The Horizon Report: Tales of a Future Past

Ruben R. Puentedura, Ph.D.

			The Horizon Report					
2004	2005	2006	2007	2008	2009			

User-Created

Content

Social

Networking

Mobile

Phones

Virtual Worlds

Massively

Multiplayer

Educational

Gaming

The New

Scholarship

& Emerging

Forms of

Publication

Grassroots

Video

Collaboration

Webs

Mobile

Broadband

Data

Mashups

Social

Operating

Systems

Collective

Intelligence

Cloud

Computing

Mobiles

The Personal

Web

Geo-

Everything

Semantic-

Aware

Applications

Smart

Objects

Open

Content

Mobile

Computing

Electronic

Books

Simple

Augmented

Reality

Gesture-

Based

Computing

Visual Data

Analysis

2011

Electronic

Books

Mobiles

Game-Based

Learning

Augmented

Reality

Gesture-

Based

Computing

Learning

Analytics

2012

Mobile Apps

Tablet

Computing

Game-Based

Learning

Learning

Analytics

Gesture-

Based

Computing

Internet of

Things

2004	2005	2006	2007	2008	2009	2010			

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2004	2005	2006	2007	2008	2009

Personal

Broadcasting

Social

Computing

The Phones

in Their

Pockets

Educational

Gaming

Augmented

Reality and

Enhanced

Visualization

Context-

Aware

Environments

and Devices

Learning

Objects

Scalable

Vector

Graphics

Rapid

Prototyping

Multimodal

Interfaces

Knowledge

Webs

Context

Aware

Computing

One

Year

or

Less

Two to

Three

Years

Four

to Five

Years

Ubiquitous

Wireless

Extended

Learning

Intelligent

Searching

Educational

Gaming

Social

Networks &

Knowledge

Webs

Context-

Aware

Computing/

Augmented

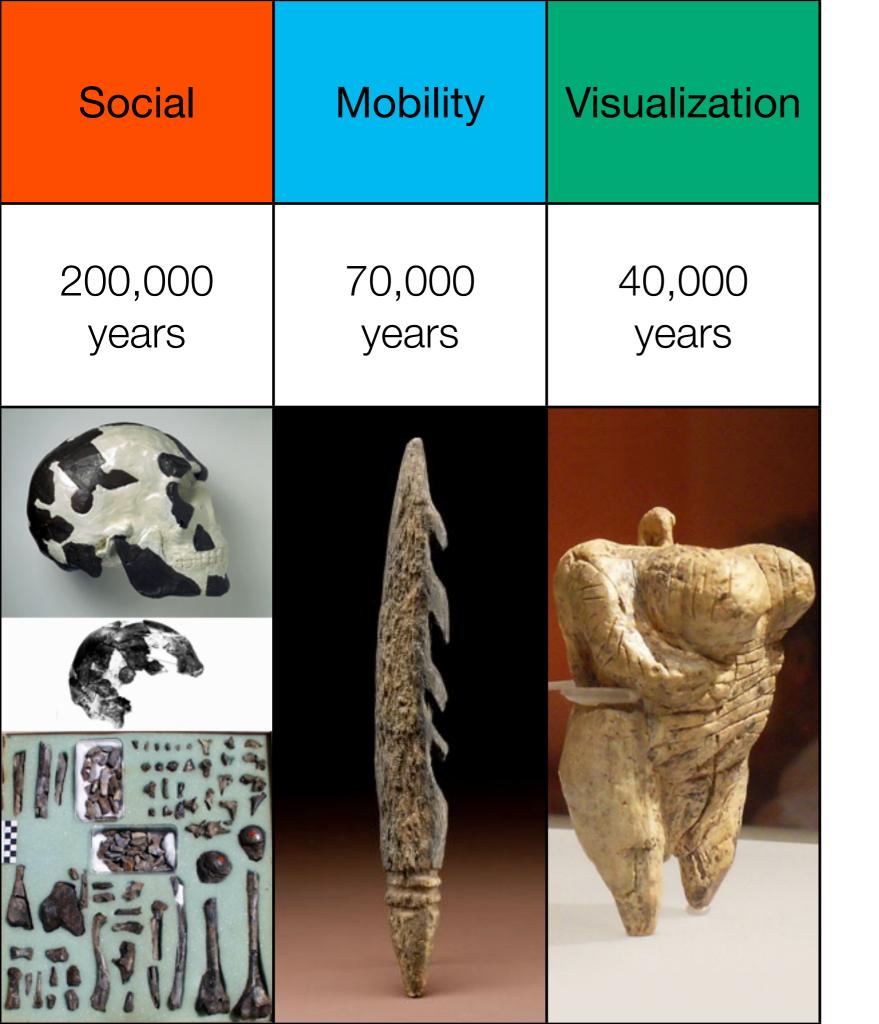
Reality

Social

200,000 years









Social	Mobility	Visualization	Storytelling	Gaming
200,000 years	70,000 years	40,000 years	17,000 years	8,000 years

					Social				
	2004	2005	2006	2007	2008	2009	2010	2011	2012
