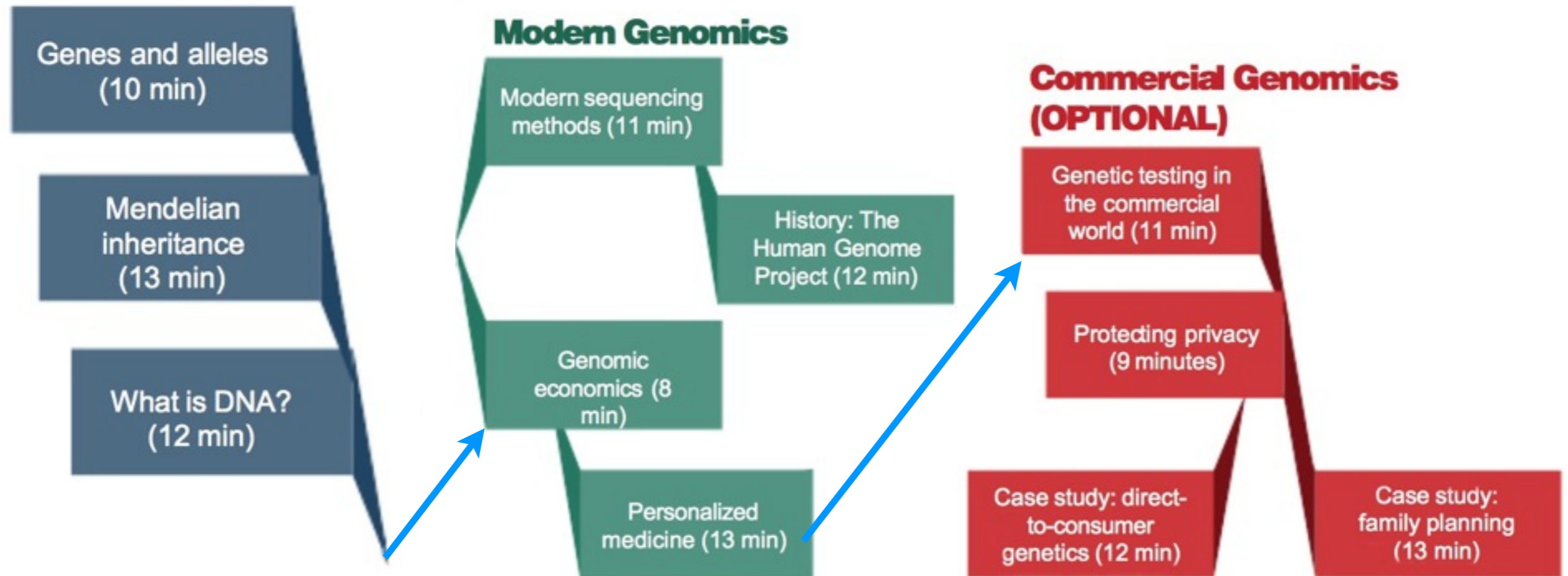


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Personalized Learning

Basic Genetics Refresher (OPTIONAL)



Active Learning

The screenshot shows a course website interface. At the top, there are navigation tabs: Courseware, Course Info, Discussion, Wiki, Progress, and Syllabus & Course Information. On the left side, there is a sidebar menu with the following items:

- Week 1
- Week 2
 - Class 4: Functions, Programs, Commands
 - Class 5: Selection statements: if, switch
 - Class 6: Loops: for, nested
 - Class 7: Loops: while, vectorizing, timing code
- Week 3
- Week 4
- Week 5
- Week 6
- Worksheets

The main content area features a video player titled "FOR LOOP COMBINATIONS". The video content includes the following text:

Nested loop trace example

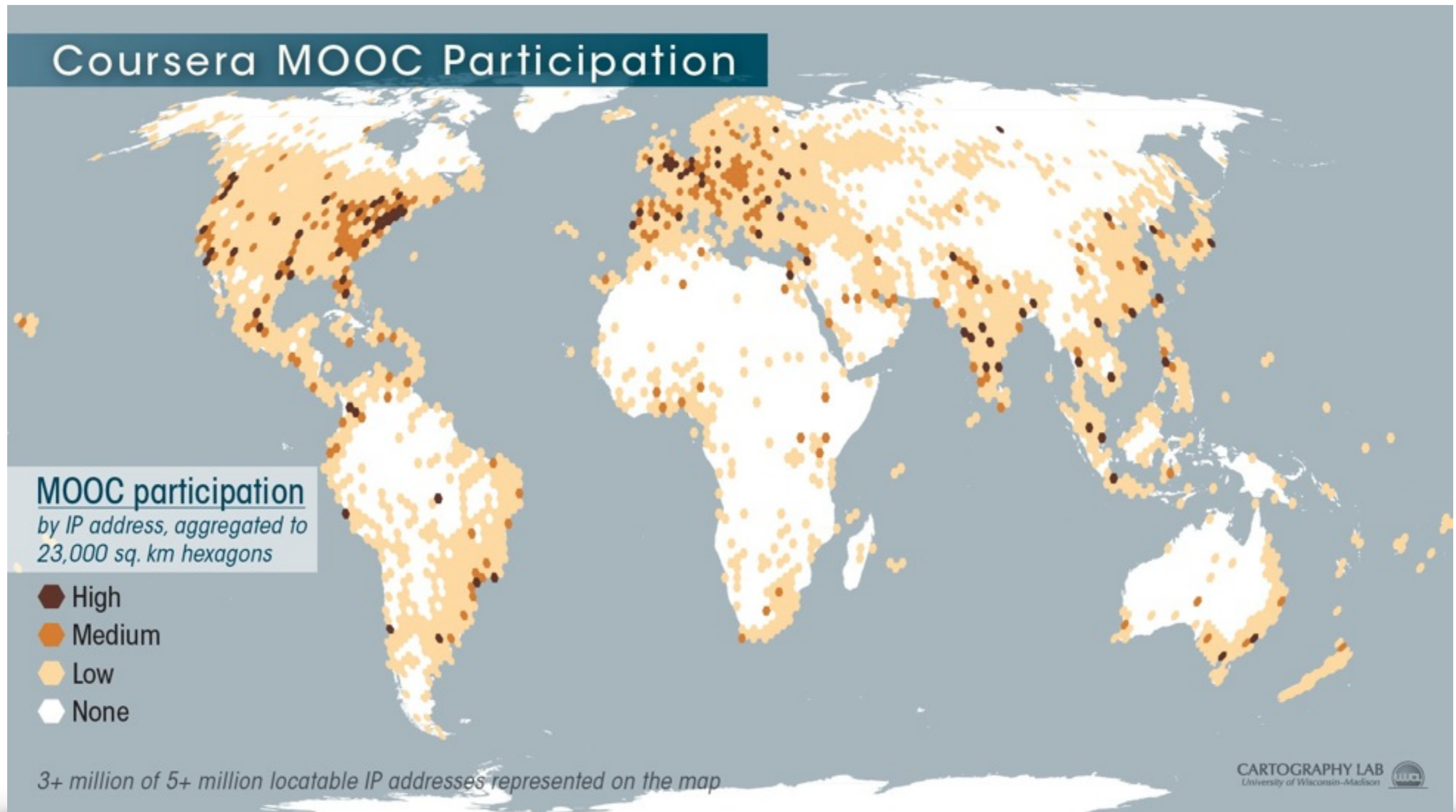
```
for i = 1:3
    fprintf('*')
    for j = 1:5
        fprintf('%d', j)
    end
    fprintf('\n')
end
```

