

The Future Is Today: The Horizon Report In the Classroom

Ruben R. Puentedura, Ph.D.

The Horizon Report

The 2010 Horizon Report – K-12 Edition



Cloud Computing

Time-to-Adoption:
One Year or Less



Mobiles

Time-to-Adoption:
Two to Three Years



Augmented Reality

Time-to-Adoption:
Four to Five Years



**Collaborative
Environments**



**Game-Based
Learning**



Flexible Displays

The 2009 Horizon Report – K-12 Edition



**Online
Communication
Tools**

Time-to-Adoption:
One Year or Less



Mobiles

Time-to-Adoption:
Two to Three Years



The Personal Web

Time-to-Adoption:
Four to Five Years



**Collaborative
Environments**

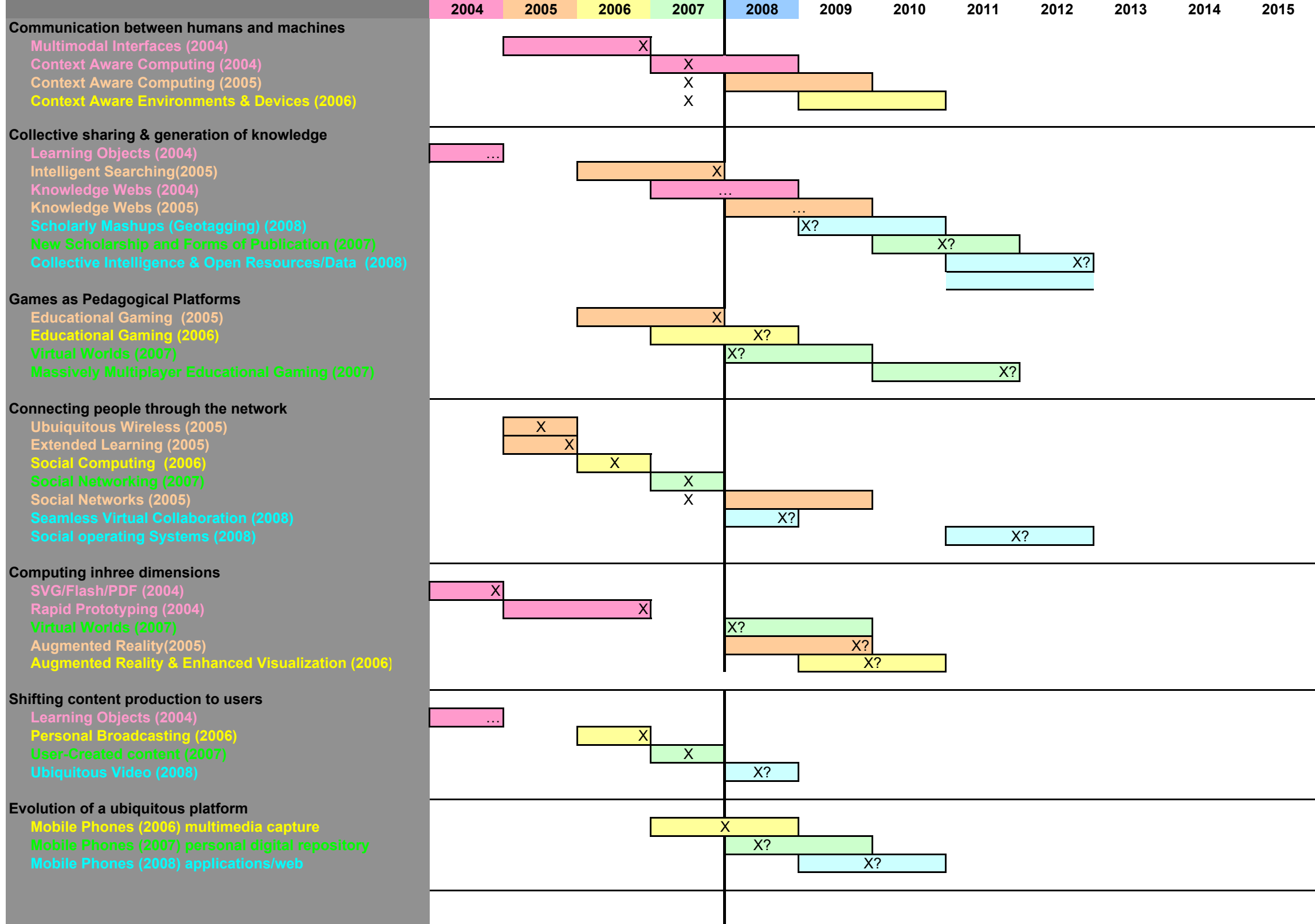


Cloud Computing



Smart Objects

Horizon Report Metatrends



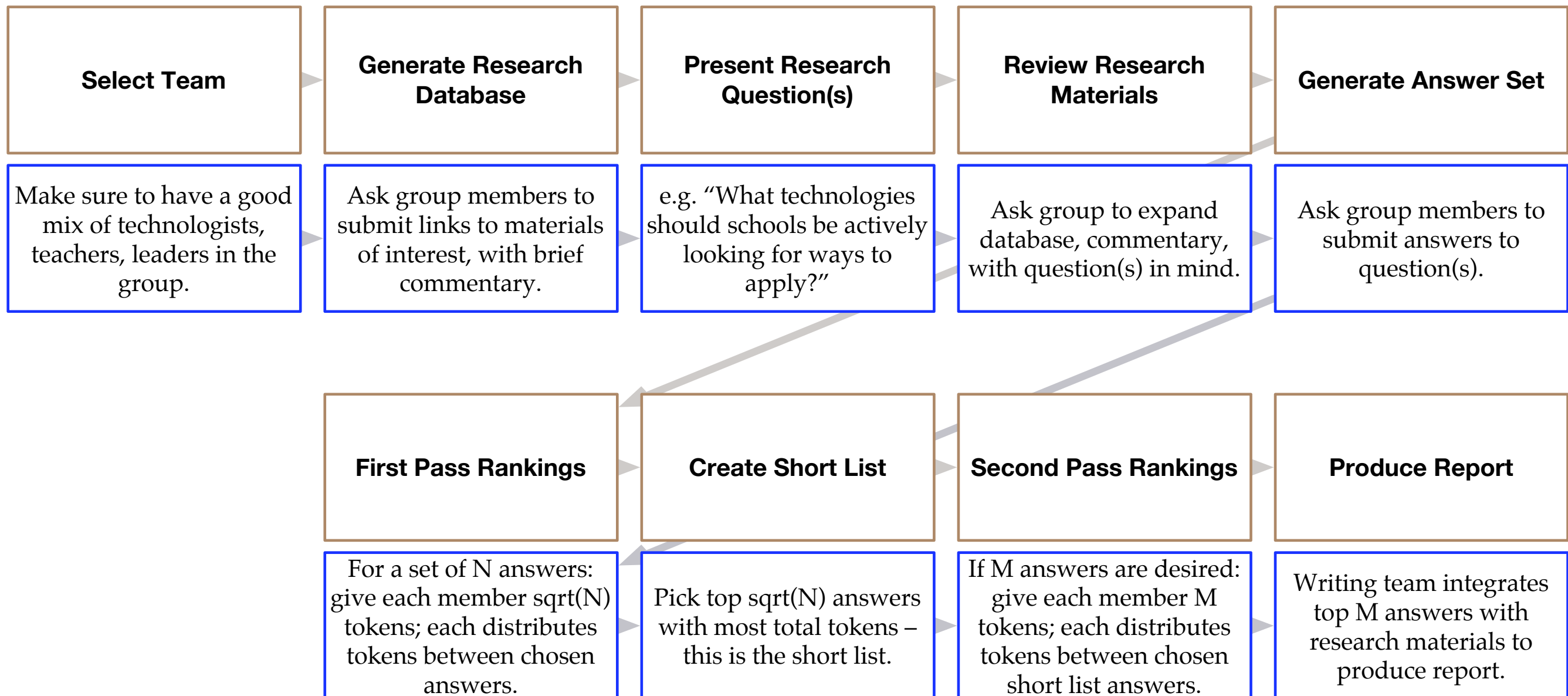
X's represent the moment the tipping point was/will be likely reached ...



