

TCH 505 Instructional Technology for Today's Educator
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NMC

- New Media Consortium
- http://www.nmc.org/
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Outline

Executive Summary

Time-to-Adoption Horizon: One Year or Less

- > Cloud Computing
- > Mobiles

Time-to-Adoption Horizon: Two to Three Years

- > Game-Based Learning
- > Open Content

Time-to-Adoption Horizon: Four to Five Years

- > Learning Analytics
- > Personal Learning Environments

Key Trends

- Sense-making and the ability to assess the credibility of information are paramount.
 - 1. The abundance of resources and relationships made easily accessible via the Internet is increasingly challenging us to revisit our roles as educators.
 - 2. As IT support becomes more and more decentralized, the technologies we use are increasingly based not on school servers, but in the cloud.
 - 3. Technology continues to profoundly affect the way we work, collaborate, communicate, and succeed.
 - 4. People expect to be able to work, learn, and study whenever and wherever they want to.
 - 5. The perceived value of innovation and creativity is increasing.

Critical Challenges

- 1. Digital media literacy continues its rise in importance as a key skill in every discipline and profession.
- 2. Economic pressures and new models of education are presenting unprecedented competition to traditional models of schools.
- 3. The demand for personalized learning is not adequately supported by current technology or practices.
- 4. A key challenge is the fundamental structure of the K-12 education establishment aka "the system."
- 5. Many activities related to learning and education take place outside the walls of the classroom and thus are not part of our learning metrics.

Technologies to Watch

- 1. Cloud computing
- 2. Mobiles
- 3. Game-based learning
- 4. Open content
- 5. Learning analytics
- 6. Personal learning environments (PLEs)

Reference

- Horizon Report: 2011-K-12 http://www.nmc.org/pdf/2011-
 Horizon-Report-K12.pdf
- New Media Consortium: http://www.nmc.org/