Output:
*12345
*12345
*12345

The video player interface includes a progress bar at the top showing 0:00 / 5:14, a play button, and a speed control set to 1.0x. A YouTube logo is visible in the bottom right corner of the video frame.

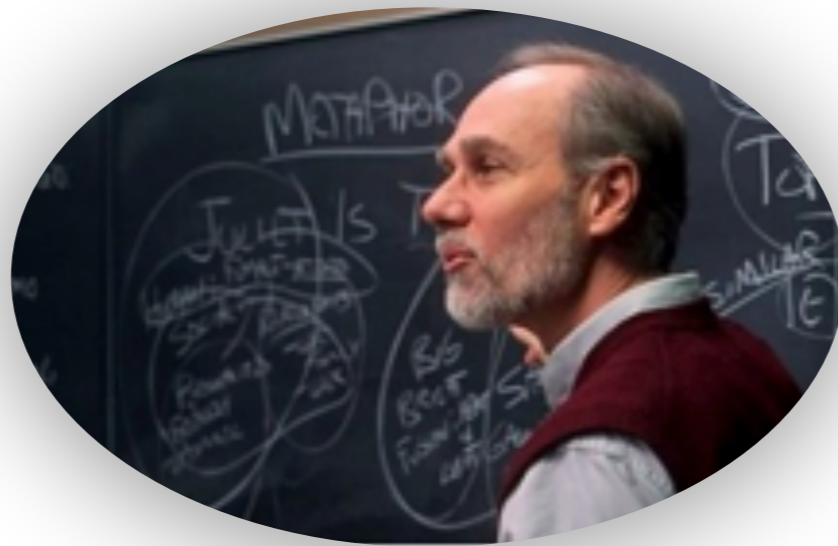


Peer Learning



Who Really Cares?





Instructors



Administrators



Students

Big Education Stakeholders



Providers



3rd Parties





Save Money



Test Mastery



Interactive and Collaboration



Self-paced Learning

Students



Access on Multiple Devices



Keep Focused



Get Quick Feedback



Access from Anywhere





Release heavy teaching workload



Focus on interaction with students
in the classroom

Instructors



Provide personalized help



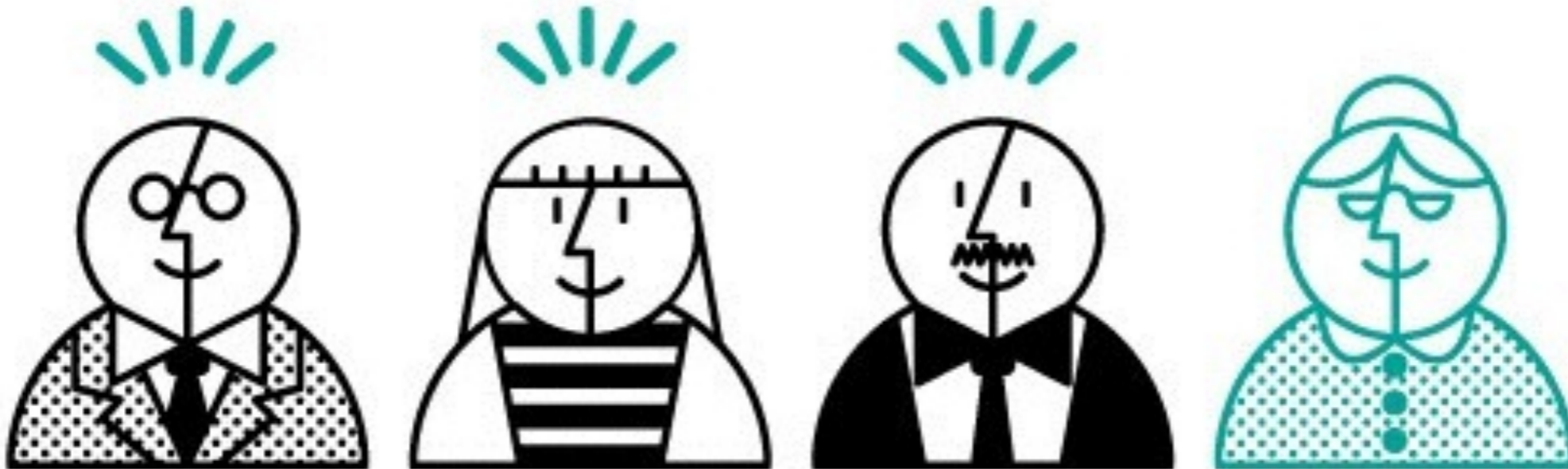
Track student performance

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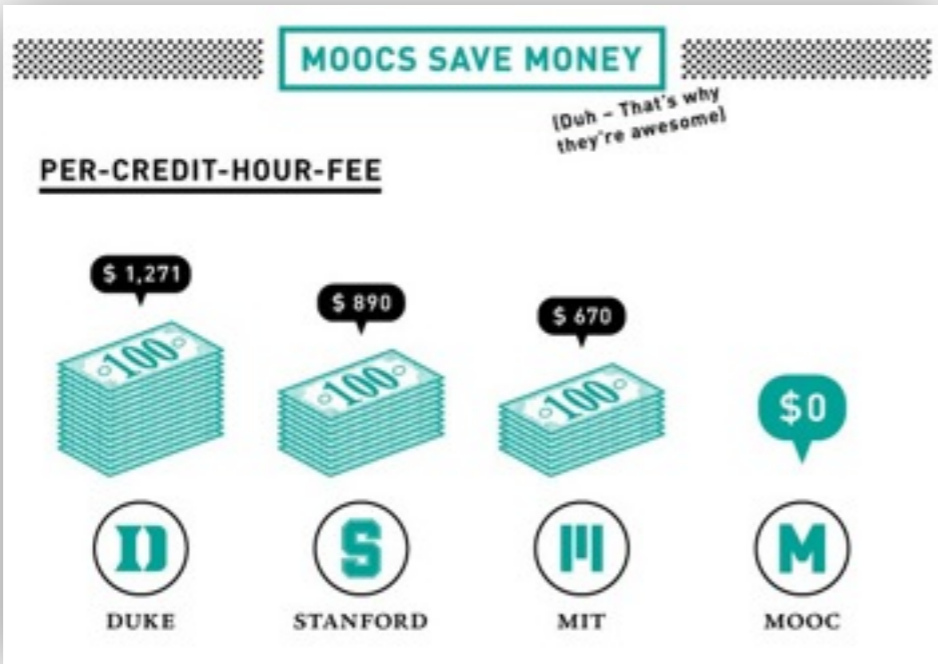
Faculty

So what's in it for them?