The Process



Adapting the Process



A “Homegrown Horizon Report” Example

The Five Questions

- What would you list among the established technologies that schools should all be using broadly today to support or enhance teaching, learning, or creative expression?
- What technologies that have a solid user base in consumer, entertainment, or other industries should schools be actively looking for ways to apply?
- What are the key emerging technologies you see developing to the point that schools should begin to take notice during the next 3 to 5 years? What organizations or companies are the leaders in these technologies?
- What do you see as the key challenge(s) related to teaching, learning, or creative expression that schools will face during the next 5 years?
- What trends do you expect to have a significant impact on the ways in which schools approach the core missions of teaching, research, and service?

The Question Selected by the Group (27 Participants)

What would you list among the established technologies that schools should all be using broadly today to support or enhance teaching, learning, or creative expression?

First Set of N Replies (After Cleanup, N=50)

What would you list among the established technologies that schools should all be using broadly today to support or enhance teaching, learning, or creative expression?	Is there a site that best exemplifies your answer?
Ubiquitous (1 to 1) computing for all students & staff	
interactive white board/ Smart board	www.smartboards.com
video sharing	youtube
All content/courses online and available 24/7/365	
Blog or equivalent site that allows students to communicate back and forth, then build upon that conversation.	
one to one computers	
Schools should be using Smartboard technology.	
I believe wiki for collaboration	
Google docs for sharing work	
video conferencing	Skype
Communication using on-line forums	http://moodle.org
cellphone/smart phones	
Wikis for student collaboration and teacher collaboration.	
Readily available computers for students in a location (or cart) that students can each work on their own computer.	
Moodle, for it's ability to customize resources to meet the needs of different classrooms and different learners.	http://openlearn.ope
Use of collaborative tools	google doc sharing feature
videoconferencing	
blogs, wikis, podcasts	
web 2.0 apps	
netbooks or laptops (1:1)	
video cameras	
smart phones	
Web pages for creating a larger audience and arena for feedback	
Students should become familiar with graphic design and image use, as well as the potential uses of those skills.	software: gimp, photoshop
I am hoping our school will join the Vermont writers project, which allows students to communicate with other students from the same school on their writing. (Creative expression)	http://www.youngwri
Podasting-audio and video to share student work with others	
digital cameras - single image and video	
Online courses as option for all students	

7 Replies Remaining After the First Poll ($\sqrt{50} \approx 7$ Tokens Per Voter)

- Ubiquitous (1 to 1) computing for all students & staff
- High speed internet
- Classrooms should have LCD projectors and document cameras connected to a computer (and the internet) to be used to enhance teaching and sharing
- Interactive white board/ Smart board
- I believe wiki for collaboration, Google docs for sharing work
- Online courses as option for all students
- Blog or equivalent site that allows students to communicate back and forth, then build upon that conversation

Top Three Replies Selected in Second Poll (3 Tokens Per Voter)

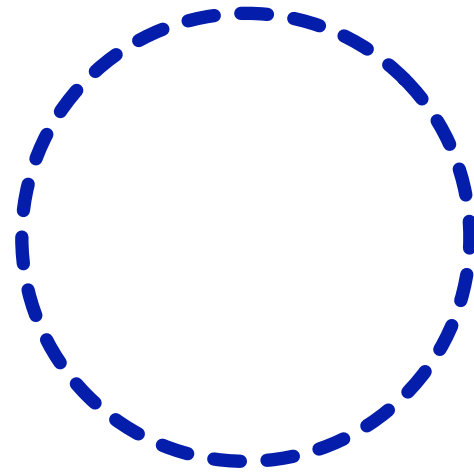
1. Ubiquitous (1 to 1) computing for all students & staff
2. High speed internet
3. Classrooms should have LCD projectors and document cameras connected to a computer (and the internet) to be used to enhance teaching and sharing

