## Contents

Preface ix  
About the Author xxi  

**PART I: The New Digital Landscape** 1  
1. The Flat Classroom and Global Competition 3  
2. Social Proximity and the Virtual Classroom 27  
3. Games, Customization, and Learning 51  

**PART II: Designing 21st-Century Courses** 73  
4. Designing College More Like a Video Game 75  
5. Technology for Information Delivery 103  
6. Technology for Engagement 129  
7. Technology for Assessment 153  
8. The Naked Classroom 185  

**PART III: Strategies for Universities of the Future** 215  
9. The Educational Product in the Internet Age 217  
10. The Naked Curriculum 243  
11. The Naked Campus 267  

Bibliography 289  
Index 315