3 OUT OF 4 professors were inspired to change the way they taught in the traditional classroom after teaching a MOOC





Save money

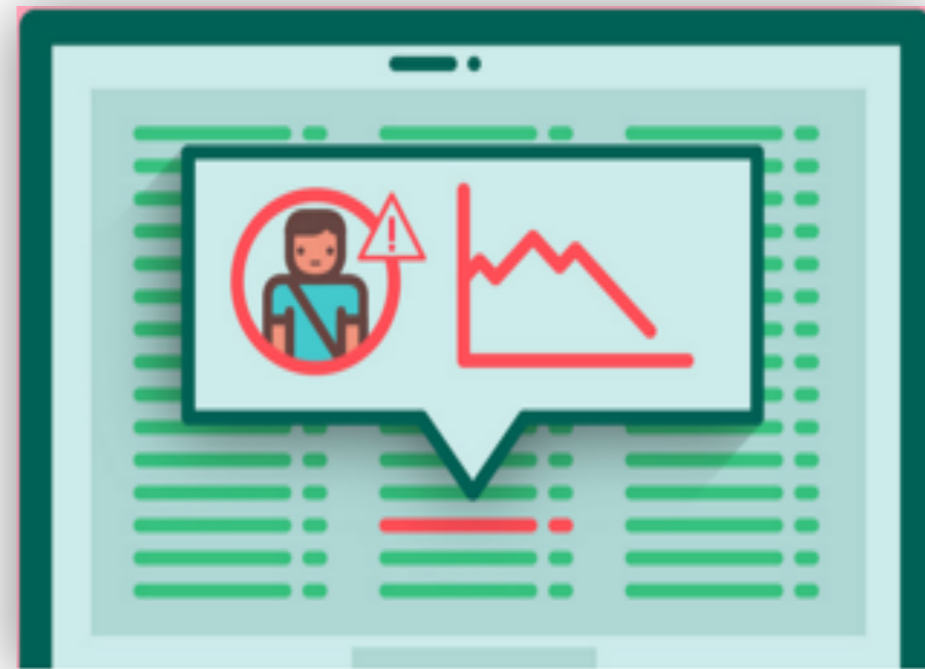


Improve engagement rate

Administrators



Reduce failure rate



Track student performance



Case Studies

Predict Student Performance



Case Study I: Cortez P, Silva A M G. Using data mining to predict secondary school student performance[J]. 2008.

● Input

demographic information	sex, age, school, address, habit, health status, parents' education, job, family size, income
social information	romantic relationship, free time after school, going out with friends, weekend/workday alcohol consumption
school related information	study time, past failure course, extra paid support, family support, free time after school, previous course grade

● Output

- Binary classification (pass/fail)
- 5-Level classification (from I - very good / excellent to V - insufficient)
- Regression, with a numeric output that range between zero (0%) and twenty (100%)



Table 3: Binary classification results (PCC values, in %; underline – best model; **bold** – best within the input setup)

Input Setup	Mathematics					Portuguese				
	NV	NN	SVM	DT	RF	NV	NN	SVM	DT	RF
A	<u>91.9</u> [†] ±0.0	88.3±0.7	86.3±0.6	90.7±0.3	91.2±0.2	89.7±0.0	90.7±0.5	91.4±0.3	<u>93.0</u> [†] ±0.3	92.6±0.1
B	<u>83.8</u> [†] ±0.0	81.3±0.5	80.5±0.5	83.1±0.5	83.0±0.4	87.5±0.0	87.6±0.4	88.0±0.3	<u>88.4</u> [†] ±0.3	90.1 [†] ±0.2
C	67.1±0.0	66.3±1.0	70.6 *±0.4	65.3±0.8	70.5±0.5	84.6±0.0	83.4±0.5	84.8±0.3	84.4±0.4	85.0 *±0.2

† – statistical significance under pairwise comparisons with other methods.

* – statistical significance under a pairwise comparison with NV.

Table 4: Five-level classification results (PCC values, in %; underline – best model; **bold** – best within the input setup)

Input Setup	Mathematics					Portuguese				
	NV	NN	SVM	DT	RF	NV	NN	SVM	DT	RF
A	<u>78.5</u> [†] ±0.0	60.3±1.6	59.6±0.9	76.7±0.4	72.4±0.4	72.9±0.0	65.1±0.9	64.5±0.6	<u>76.1</u> [†] ±0.0	73.5±0.2
B	<u>60.5</u> [†] ±0.0	49.8±1.2	47.9±0.7	57.5±0.8	52.7±0.6	58.7±0.0	52.0±0.6	51.7±0.6	<u>62.9</u> [†] ±0.2	55.3±0.4
C	32.9±0.0	30.4±1.0	31.0±0.7	31.5±0.6	33.5 ±0.6	31.0±0.0	33.7±0.6	34.9±0.5	32.8±0.6	36.7 [†] ±0.6

† – statistical significance under pairwise comparisons with other methods.

Table 5: Regression results (RMSE values; underline – best model; **bold** – best within the input setup)

I. S.	Mathematics					Portuguese				
	NV	NN	SVM	DT	RF	NV	NN	SVM	DT	RF
A	2.01±0.00	2.05±0.02	2.09±0.02	1.94±0.04	<u>1.75</u> [†] ±0.01	<u>1.32</u> ±0.00	1.36±0.04	1.35±0.01	1.46±0.03	<u>1.32</u> ±0.00
B	2.80±0.00	2.82±0.02	2.90±0.02	2.67±0.04	<u>2.46</u> [†] ±0.01	1.89±0.00	1.88±0.02	1.87±0.01	1.78 *±0.03	1.79±0.01
C	4.59±0.00	4.41±0.03	4.37±0.03	4.46±0.04	3.90 [†] ±0.01	3.23±0.00	2.79±0.02	2.76±0.02	2.93±0.02	2.67 [†] ±0.01

† – statistical significance under pairwise comparisons with other methods.

* – statistical significance under a pairwise comparison with NV.



Case Study 3: Erkan E. Identifying At-Risk Students Using Machine Learning Techniques: A Case Study with IS 100. 2012.

