

# The Horizon Report: Tales of a Future Past

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Ruben R. Puentedura, Ph.D.

# The Horizon Report

	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 Three Years	Rapid Prototyping	Intelligent Searching	The Phones in Their Pockets	Mobile Phones	Mobile Broadband	The Personal Web	Electronic Books	Game-Based Learning	Game-Based Learning
	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

# Social

200,000  
years



Social

Mobility

200,000  
years

70,000  
years



Social

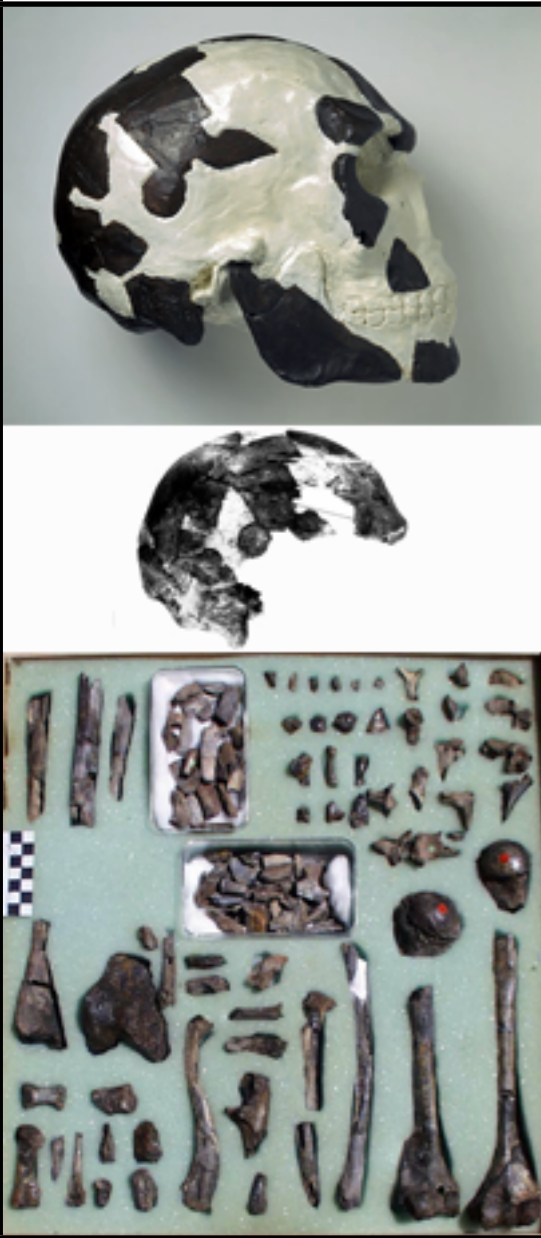
Mobility

Visualization

200,000  
years

70,000  
years

40,000  
years



Social

Mobility

Visualization

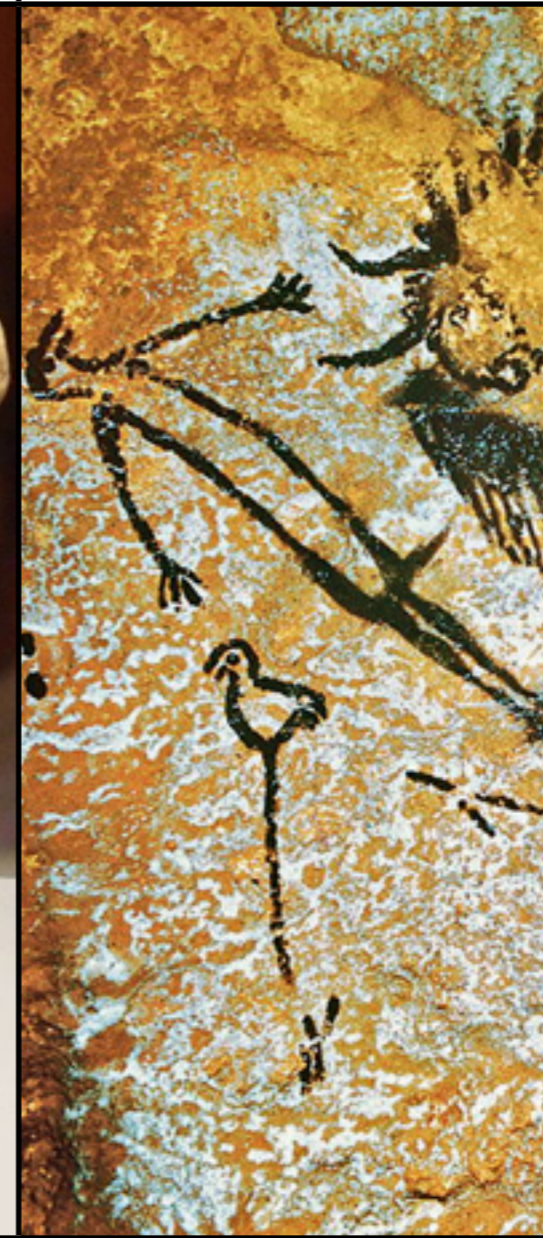
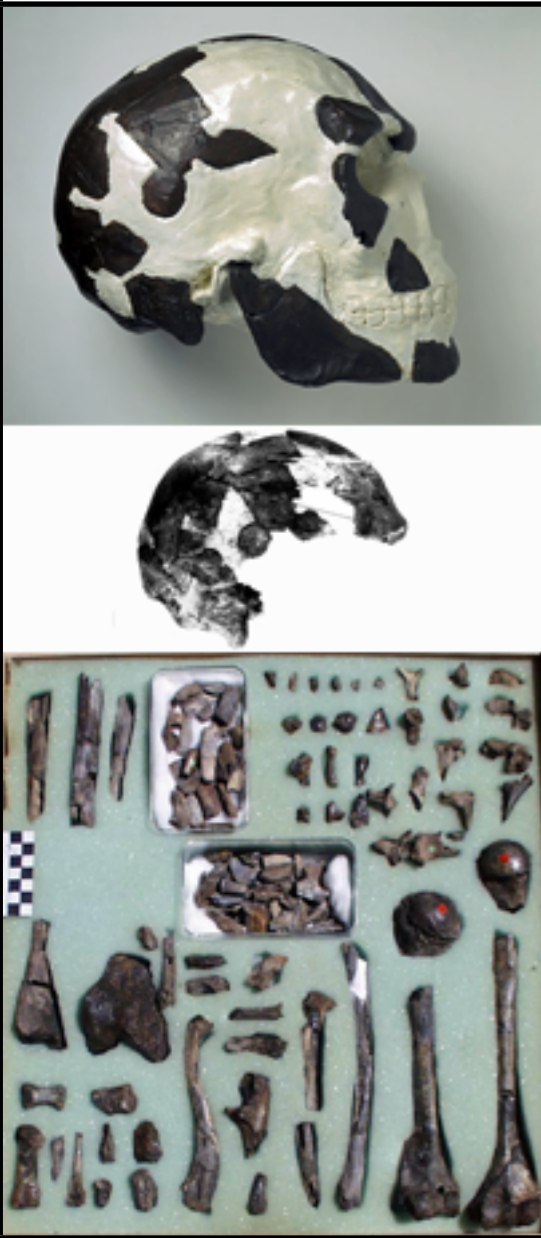
Storytelling

