Mobile Devices in Education: An Alternative Approach

Ruben R. Puenteedura, Ph.D.
Context: the Horizon Report
The 2010 Horizon Report

- Mobile Computing
  - Time-to-Adoption: One Year or Less
- Simple Augmented Reality
  - Time-to-Adoption: Two to Three Years
- Gesture-Based Computing
  - Time-to-Adoption: Four to Five Years
- Open Content
- Electronic Books
- Visual Data Analysis
The 2009 Horizon Report

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

- **Geo-Everything**
  - Time-to-Adoption: Two to Three Years

- **Semantic-Aware Applications**
  - Time-to-Adoption: Four to Five Years

- **Cloud Computing**

- **The Personal Web**

- **Smart Objects**
The 2008 Horizon Report

- Grassroots Video: Time-to-Adoption: One Year or Less
- Mobile Broadband: Time-to-Adoption: Two to Three Years
- Collective Intelligence: Time-to-Adoption: Four to Five Years
- Collaboration Webs
- Data Mashups
- Social Operating Systems
The 2007 Horizon Report

- User-Created Content: Time-to-Adoption: One Year or Less
- Mobile Phones: Time-to-Adoption: Two to Three Years
- The New Scholarship & Emerging Forms of Publication: Time-to-Adoption: Four to Five Years
- Social Networking
- Virtual Worlds
- Massively Multiplayer Educational Gaming
The 2006 Horizon Report

- Social Computing: Time-to-Adoption: One Year or Less
- The Phones In Their Pockets: Time-to-Adoption: Two to Three Years
- Augmented Reality & Enhanced Visualization: Time-to-Adoption: Four to Five Years
- Personal Broadcasting
- Educational Gaming
- Context-Aware Environments & Devices
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

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*X's represent the moment the tipping point was/will be likely reached …*
Metatrends (Since 2004)

- Evolution of a ubiquitous platform
- Computing in three dimensions
- Connecting people through the network
- Communication between humans and machines
- Collective sharing & generation of knowledge
- Games as pedagogical platforms
- Shifting content production to users
Creative Devices In the World
My name is Ernest Miller Hemingway.

I was born on July 21, 1899.

My favorite author is Edgar Rice Burroughs.

My favorite animal is a tiger.

My favorite flowers are daisies and lilies.

My favorite sport is tennis.}

My favorite song is "Song of Hiawatha."
The Lively Sketchbook
• Ubiquity
• Intimacy
• Embeddedness
Freestyle Chess
The Curiosity Amplifier
• General Search
• Media Search and Identification
• Lifestyle Search
• Social Network Participation
• News
• Augmented Reality
• Books
Time to Create: HTML 5
My RSS Feed

WEDNESDAY, JUNE 9, 2010

Media Fluency?: NITLE Summit...
In late March of this year I was privileged to speak...

Assessment in a Web 2.0 Environment...
I agree in principle that we who work in education...

Gratitude and clarifications
First, my thanks to everyone who responded to my...

Changing lives
I keep running into the same wall from different directions...

Another bootstrapping experience...
Today's the second day we’ll meet. Already the activity is...

A happy birthday
Today the father of interactive computing, the thin...

"In Our Time" podcast series on...
There's a new set of four episodes from BBC Radio...

Acadia

Maine, USA

The scenery in Acadia is amazing this time of year!
Sources


Hippasus

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

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