- Use three machine learning algorithms(instance-based learning Classifier, Decision Tree, and Naive Bayes) to predict students' performance
 - Three steps
 - 1st step: Attendance information for first four weeks, grade of 1st assignment,
 - 2nd step: Attendance information for first seven weeks, grade of 1st, 2nd assignments, midterm grade
 - 3rd step: Attendance information for first ten weeks, grade of 1st, 2nd and 3rd assignments, final exam grade, midterm grade.

Case Study 3: Erkan E. Identifying At-Risk Students Using Machine Learning Techniques: A Case Study with IS 100. 2012.

- Algorithms
 - K-Star
 - One of the instance-based classifiers
 - C4.5
 - An extension to ID3 algorithm
 - Naive Bayes
 - Three decision schemas
 - DS1: if at least one of the algorithms classifies student as a failure than this student will be considered as failure
 - DS2: if at least two algorithms classify student as a failure than this student will be considered as failure
 - DS3: if all three algorithms classify student as a failure than this student will be considered as failure



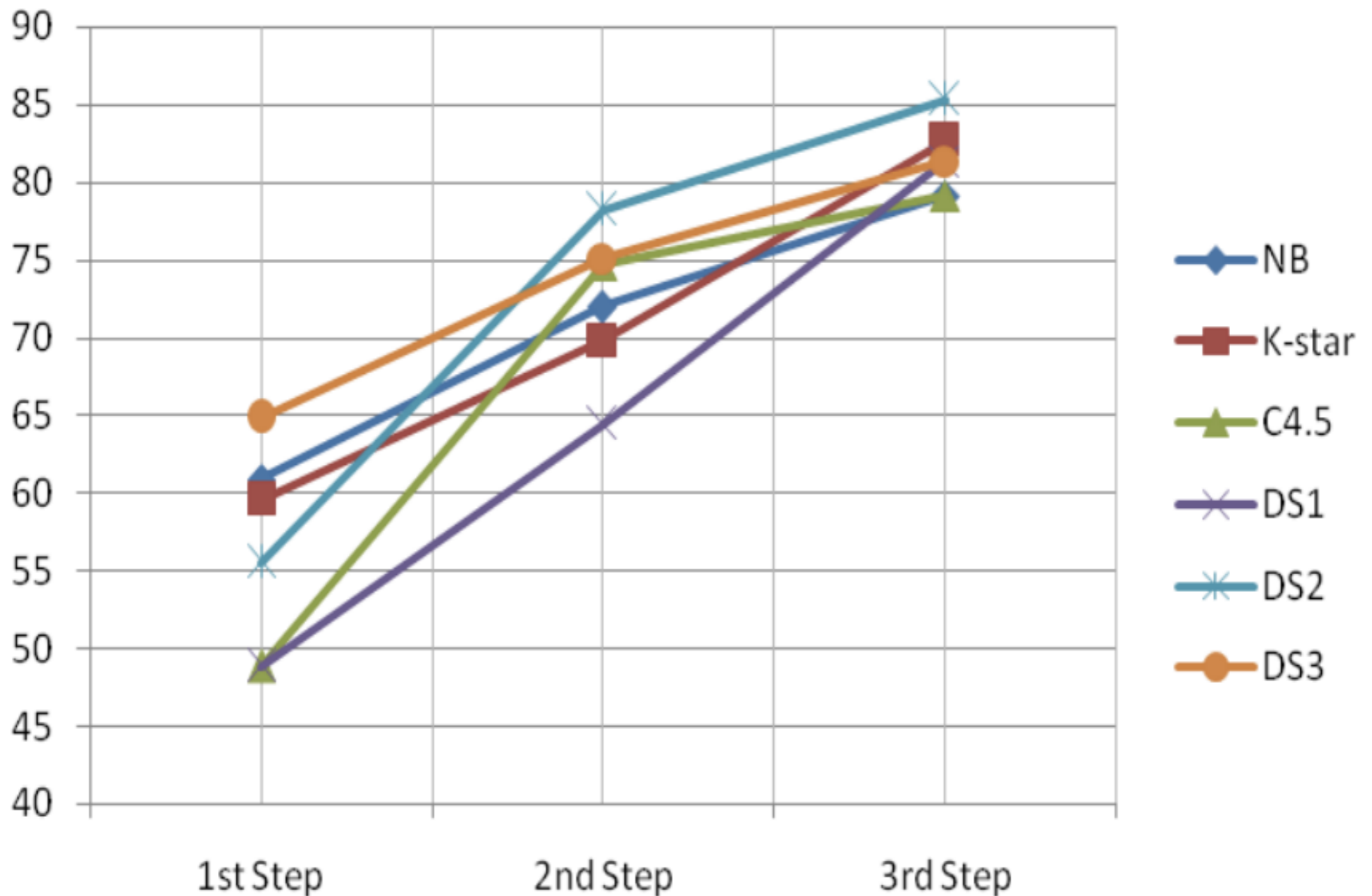


Fig. 1. Overall accuracy of results.



