

# Shortlist Tallies

Horizon Report: K12 Edition

## Research Question One: Technologies

Topic	Total	Voters	1 Yr	2-3 Yrs	4-5 Yrs
Mobiles	43	28	14	12	2
Cloud Computing	31	25	14	9	2
Electronic Books	29	19	9	8	2
Personal Learning Environments	24	16	4	7	5
Educational Gaming	23	16	5	9	2
Augmented Reality	20	11	--	2	9
Social Computing	19	15	11	4	--
Social Media	19	14	9	5	--
Open Content	15	11	4	6	1
Social Networking	14	12	7	5	--
Virtual Worlds	14	10	2	7	1
Thin Screens and Flexible Interfaces	14	8	--	1	7
Online Communication	13	9	7	2	--
Hybrid Learning	12	8	6	2	--
Smart Classrooms	10	7	2	2	3
Learning Management Systems	9	7	4	3	--
Gesture-Based Computing	9	7	--	4	3
3D Video	9	5	--	--	5
Collective Intelligence	7	6	1	4	1
Digital Identity	7	6	--	4	2
New Scholarship	7	6	--	4	2
Cellular Networks	7	5	3	2	--
Wireless Power	6	5	1	2	2
Portals	6	4	3	1	--
Open Source	6	4	1	3	--
Web Aggregation Tools	5	5	4	1	--
Learning Objects	5	5	2	3	--
Geolocation	5	5	2	3	--
Semantic Web	5	5	--	3	2
Plagiarism -- and plagiarism detection	5	3	1	2	--
Tagging	4	4	4	--	--
Location-Based Services	4	4	--	3	1
Visual Data Analysis	4	4	--	2	2
3D Printing	4	2	--	--	2
Alternative Licensing	3	3	1	1	1
Context-Awareness	3	2	--	--	2

### Near Horizon

Cloud Computing  
Electronic Books  
Social Computing  
Social Media

### Mid Horizon

Educational Gaming  
Mobiles  
Open Content  
Virtual Worlds

### Far Horizon

3D Video  
Augmented Reality  
Personal Learning Environments  
Thin Screens and Flexible Interfaces

### Research Question Three: Challenges

Topic	Total	Voters
A key challenge is the fundamental structure of the K-12 education establishment.	58	27
Digital media literacy continues its rise in importance as a key skill in every discipline and profession.	48	23
A lot of today's learning is occurring "informally", outside the window of education; the physical structure currently housing "learning" needs attention also.	35	21
Students are different, but educational practice and the material that supports it is changing only slowly.	29	18
It seems that policy makers and educators alike are trying to "reform, change, transition, adapt, etc." education, when the model that is needed does not exist yet.	26	14
Learning that incorporates real life experiences is not occurring enough and is undervalued when it does take place.	25	17
As we have more and more online learners, how do we resolve -- and calibrate our education systems and teaching to respond?	25	16

### Research Question Four: Trends

Topic	Total	Voters
More and more "education" occurs outside of the context of traditional schools.	45	25
Technology continues to profoundly affect the way we work, collaborate, communicate, and succeed.	41	23
The way we think of learning environments is changing.	33	21
The perceived value of innovation and creativity is increasing.	29	21
It becomes more and more evident every year that students are not engaged in learning at school.	29	15
The technologies we use are increasingly cloud-based, and our notions of IT support are decentralized.	28	17
Technology is increasingly a means for empowering students, a method for communication and socializing, and a ubiquitous, transparent part of their lives.	27	17