






The K12 Horizon Report: The Long View

Ruben R. Puentedura, Ph.D.

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

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



BALTIMORE, MD
JAN 29
9-PM
1912

POSTCARD IS FOR ADDRESS ONLY



TROY, OHIO
APR 18
6-PM
1908



THE ABOVE IS RESERVED FOR POSTMARK.
POSTAL CARD.



UNITED NATIONS



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



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



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



Teatro storico con burattini e scene d'epoca



Gran Teatro dei Burattini

Spettacolo per bambini da 3 a 90 anni

Riscoprirete il
gusto di un
spettacolo
e divertente

VARAZZE
Piazza Bovani






Mercoledì 1 ORE 21.15

...Con Gianduja
Brighella, Tartaglia,
Tecometta, Testafina
e altri.

NON MANCATE! NE
SARETE ENTUSIASMI

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



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

The 2009 K12 Horizon Report



**Collaborative
Environments**

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



**Online
Communication
Tools**



Cloud Computing



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



Open Content

Time-to-Adoption:
Two to Three Years



**Personal Learning
Environments**

Time-to-Adoption:
Four to Five Years



Cloud Computing



**Game-Based
Learning**



Learning Analytics

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



Blending of Formal and Informal Learning

Demand for Personalized Learning

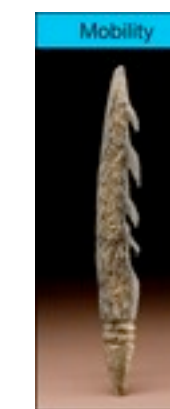
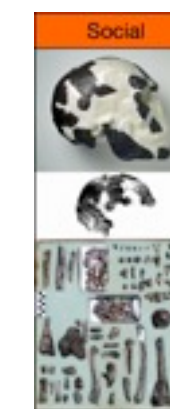
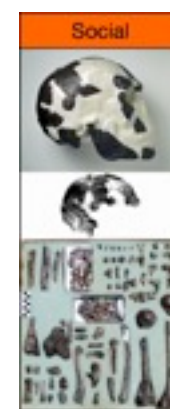
Significant Challenges

Institutional Barriers to Emerging Technologies

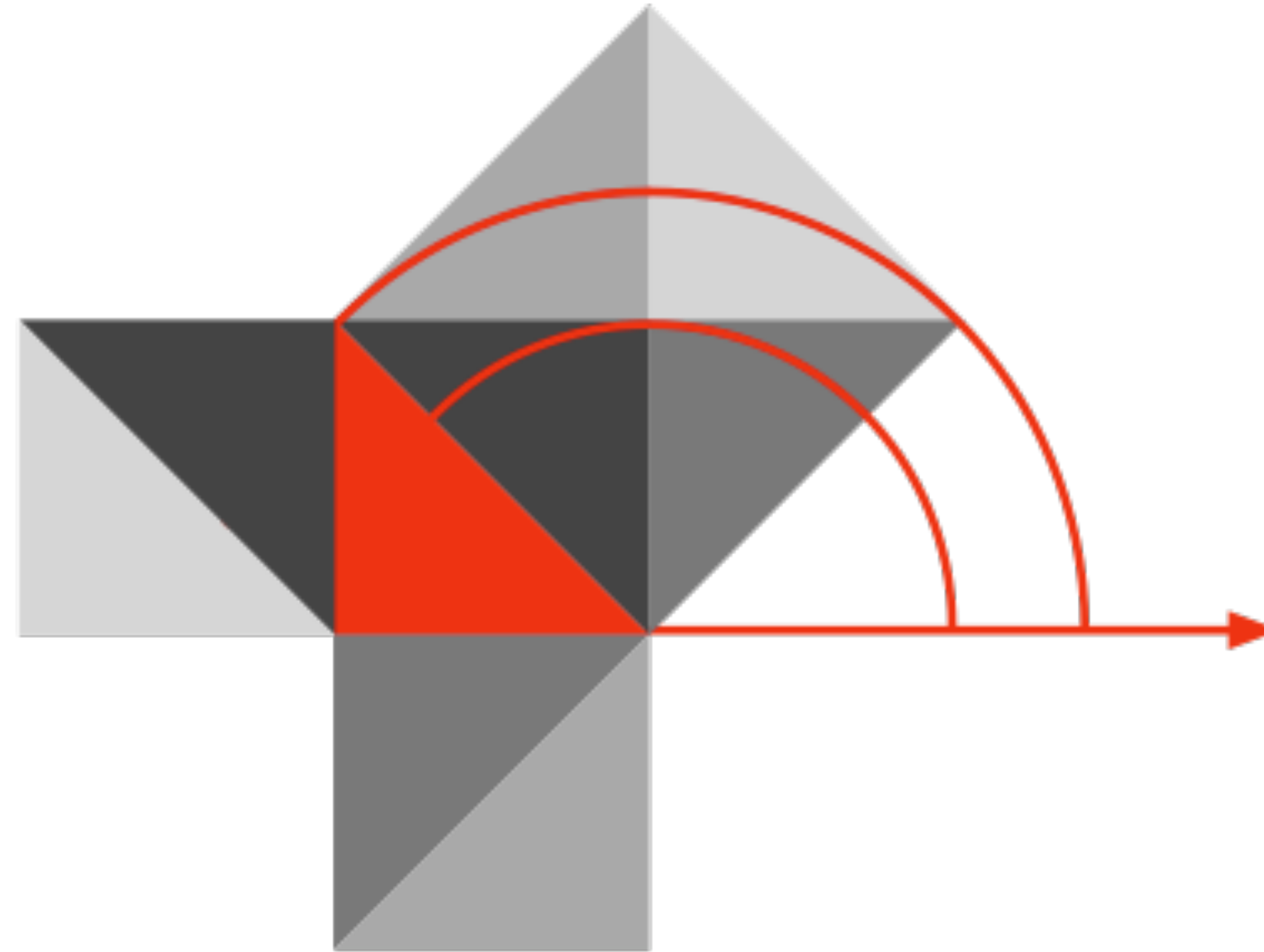
Learning Activities Outside Classroom Walls

Learning that Incorporates Real Life Experiences

Importance of Digital Media Literacy



Hippasus



Blog: <http://hippasus.com/rrpweblog/>

Email: rubenrp@hippasus.com

Twitter: @rubenrp

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