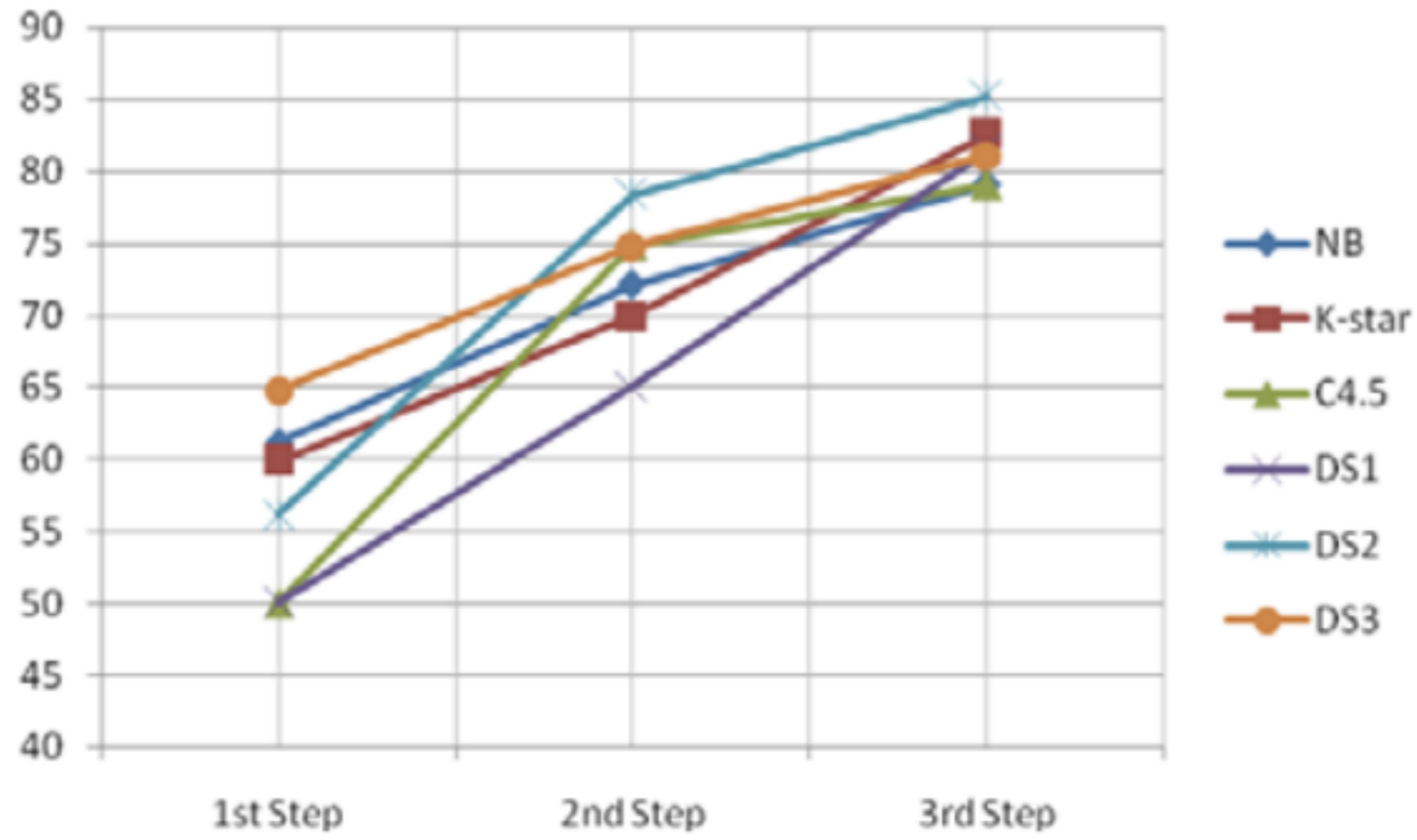


Fig. 2. Overall sensitivity of results.

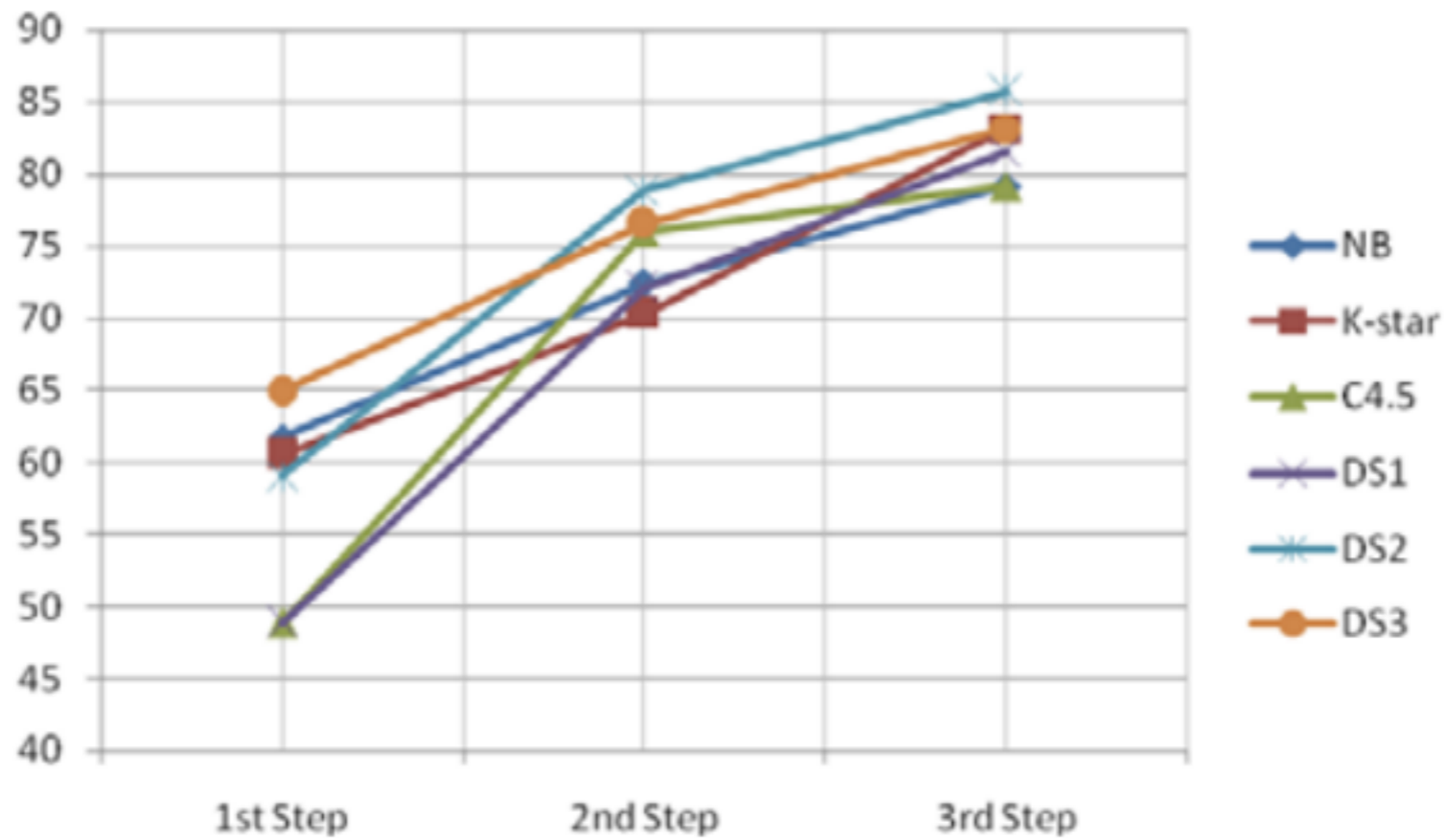


Fig. 3. Overall precision of results.

