



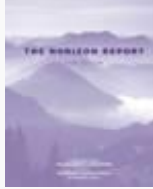








Rétrospective des *Horizon Reports*

	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014
D'ici 1 an											
	Learning Objects	Extendend Learning	Social Computing	User created content	Glassroots Video	Mobiles	Mobile Computing	Mobiles	Mobile Apps	Massively Open Online Courses	Growing Ubiquity of Social Media
2-3 ans	Scalable Vector Graphics (SVG)	Ubiquitous Wireless	Personal Broadcasting	Social networking	Collaboration Web	Cloud Computing	Open Content	Electronic Books	Tablet Computing	Tablet Computing	Integration of Online, Hybrid, and Collaborative Learning
	Rapid Prototyping	Intelligent Searching	Phones in their pockets	Mobile Phones	Mobile Broadband	Geo-everything	Electronic Books	Augmented Reality	Game-based Learning	Games and Gamification	Rise of Data-Driven Learning and Assessment
4-5 ans	Multimodal Interfaces	Educational Gaming	Educational Gaming	Virtual Worlds	Data Mashups	The Personal Web	Simple Augmented Reality		Learning Analytics	Learning Analytics	Shift from Students as Consumers to Students as Creators
	Context Aware Computing	Social Networks & Knowledge Webs	Augmented Reality	New Scholarship	Collective Intelligence	Semantic-Aware	Gesture-Based Computing	Game-Based Learning	Gesture-based Computing	3D Printing	Agile Approaches to Change
	Knowledge Webs	Context-Aware Computing / Augmented Reality	Context Aware Environments and Devices	Massively Multiplayer Educational Gaming	Social Operating Systems	Smart Objects	Visual Data Analysis	Gesture-Based Computing	Internet of Things	Wearable Technology	Evolution of Online Learning