200,000  
years

70,000  
years

40,000  
years

17,000  
years



Social

Mobility

Visualization

Storytelling

Gaming

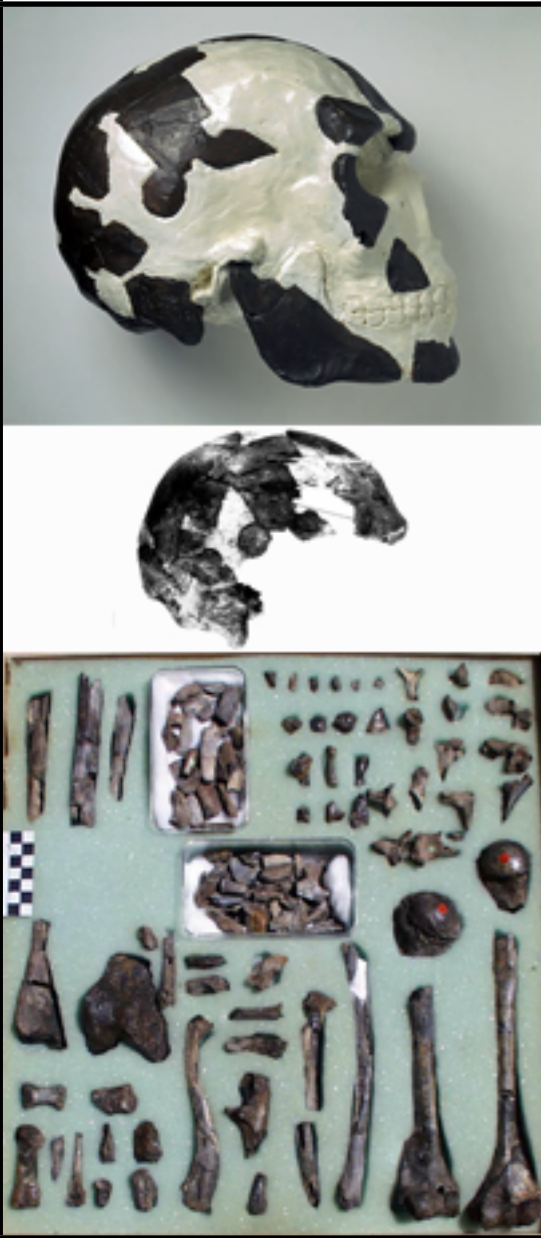
200,000  
years

70,000  
years

40,000  
years

17,000  
years

8,000  
years



	Social								
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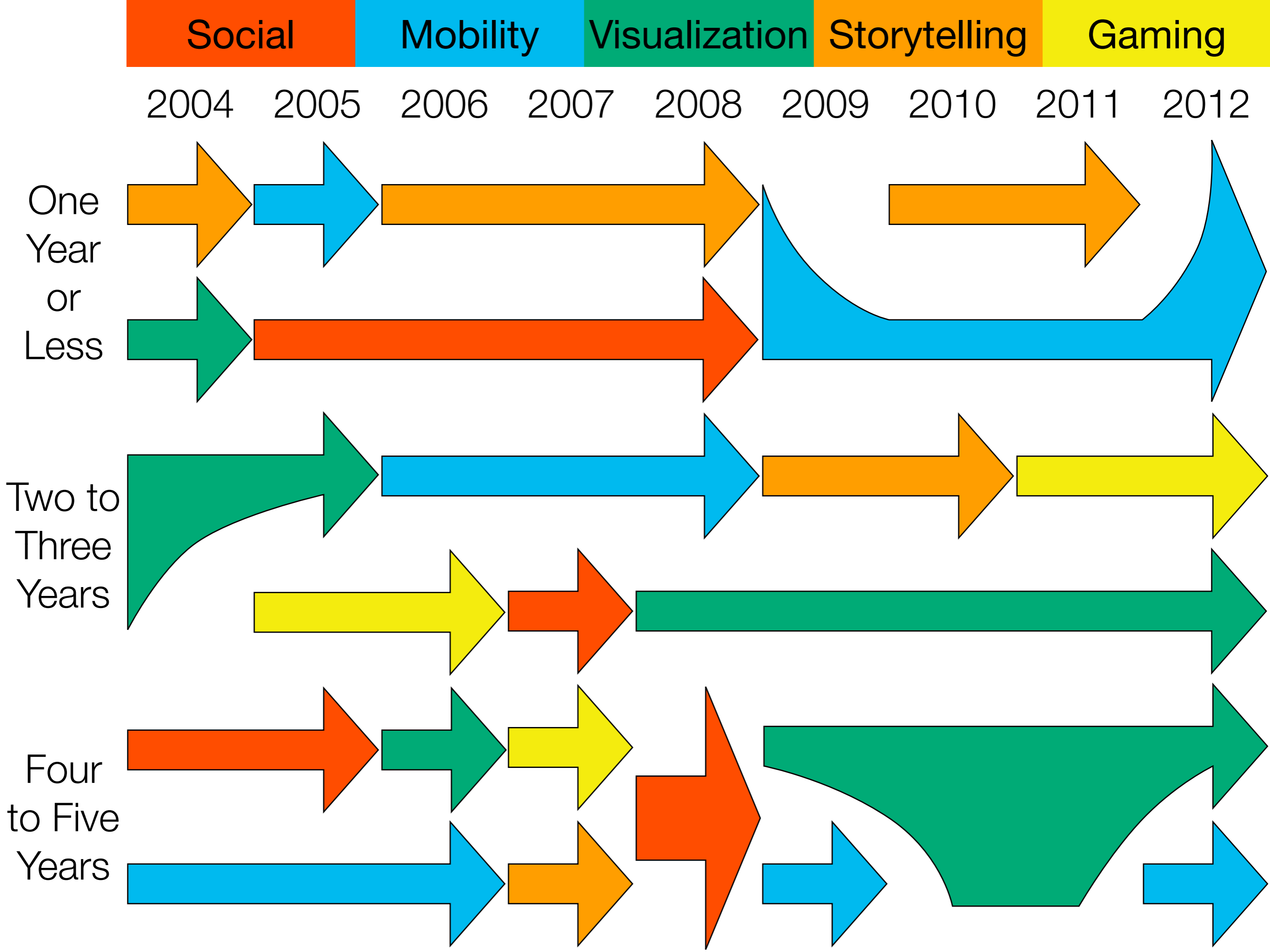
	Visualization								
	2004	2005	2006	2007	2008	2009	2010	2011	2012
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# Hippasus

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