KEEP

Knowledge and Education
Exchange Platform



KEEP Education Cloud

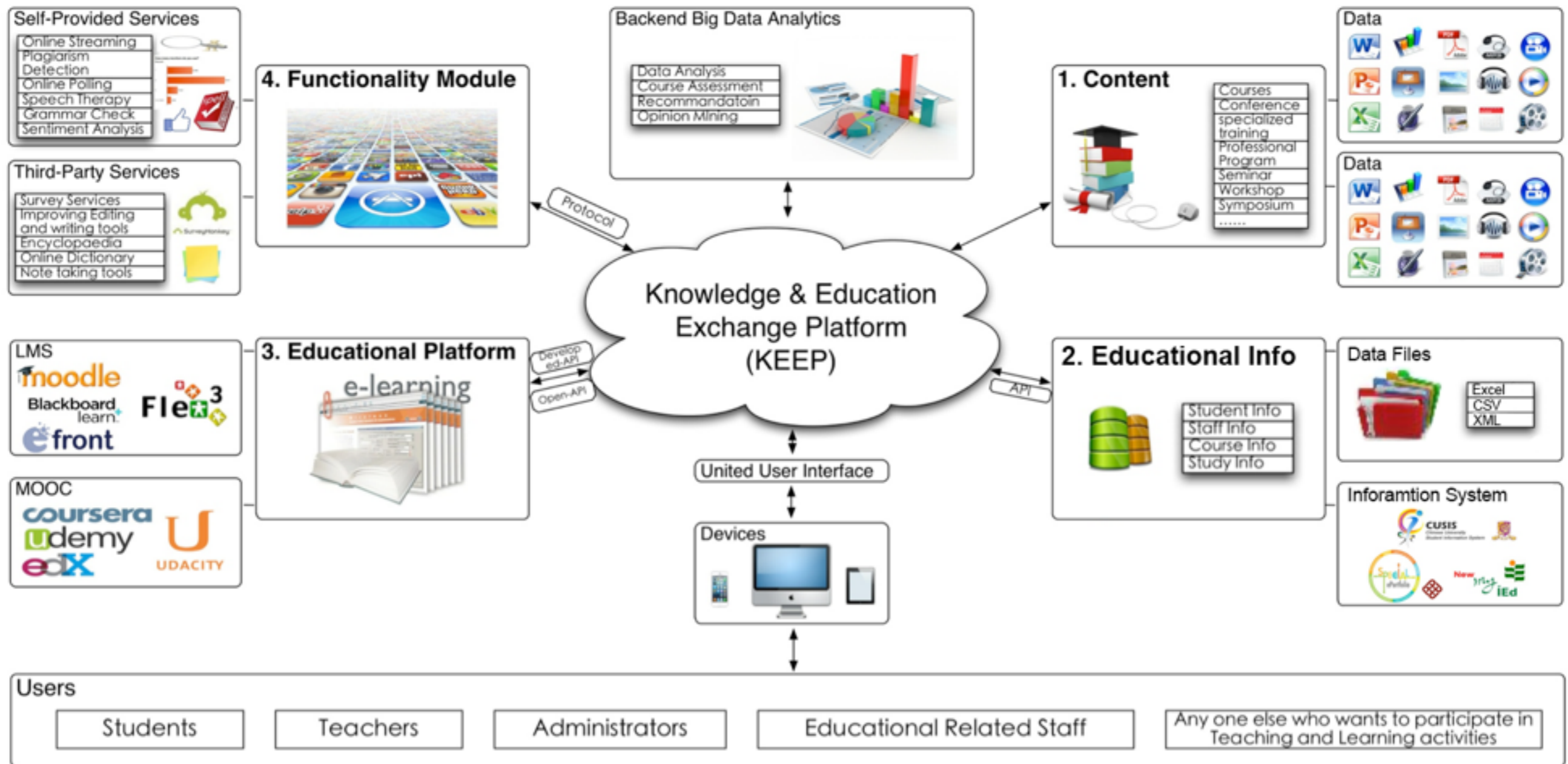
- Educational resources to **anyone, anytime, anywhere**, on **any device**
- An **education cloud platform** to provide aggregated eLearning resources for teachers and students
- Big Data **analytics for education**
- **Knowledge aggregation** and **technology integration!**
- Multi-year, multi-discipline, and cross-institutional project with **strong partners and alliances**



Some Partners and Alliances



The KEEP Education Cloud



Work in Progress & Future Works



Natural Language Processing



- Text and semantic analysis
- Summarization
- Sentiment analysis
- Automated grading
- Q&A systems



Recommendations



- Personalized learning
- Courses, tutors, peering learning partners, etc.
- Learning resources, time allocation, etc.
- Career planning



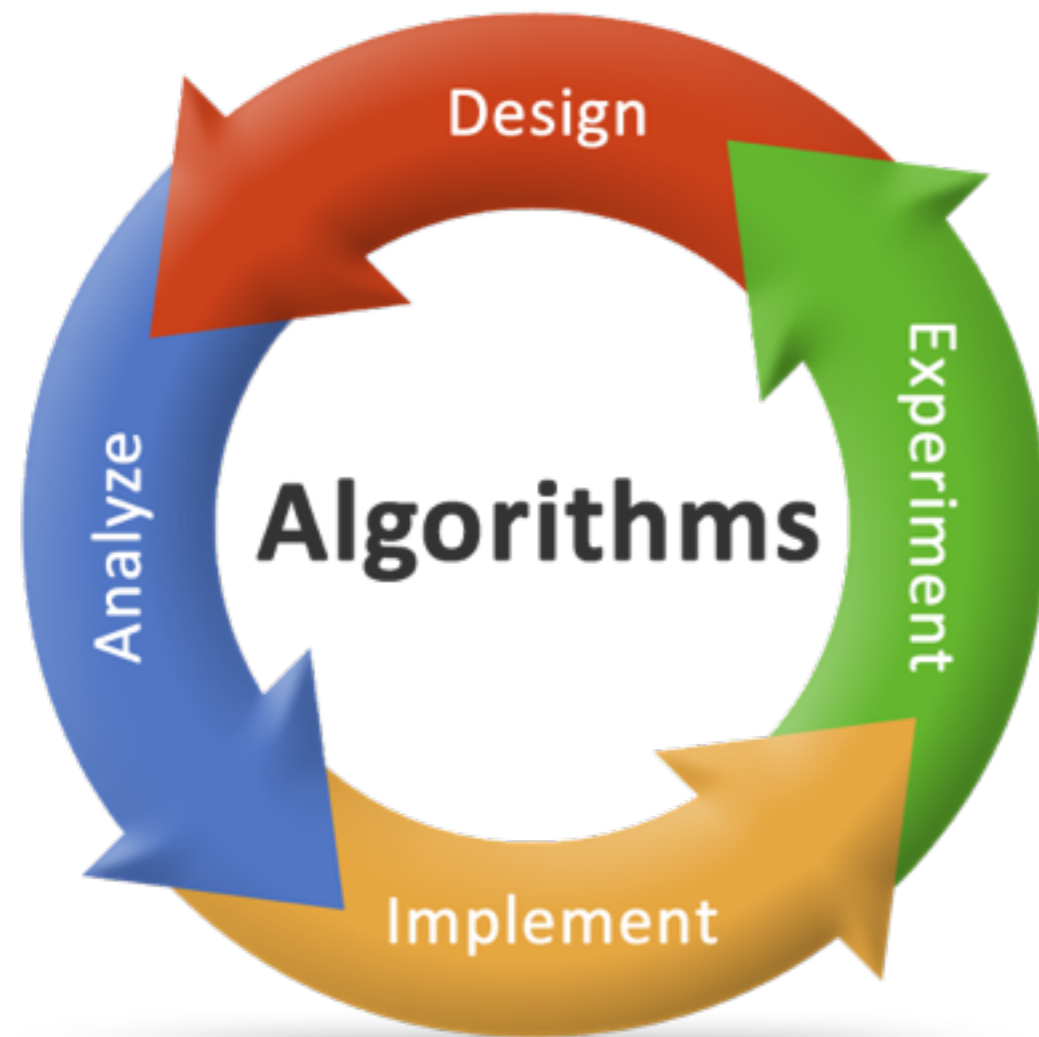
Knowledge Map



- Explore topics
- Track topic changes
- Make topic comparisons and inferences
- Better search on concepts



