2008 Horizon Report...” “

- **Grassroots Video**.
  - Anyone can capture, edit, and share video clips
  - Video sharing sites continue to grow. Find news clips, tutorials, and informative videos
  - Hosting services handle encoding, infrastructure, searching, and more, leaving only the content for the producer.

- **Collaboration Webs.**
  - Colleagues simply open their web browsers and they are able to edit group documents, hold online meetings, swap information and data, and collaborate in any number of ways without ever leaving their desks.

- **Mobile Broadband.** .
  - Growth and capabilities of mobile devices are increasing rapidly, and prices are becoming ever more affordable.
  - New displays and interfaces make it possible to use mobiles to access almost any Internet content.

- **Data Mashups.**
  - Custom applications where combinations of data from different sources are "mashed up" into a single tool—offer new ways to look at and interact with datasets that will transform the way we understand and represent information.

- **Collective Intelligence.**
  - The kind of knowledge and understanding that emerges from large groups of people is collective intelligence.
  - In the coming years, we will see educational applications for both explicit collective intelligence—evidenced in projects like the Wikipedia and in community tagging—and implicit collective intelligence, or data gathered from the repeated activities of numbers of people, including search patterns, cell phone locations over time, geocoded digital photographs, and other data that are passively obtained.

- **Social Operating Systems.**
  - Will base the organization of the network around people, rather than around content.
  - Will support whole new categories of applications that weave through the implicit connections and clues we leave everywhere as we go about our lives, and use them to organize our work and our thinking around the people we know.

Horizon Report Metatrends

- Communication between humans and machines

- Collective sharing & generation of knowledge

- Games as Pedagogical Platforms

- Connecting people through the network

- Computing in three dimensions

- Shifting content production to users

- Evolution of a ubiquitous platform