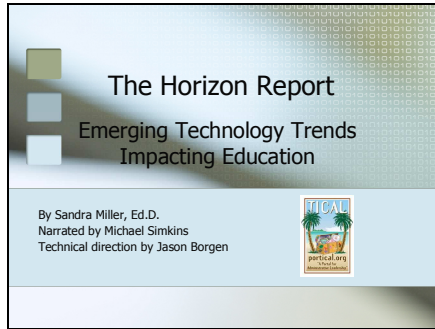
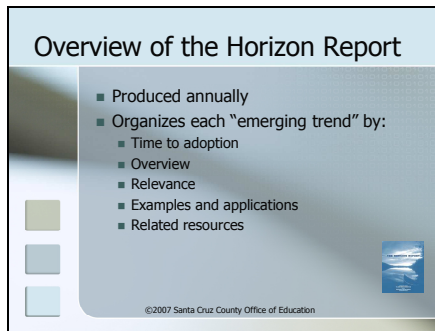


Slide 1



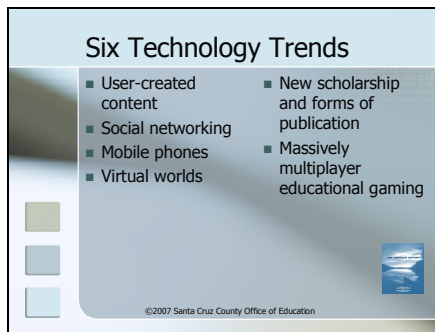
This presentation on The Horizon Report is made possible by TICAL, Technology Information Center for Administrative Leadership. Educators realize that new technologies of all kinds are being used by today's students from pre-school to universities. The Horizon Report, published by The New Media Consortium and EDUCAUSE, is one tool you can use to keep informed about new technologies that are likely to land in your school and classrooms.

Slide 2



The Horizon Report is produced and released on a yearly basis. Each year's report is organized in a very easy to read format. For each new trend mentioned, the report estimates how long it will take until the new technology will be adopted into the school, gives an overview of the trend, explains the relevance for teaching, learning and creative expression, gives examples on how to use the technology in the classroom, and even directs you to other reading sources relating to the technology.

Slide 3



The six trends discussed in the 2007 report are: user-created content, social networking, mobile phones, virtual worlds, new scholarship and forms of publication, and—are you ready?—massively multiplayer educational gaming or MMEG. I know what you are wondering! You want to know specific types of technologies that represent these trends. Here are a few examples.

Slide 4

User-Created Content

- Blogs
- Photostreams
- Wiki books






Students in the [i-teach Wiki Project](#) show there's still a role for face-to-face communication.


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Easy-to-use web tools such as blogs, photostreams, and wiki books have made it possible for anyone to be a publisher and opened the door to a vast amount of new user-created content on the web. Individual creativity can be expressed. Students can share their work in many multi-media formats.

Slide 5

Social Networking

- Facebook 
- YouTube 
- MySpace 
- Campus or school networking sites



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Social Networking includes services such as Facebook, YouTube, and MySpace, but there is more to it as well! Schools and universities have developed campus based social networking sites that are closed and safe. These sites are used so students have the ability to communicate with their peers and superiors even though they are not physically next to each other.

Slide 6

Massively Multiplayer Online Gaming

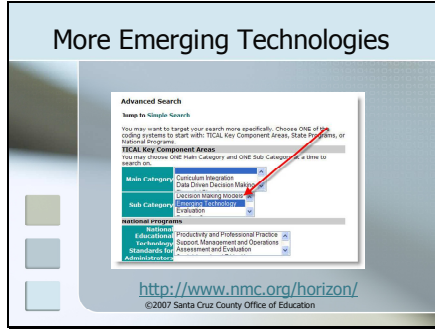


<http://sites.harvard.edu/harp>

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Massively multiplayer online games will be used to assist students' mastery of content. For example, in the HARP project students use handheld computers enabled with Global Positioning System—or GPS—to correlate their own real world location to a virtual location in a game. HARP helps students gain math and science skills. As the students move around a physical location, such as their school playground or sports fields, a map on their handheld computer displays digital objects and people who exist in a virtual world, superimposed on real locations.

Slide 7



HARP is a great example of the new means of information gathering, communication, and expression made possible by emerging interactive media such as Web-enabled, GPS equipped cell phones with text messaging, video, and camera features. The Horizon Report helps us prepare for these new pedagogical tools for 21st century learning. To find more examples, visit the Advanced Search page on the TICAL portal and select Emerging Technologies.