One Year or Less	Learning Objects	Ubiquitous Wireless	Personal Broadcasting	User-Created Content	Grassroots Video	Cloud Computing	Open Content	Electronic Books	Mobile Apps
	Scalable Vector Graphics	Extended Learning	Social Computing	Social Networking	Collaboration Webs	Mobiles	Mobile Computing	Mobiles	Tablet Computing
Two to	Rapid Prototyping	Intelligent Searching	The Phones in Their Pockets	Mobile Phones	Mobile Broadband	The Personal Web	Electronic Books	Game-Based Learning	Game-Based Learning
Three Years	Multimodal Interfaces	Educational Gaming	Educational Gaming	Virtual Worlds	Data Mashups	Geo- Everything	Simple Augmented Reality	Augmented Reality	Learning Analytics
Four to Five Years	Knowledge Webs	Social Networks & Knowledge Webs	Augmented Reality and Enhanced Visualization	Massively Multiplayer Educational Gaming	Social Operating Systems	Semantic- Aware Applications	Gesture- Based Computing	Gesture- Based Computing	Gesture- Based Computing
	Context Aware Computing	Context- Aware Computing/ Augmented Reality	Context- Aware Environments and Devices	The New Scholarship & Emerging Forms of Publication	Collective Intelligence	Smart Objects	Visual Data Analysis	Learning Analytics	Internet of Things

					Mobility	/			
	2004	2005	2006	2007	2008	2009	2010	2011	2012
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One Year	Learning Objects	Ubiquitous Wireless	Personal Broadcasting	User-Created Content	Grassroots Video	Cloud Computing
or Less	Scalable Vector Graphics	Extended Learning	Social Computing	Social Networking	Collaboration Webs	Mobiles

The Phones

in Their

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Educational

Gaming

Augmented

Reality and

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Internet of

Things

	2004	2005	2006	2007	2008	2009	4
One	Learning	Ubiquitous	Personal	User-Created	Grassroots	Cloud	
Year	Objects	Wireless	Broadcasting	Content	Video	Computing	