Algorithms & Techniques



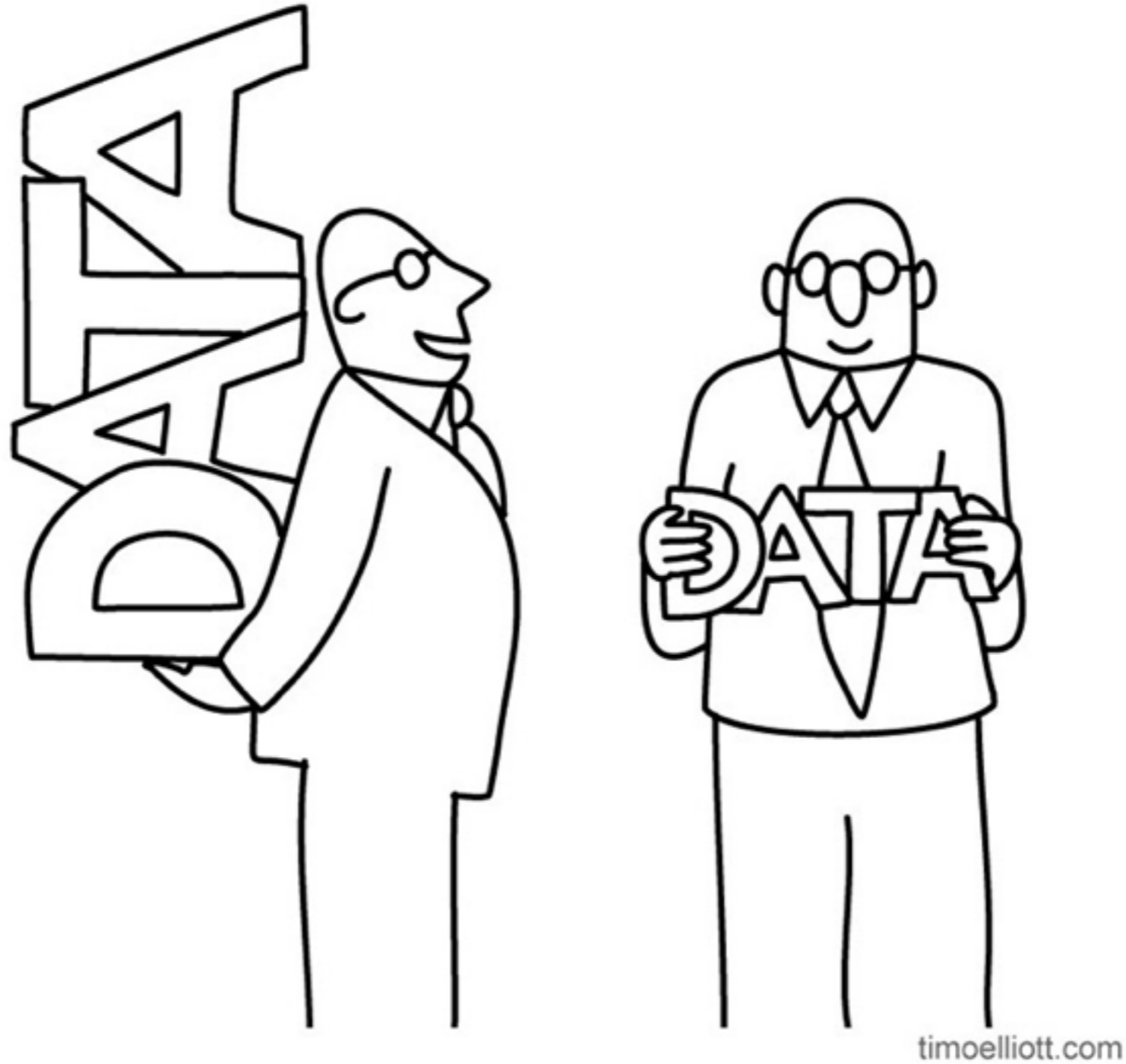
- Machine learning
- Data analytics
- Social computing
- Web intelligence
- Multimedia information processing



Get Involved

Partners and alliances are welcomed.





“I think you’ll find that mine is bigger...”



Concluding Remarks

- *Be Inspired*
 - Big Education is the focus!
- *Be Informed*
 - Big Data in Education is the **VALUE** proposition!
- *Be Challenged*
 - Use technologies to transform education in the Big Data Era!



BigScholar 2014

THE FIRST WWW WORKSHOP ON BIG SCHOLARLY DATA: TOWARDS THE WEB OF SCHOLARS
SEOUL, KOREA, APRIL 8, 2014



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CALL FOR PAPERS (TXT)

Researchers worldwide are currently producing more and more scholarly data of various types such as papers, books, patents, etc. Such data are big data by nature. For example, the DBLP Computer Science Bibliography provides bibliographic information on major computer science journals and proceedings. Additionally, DBLP indexes more than 2.3 million articles records containing title, pages, years and authors' information, etc. Concurrently, scholars are associated with various academic activities such as conferences, workshops, congresses, peer review, and so on. Such scenarios have motivated us to explore the Web of Scholars in the context of big scholarly data on a global scale. It is imperative and vital for researchers to drive their knowledge towards the innovative generation of values from Big Scholarly Data. The emerging worldwide Web of Scholars demands a re-evaluation of existing techniques, such as data mining, recommender systems, and social network analysis. Furthermore, there is a demand for novel ways of developing algorithms, methods and techniques to foster the analysis and interpretation of social environments such as academic collaboration networks.

In this workshop, we will explore promising areas of research in big scholarly data, with a focus on the rapidly emerging field of the Web of Scholars. This workshop also seeks to answer noteworthy research questions such as:

- How to connect scholars on the web?
- How to facilitate collaboration among scholars?
- How to find the experts in a particular field?