Bibliography

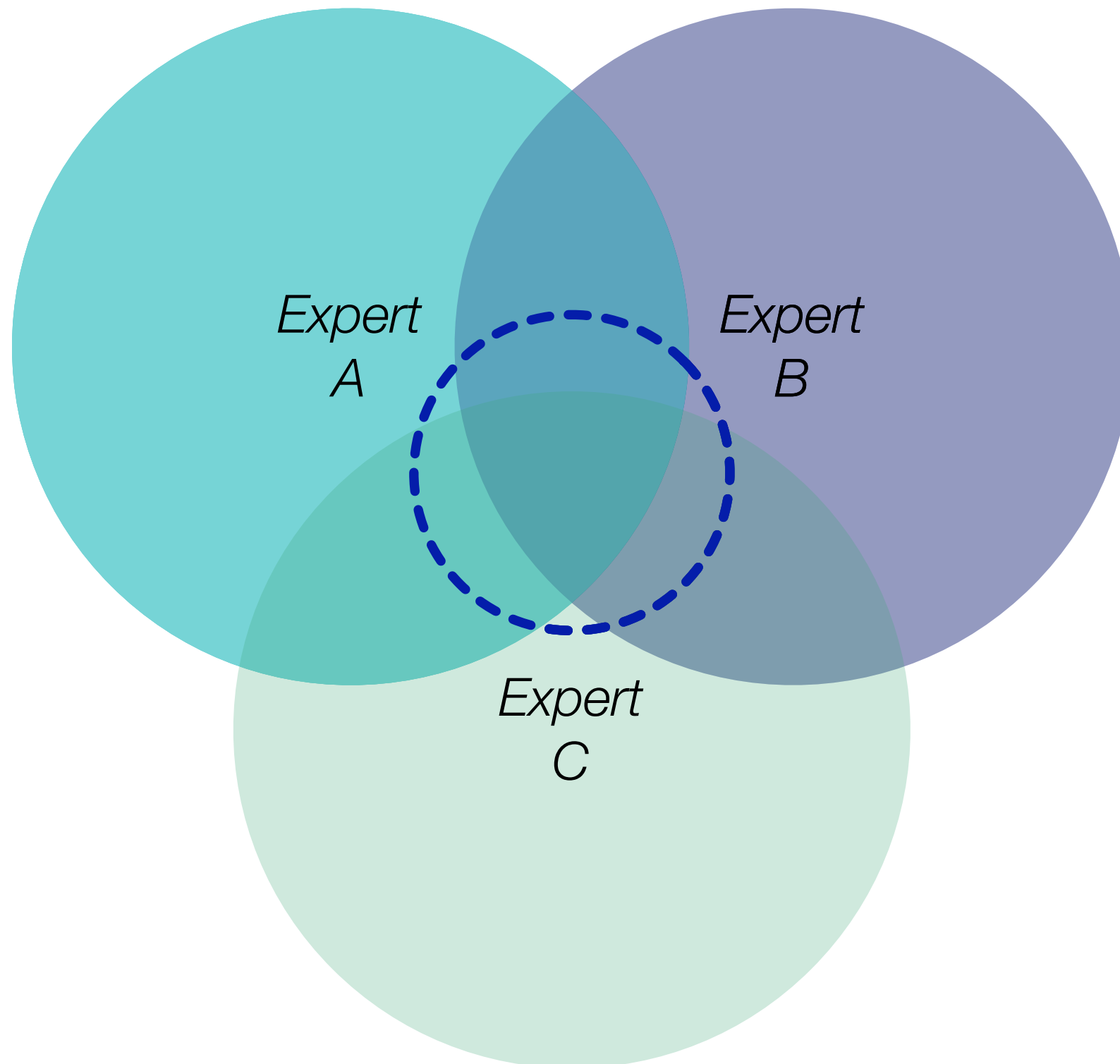
- **The Horizon Report:**
 - All editions online at:
<http://www.nmc.org/horizon>
- **Horizon Report Wiki:**
 - All editions since 2006 online at:
<http://horizon.wiki.nmc.org/>
- **Horizon Report Metatrends:**
 - Online at:
<http://horizon.nmc.org/wiki/Metatrends>