Educational

Gaming

Augmented

Reality and

Enhanced

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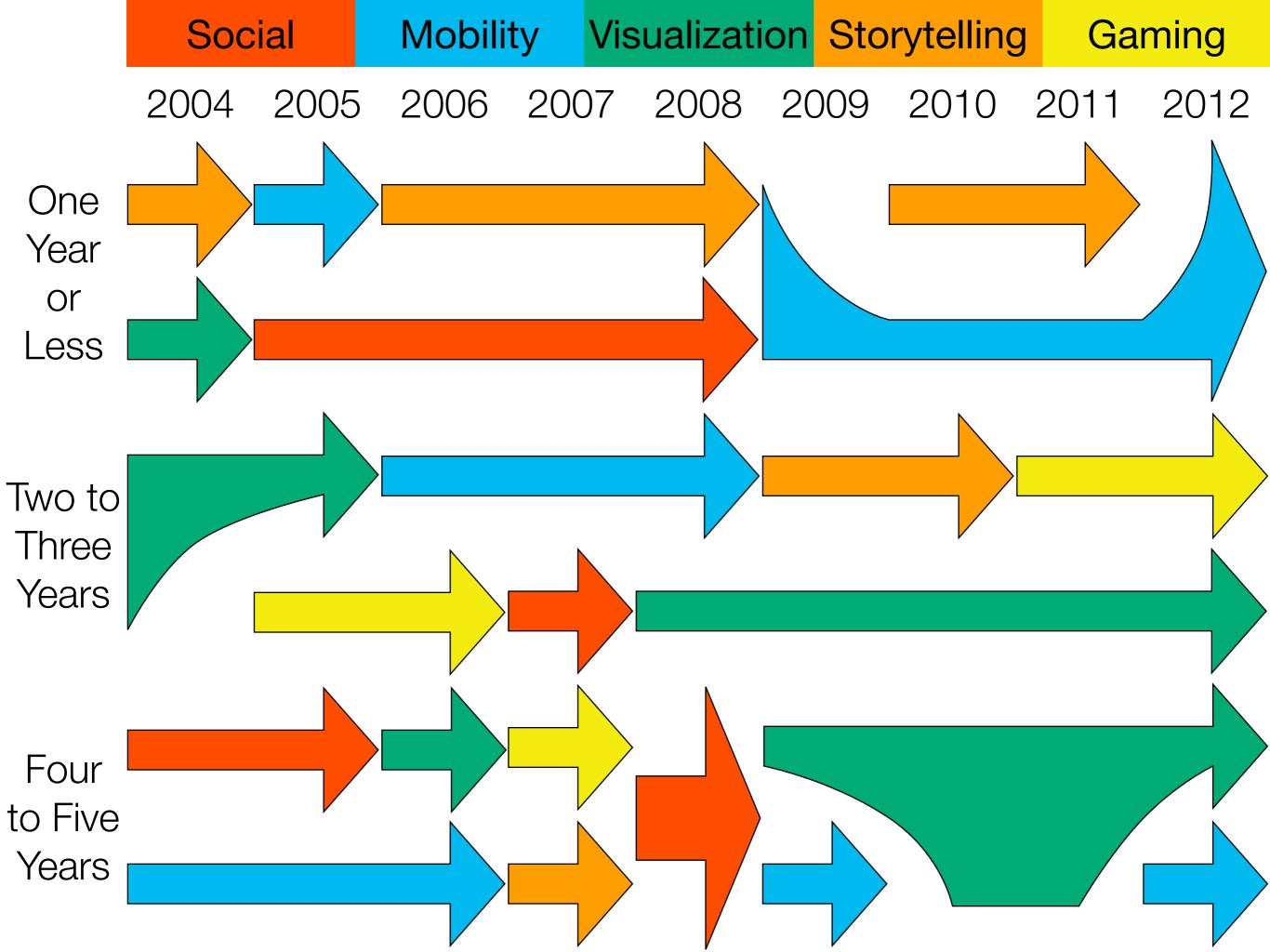
Context-

Aware

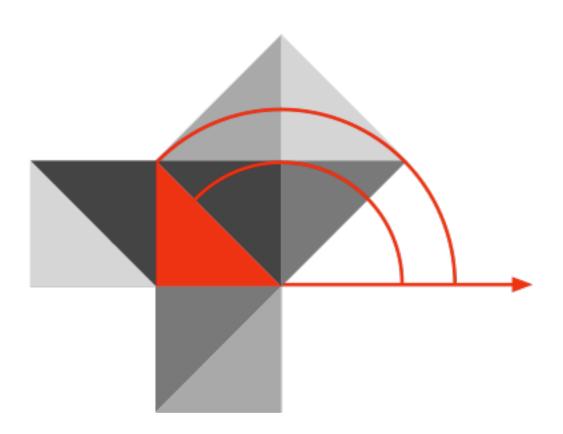
Computing/

Augmented

Reality



Hippasus



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