The K12 Horizon Report: The Long View

Ruben R. Puentedura, Ph.D.
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<th>Social</th>
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![Images of artifacts representing different time periods and technologies related to social mobility, visualization, storytelling, and gaming.](image-url)
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![Images of prehistoric artifacts and fossils](image1.png)
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Teatro storico con burattini e scene d'epoca

Gran Teatro dei Burattini
Spettacolo per bambini da 3 a 90 anni

Varazze
Piazza Bovani
Con Gianduia, Brighella, Tartaglia, L'omicina, Tostafina e altri.

Non mancare al pubblico entusiasti!
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The 2012 K12 Horizon Report

- **Mobile Devices and Apps**: Time-to-Adoption: One Year or Less
- **Personal Learning Environments**: Time-to-Adoption: Two to Three Years
- **Natural User Interfaces**: Time-to-Adoption: Four to Five Years
- **Tablet Computing**
- **Game-Based Learning**
- **Augmented Reality**
The 2009 K12 Horizon Report

- Collaborative Environments: Time-to-Adoption: One Year or Less
- Online Communication Tools
- Mobiles: Time-to-Adoption: Two to Three Years
- Cloud Computing
- The Personal Web: Time-to-Adoption: Four to Five Years
- Smart Objects
The 2010 K12 Horizon Report

- Collaborative Environments
  - Time-to-Adoption: One Year or Less

- Mobiles
  - Time-to-Adoption: Two to Three Years

- Flexible Displays
  - Time-to-Adoption: Four to Five Years

- Cloud Computing

- Game-Based Learning

- Augmented Reality
The 2011 K12 Horizon Report

- **Mobiles**: Time-to-Adoption: One Year or Less
- **Cloud Computing**: Time-to-Adoption: One Year or Less
- **Open Content**: Time-to-Adoption: Two to Three Years
- **Game-Based Learning**: Time-to-Adoption: Two to Three Years
- **Personal Learning Environments**: Time-to-Adoption: Four to Five Years
- **Learning Analytics**: Time-to-Adoption: Four to Five Years
The 2012 K12 Horizon Report

- Mobile Devices and Apps: Time-to-Adoption: One Year or Less
- Personal Learning Environments: Time-to-Adoption: Two to Three Years
- Natural User Interfaces: Time-to-Adoption: Four to Five Years
- Tablet Computing
- Game-Based Learning
- Augmented Reality
Significant Challenges

- Blending of Formal and Informal Learning
- Demand for Personalized Learning
- Importance of Digital Media Literacy
- Learning Activities Outside Classroom Walls
- Learning that Incorporates Real Life Experiences
- Institutional Barriers to Emerging Technologies
Blog: http://hippasus.com/rrpweblog/
Email: rubenrp@hippasus.com
Twitter: @rubenrp

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