Researchers are welcome to submit their papers that address these questions above and other topics below which may include, but are not limited to:

- Academic social network analysis
- Scientific recommendation
- Methods and tools for analyzing big scholarly data
- Indexing, searching, and mining scholarly data
- Connecting scholars using a Web approach
- Platforms and services for the Web of Scholars
- Web tools and techniques for big scholarly data
- Paradigms to promote scientific collaboration
- Scientific trends prediction
- Applications, use cases, and evaluations of big scholarly data

IMPORTANT DATES

Paper Submission Deadline: Jan-14, 2014 Jan-28, 2014
Author Notification: Feb 4, 2014
Final Manuscript: Feb 12, 2014



WWW2014 Workshop on Web-based Education Technologies (WebET 2014)

April 9, 2014, Seoul, Korea

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WebET 2014

The Web has long been recognized as a powerful platform for teaching and learning. The educational community was among the early adopters of the technology and has contributed to its evolution. We are at this point at a major inflection point for Web-based Education Technologies. The convergence ("a perfect storm") of new technologies supporting search, social media, semantics, data mining (Big Data), and others along with current interest to distributed educational pedagogies such as connectivism, behaviorism, and "the flipped classroom" promises to dramatically change Web-based Education Technologies in the near future. The interest in Massive Open Online Courses (MOOCs) has been described as "a tsunami in education" and has re-kindled valuable discussions regarding the role of WebET.

Search ...

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Call for Papers

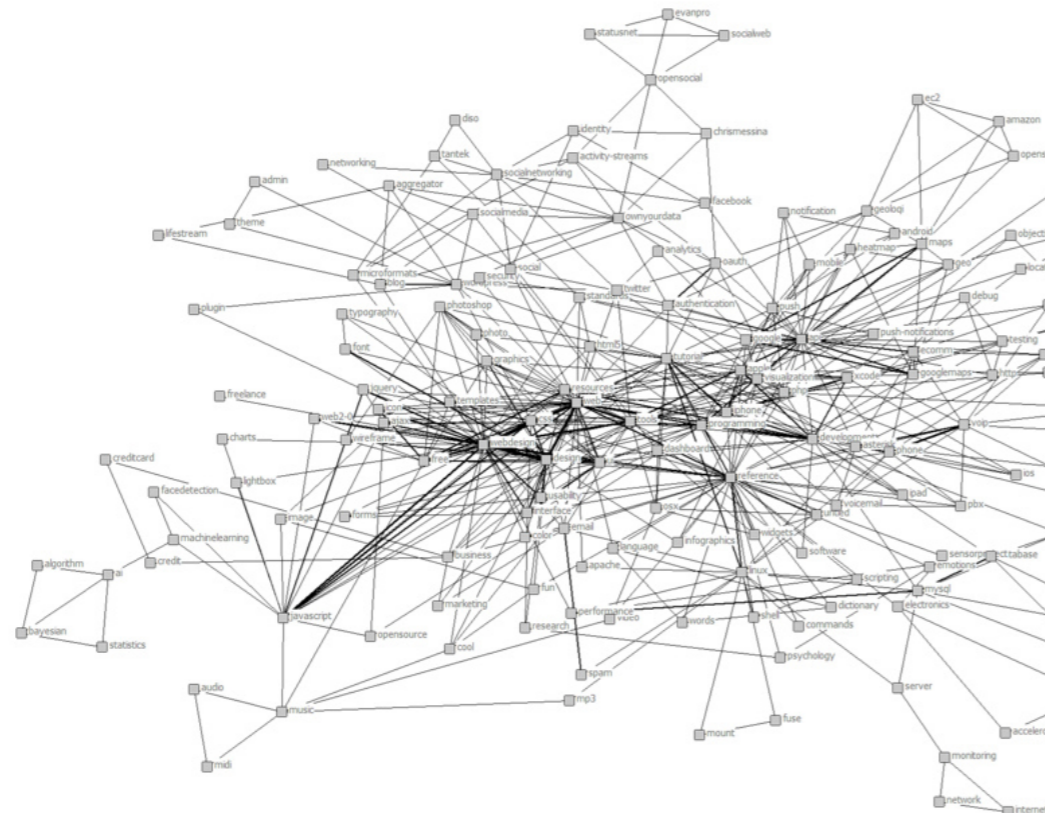
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SOCIAL MEDIA & SOCIAL COMPUTING

CALL FOR BOOKS!



The Social Media and Social Computing Series focuses on publishing high quality references in the rapidly emerging area of social media and social computing. Both experimental/practical as well as theoretical investigations are welcome. The series targets both scholars and practitioners in social media and social computing for work in the intersection of computer science, information technology, psychology, economics, education and other social sciences. The advent of the Internet and the Web has resulted in social interactions and behaviors through the use of technologies and web services, e.g., hardware devices such as smart phones, tablets, RFID, etc., software services such as wikis, blogs, micro-blogs, social network sites, recommender systems, social bookmarking, social news, multimedia sharing sites, etc. Analyzing these technologically-enabled interactions in their social context will benefit information providers and information consumers. However, the large volume and scale of user-generated contents require effective modeling methods and efficient algorithms to handle these challenging problems.

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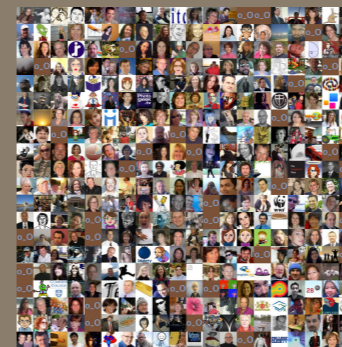


[Irwin King](#)

Prof. King is Associate Editor of the IEEE Transactions on Neural Networks (TNN) and IEEE Computational Intelligence Magazine (CIM). He is a senior member of IEEE and a member of ACM, International Neural Network Society (INNS), and VP & Governing Board Member of the Asian Pacific Neural Network Assembly (APNNA). He serves the Neural Network Technical Committee (NNTC) and the Data Mining Technical Committee under the IEEE Computational Intelligence Society.

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The screenshot shows the VeriGuide website homepage. The browser address bar displays <http://myveriguide.com/>. The page features a navigation menu with links for HOME, SERVICES, NEWS, PARTNERS, ABOUT, REGISTER, and LOGIN. Below the navigation is a large banner image of a university campus. The main content area is divided into three green boxes: Originality, Readability, and Accessibility. Each box contains a brief description and a 'LEARN MORE' button. Below these boxes are three columns of text: VERIGUIDE, WHAT'S NEW?, and RESOURCES. The VERIGUIDE column lists the system's goals and supported languages. The WHAT'S NEW? column mentions the release of new service plans and the renaming of the CUPIDE engine to VeriGuide. The RESOURCES column provides links to an introduction, tutorials, and contact information.



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Q&A



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