

## The Horizon Process





## What is the Horizon Project?

- In the realm of higher education: what are six technologies that will transform higher education over three time horizons?
  - Under 1 year
  - 2-3 years
  - 3-5 years








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- A collection of stakeholders brainstorming
- A modified delphi process to parse, distill and create new knowledge
- Behind the scenes normalization
- voting
- The end result is the **Horizon Report**

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## Time line



**Process Timeline**

Wiki Orientations ✓ Press Clippings ✓ Research Questions ✓ Review of Past Reports ✓ 1st Pass Rankings Review Short List 2nd Pass Rankings

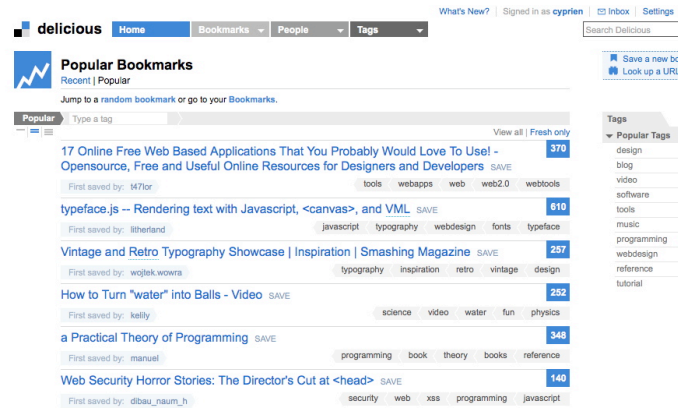
↑  
Current Focus

- A highly structured process with set goals and a timeline
- Phases of participation include a broad survey, gathering opinions and voting

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## Modeling the practices

- Wiki : [http://horizon.nmc.org/wiki/Main\\_Page](http://horizon.nmc.org/wiki/Main_Page)



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## Research questions

- **1) What would you list among the established technologies that learning-focused institutions should all be using broadly today to support or enhance teaching, learning, or creative expression?**



## Research Questions

- **2)** *What technologies that have a solid user base in consumer, entertainment, or other industries should learning-focused institutions be actively looking for ways to apply?*



## Research Questions

- **3)** *What are the key emerging technologies you see developing to the point that learning focused institutions should begin to take notice during the next 3 to 5 years?*
- *What organizations or companies are the leaders in these technologies?*



## Research Questions

- **4)** *What do you see as the key challenges related to teaching, learning, or creative expression that learning-focused institutions will face during the next 5 years?*



## Research questions

- **5)** *What trends do you expect to have a significant impact on the ways in which learning-focused institutions approach our core missions of teaching, research, and service?*





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The perils of predicting the future...

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## Voting stage 1

- 10 votes to weight preferred themes
- Timelines (<1, 2-3, 3-5)



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## Voting... stage 2

- Survivor....

**Time-to-Adoption Horizon: One Year or Less**

- Webware
- Collaborative Workspaces
- Simple Video Capture and Sharing
- Community Tagging

**Time-to-Adoption Horizon: Two to Three Years**

- Mobile
- Geotagging
- Socially-Centered Virtual Worlds
- Scholarly Mashups

**Time-to-Adoption Horizon: Four to Five Years**

- Collective Intelligence
- Social Operating Systems
- Open Education Resources
- Alternative Interaction Devices

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## The Horizon Report

<http://flickr.com/photos/cyprien/2230317348/>





- <http://www.delicious.com/tag/hz08/>

The screenshot shows the Delicious website interface. At the top, there's a navigation bar with 'delicious' logo and links for Home, Bookmarks, People, and Tags. A search bar is on the right. Below the navigation, the 'Popular Bookmarks' section is displayed for the tag 'hz08'. It lists several bookmarks with their titles, the user who saved them, and the number of times they've been saved. The bookmarks include:

- 17 Online Free Web Based Applications That You Probably Would Love To Use! - Opensource, Free and Useful Online Resources for Designers and Developers** (370 saves, saved by i47tor)
- typeface.js -- Rendering text with Javascript, <canvas>, and VML** (610 saves, saved by litherland)
- Vintage and Retro Typography Showcase | Inspiration | Smashing Magazine** (257 saves, saved by wojtek.wowna)
- How to Turn "water" into Balls - Video** (252 saves, saved by kelly)
- a Practical Theory of Programming** (348 saves, saved by manuel)
- Web Security Horror Stories: The Director's Cut at <head>** (140 saves, saved by dbau\_naum\_h)

On the right side, there's a 'Tags' section showing popular tags like design, blog, video, software, tools, music, programming, webdesign, reference, and tutorial.

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Next steps...

## 2008 HORIZON REPORT

THE WEB VERSION

« Previous: [About the Horizon Project](#)   Next: [One Year or Less: Collaboration Webs](#) »

Total comments on this page: 7

### One Year or Less: Grassroots Video

#### Time-to-Adoption Horizon: One Year or Less

*Video is everywhere—and almost any device that can access the Internet can play (and probably capture) it. From user-created clips and machinima to creative mashups to excerpts from news or television shows, video has become a popular medium for personal communication. Editing and distribution can be done easily with affordable tools, lowering the barriers for production. Ubiquitous video capture capabilities have literally put the ability to record events in the hands of almost everyone. Once the exclusive province of highly trained professionals, video content production has gone grassroots.*

#### OVERVIEW

Over the past few years, the ways we produce, use and even think about video have undergone a profound transformation. Literally millions of videos are just a click away for any Internet-connected user. As the numbers and quality of user-produced clips have increased, our notions of what constitutes useful or engaging video have been redefined—and more and more, it is a two to three minute piece designed for viewing in a three-inch browser window or on a mobile phone. That same

#### COMMENTS OVERVIEW

WHOLE PAGE (0)

PARAGRAPH 1 (1)

PARAGRAPH 2 (0)

PARAGRAPH 3 (0)

PARAGRAPH 4 (1)

PARAGRAPH 5 (5)

PARAGRAPH 6 (0)

PARAGRAPH 7 (0)

PARAGRAPH 8 (0)

PARAGRAPH 9 (0)

PARAGRAPH 10 (0)

- <http://wp.nmc.org/horizon2008/>

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