Informing Decision Making: the Delphi Method

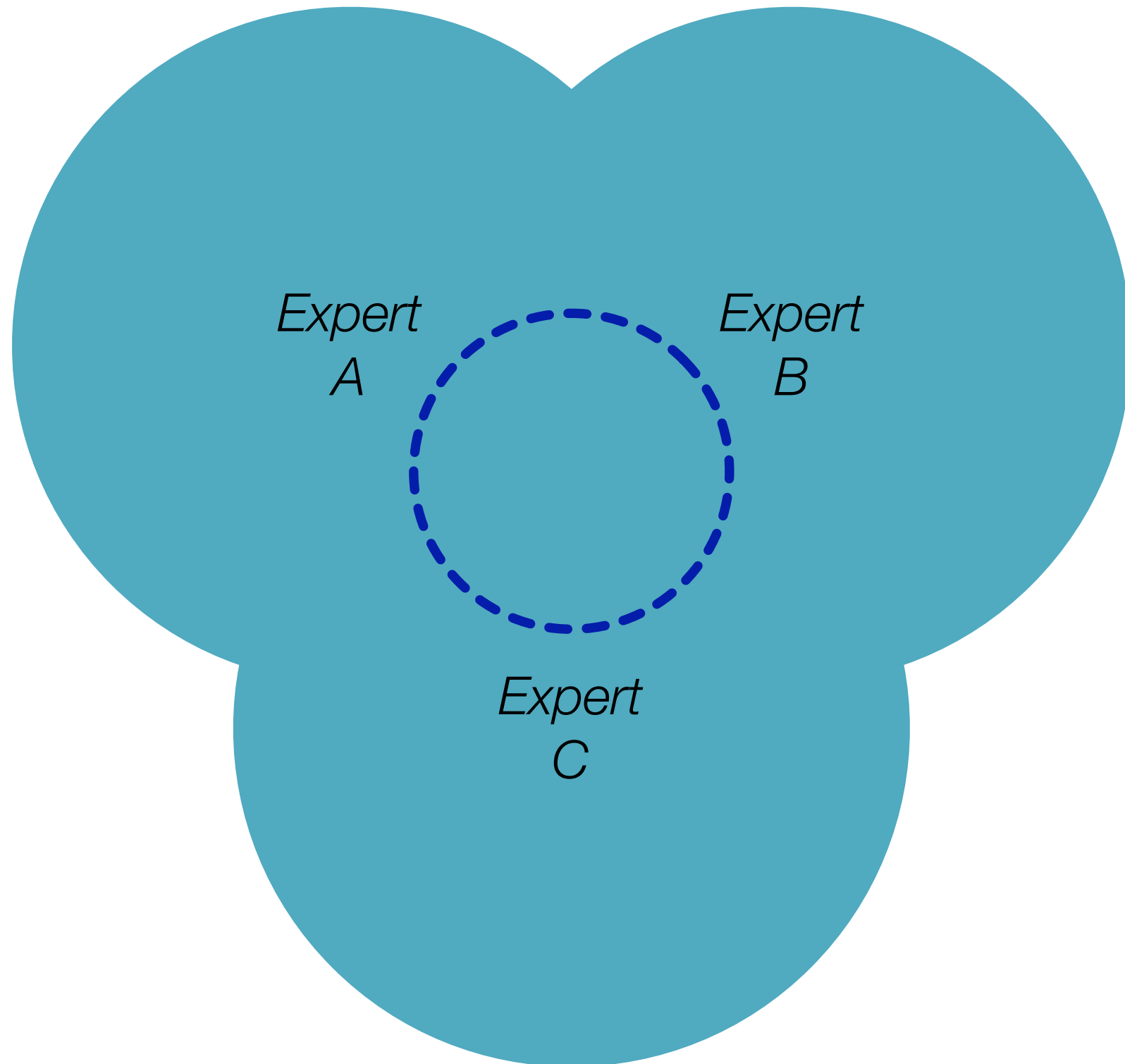
Wanted: the Relevant Information Space



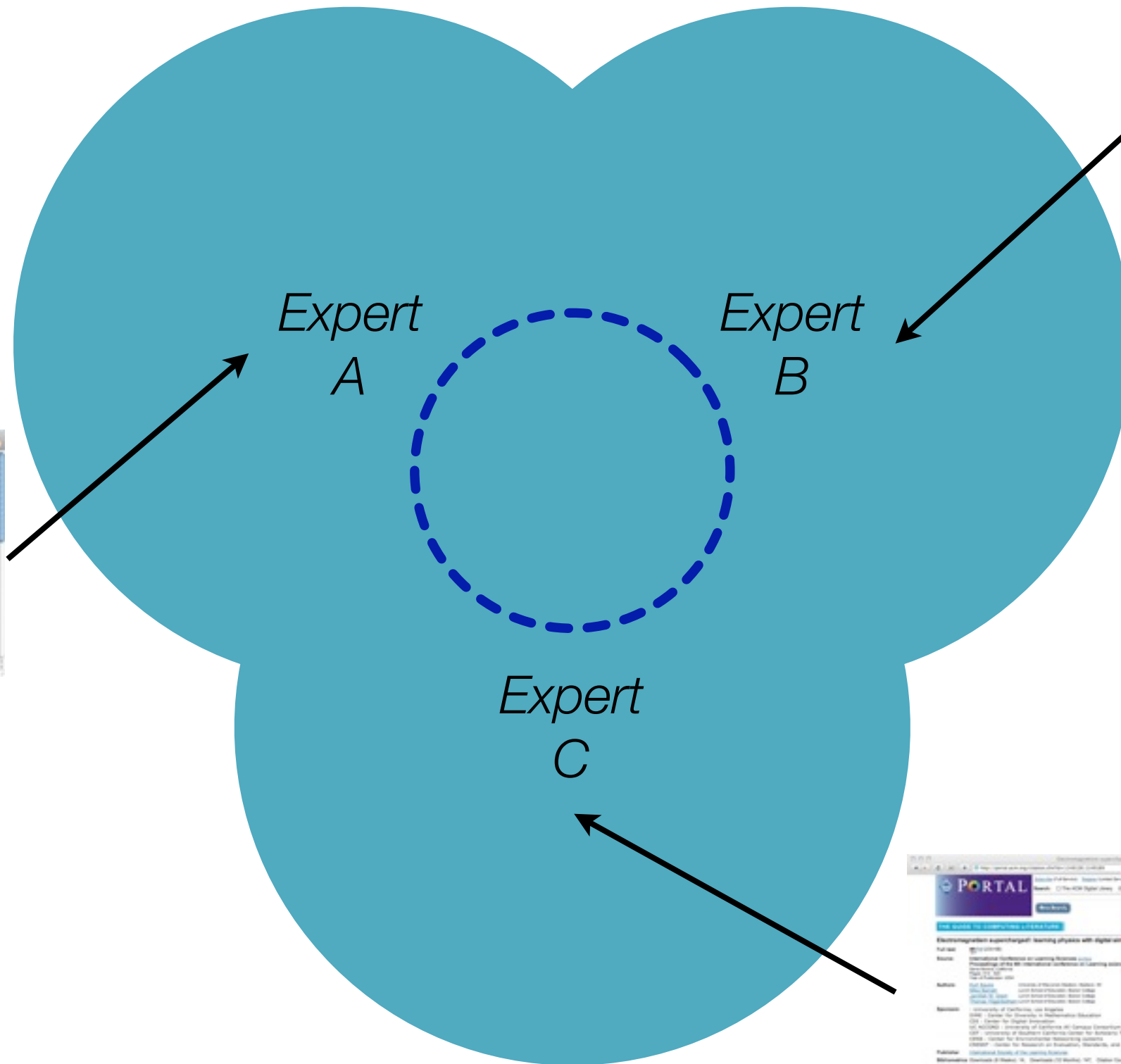
Stage 1: Bringing In the Experts



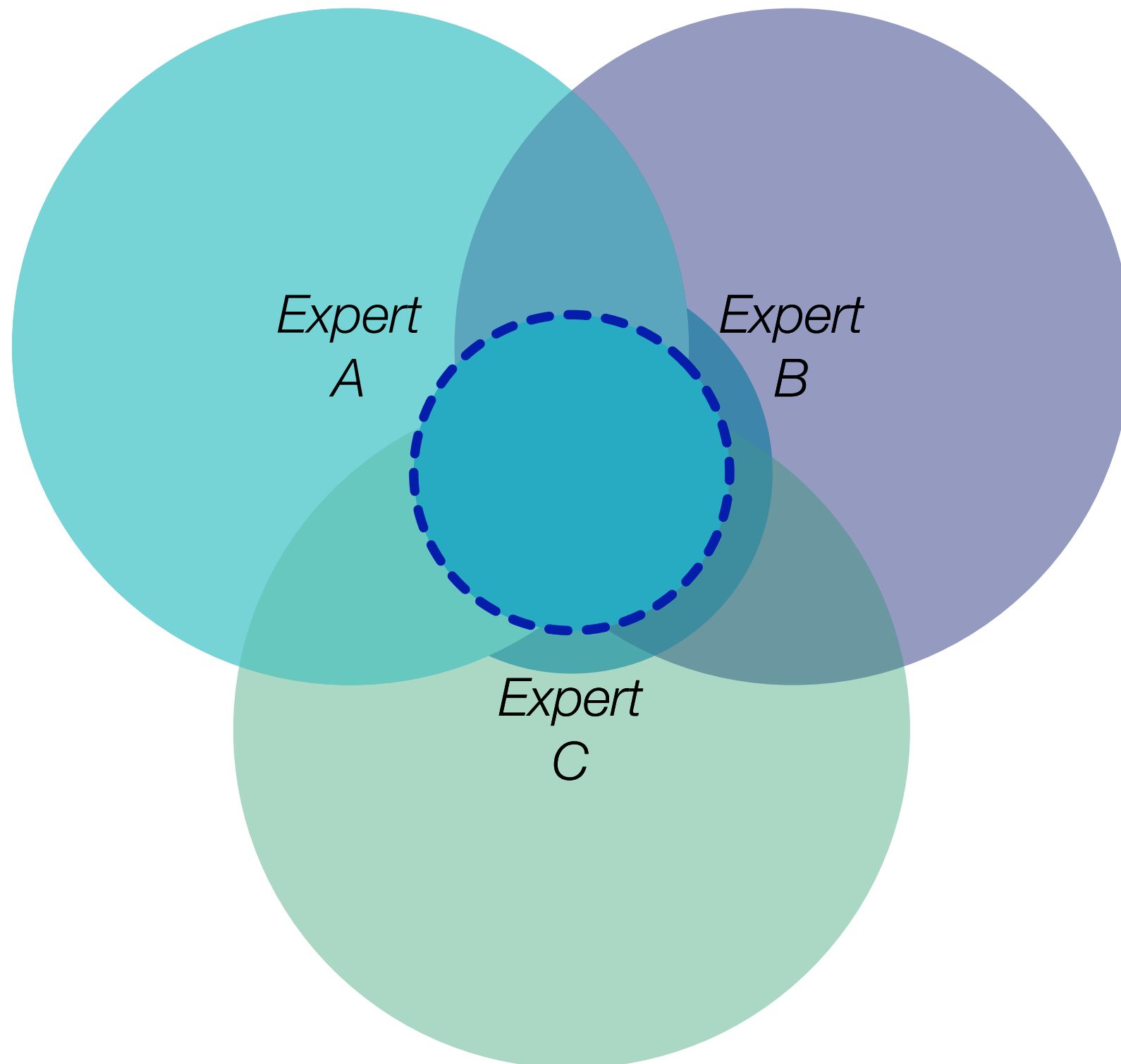
Stage 2: Aggregating the Replies



Stage 3: Informing the Process



Stage 4: Selecting the Relevant Information Space

