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ENL 102
Assignment 7b
10/20/12

Emerging Technologies

The NMC Horizon Report: 2012 Higher Education Edition analyses integrate technology and learning. The report mentions how there are six technology key trends penetrating the learning environment. The key trends are:

1. People believe learning should happen whenever and wherever time permits
2. Tech support is difficult to identify because the technologies are merging.
3. Technologies are an instant part of team collaboration in the workplace
4. The accessibility to information provides opportunities to people outside of the tradition university option
5. Education paradigms are adopting technology based learning models to accommodate the technical learning demand.
6. Classroom teaching techniques are ever-changing and currently the trend is to focus on challenge based and active learning techniques.

These key trends influence the delivery methods of education. According to the report, there will be more inclusion of mobile apps, tablet computing, Game-based learning and learning analytics and gesture based delivery equipment.

The report summarizes how technology impacts traditional educational techniques and strategies. As an educator and a learner, I believe the results are accurate and contribute to the education side of all eLearning modalities. About a year ago, I decided to switch from a black berry to an android phone, iPod and Nook tablet to obtain needed information according to my needs and schedule. Personally, I experienced this change to be the best change in my learning experiences. The apps in particular allow me to learn grammar, eLearning trends, and communication hourly or daily.

On an academic level, I have completed two Masters, one in a brick and mortar in 2003 and another one in 2010. The Master's program in 2003 rarely incorporated technology, yet my Master's program in 2010 incorporated a content management system such as blackboard and email. Also, being a participant in this certificate program in 2012 I can see how the content management system has many advanced features and how having a learner's website is highly encouraged. Over an 8 year time span technology is becoming more and more a part of ones learning experiences.

From my professional perspective, I found my training role become more of a technical IT and software designer/developer role. Most of my meetings include working with implementations of new technologies and specific training strategies related to technology. There is a shift in training encouraging instructor led training counts for 20% and virtual learning to be 80%, especially with companies becoming virtual and global and training needs are at a constant for most companies.

In conclusion, I agree the report findings because there is evidence from a society and personal ideologies that incorporate technology and learning is the future.

Evaluate

Informal learning allows a learner to accumulate important information without a traditional academic framework. Informal learning has three major benefits such as 1. Learner selects the learning topic(s), 2. Learner's motivation level is usually high 3. Learner is able to select the method of learning based on their perception. These major benefits influence smaller benefits such as one person is able to learn without a financial consequences, a learner can become a subject matter expert with ease, and learner can learn multiple topics at a time, especially with blogs, Wikipedia, YouTube, and other social and collaborative venues.

The disadvantages to informal learning are 1. It is hard to assess if the learner learn the information properly, 2. Creates informal learning standards therefore learners could be learning how to do something in several different ways, 3. It is hard to provide credit to someone for informal learning. For example, I learned how to do use all Microsoft office application through a LMS, YouTube and Microsoft office direct link; although I am proficient I cannot present myself as a Microsoft Office certified or associate instructor in all applications.

In the future, the eLearning part of the curriculum will integrate informal learning with formal learning resulting in an engaged learner and an effective complete training cycle. This integration will probably have a positive influence on training's return on investment benefits.

Technologies & Media Project

The technologies I research will impact my media project in two major ways. The first impact technology will have on my project is creating a presentation/delivery format. Since there are several technical options I will utilize the best practice options and adjust the content according to the technology format. If one technology option does not work I will use the resources to figure out the best delivery venue.

The second impact is that I am able to turn my project into a structured multi-media presentation. The technologies will be included to create more of an active learning role with the participant of the project. I will use technologies with the best interactive features. Overall, the more I find out about various technologies the more I am able to incorporate various technologies for the project.

My project will include at least three technologies to promote engagement. My possible challenge is able to find the technology that is free and is easy to learn. In order to incorporate various technologies into my project I need to calculate more time to learn the specific to each technology that will be used in the project.