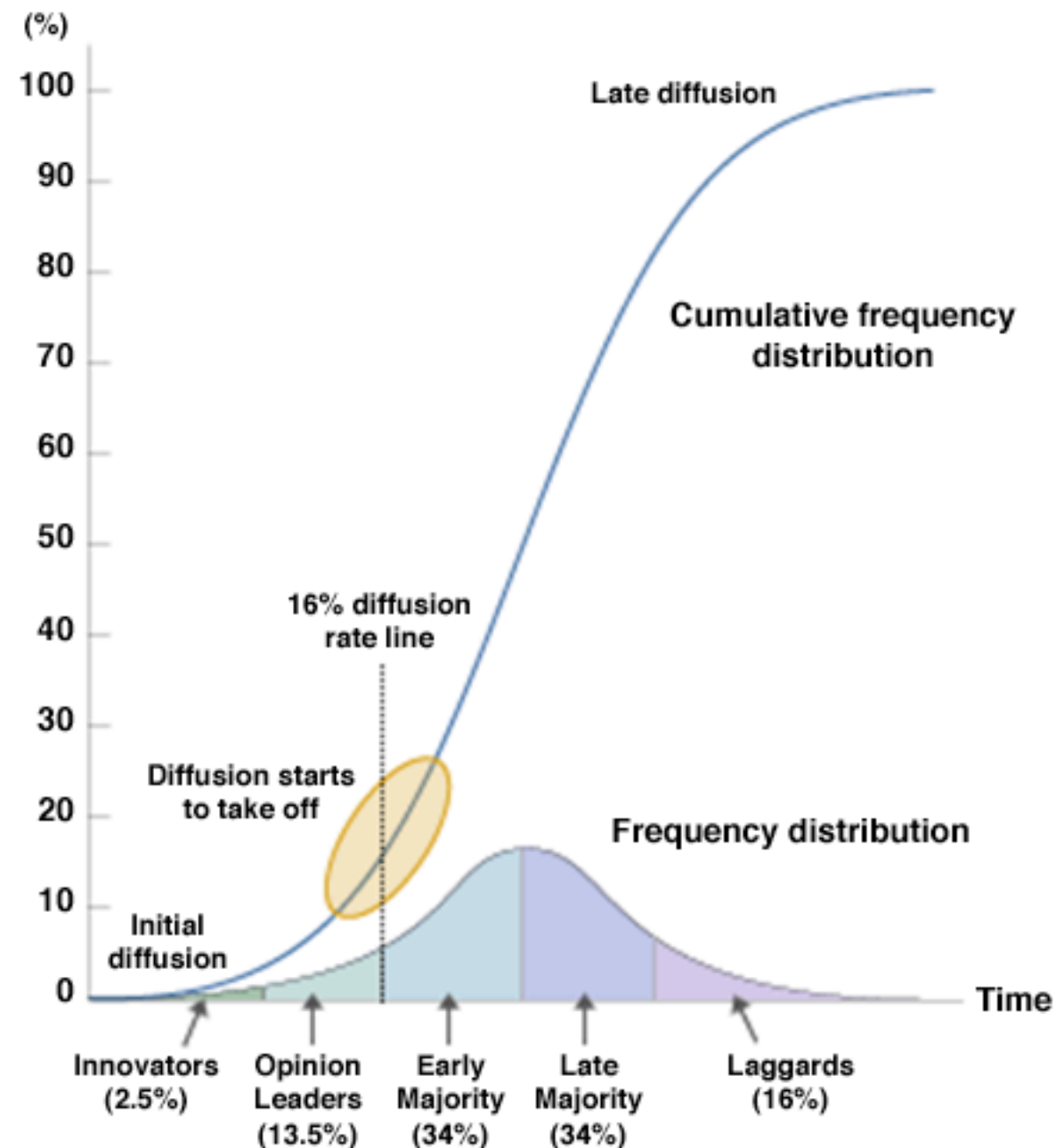


Things to Keep In Mind

- Change some, but not all, of your expert panel members each year:
 - Too much change leads to unstable recommendations, too little change leads to groupthink-like phenomena.
- Make sure you have a broad range of expertise and backgrounds in your expert panel:
 - Not everyone should be a technologist, or a teacher, or an administrator.
- Make sure your panel has innovators, opinion leaders, and early majority members (*cf.* Rogers) on it:
 - Panels that only feature innovators tend to produce recommendations that are not representative of the needs of the institution as a whole.

How Innovations Spread

(Everett M. Rogers, *Diffusion of Innovations*)



Bibliography

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- Everett M. Rogers. *Diffusion of Innovations, 5th Edition*. New York:Free Press, 2003.
- Geoffrey A. Moore. *Crossing the Chasm, Revised Edition*. New York:Harper Perennial, 1999.

Hippasus



<http://hippasus.com/rrpweblog/>
rubenrp@hippasus.com

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