



Media Enhanced Learning

PIDP 3240- Technology and Trends in Education

Section –C: The Digital Media

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We all know the key to evolution is “variation” that brings genetic changes. For any species to evolve it has to adapt, for adaptation changes are must. Thereby, it strongly suggests- variations are must. Perhaps globally that is also applicable to fast changing trends in our education system. Old style education focuses on memory and knowledge. New style education needs to focus on how to find immediate answers to complex problems from a starting point of ignorance, using new technology. As corporate involvement has occurred in education, it has led to immense competition in all the developing (rich in man power) and developed (rich in resources) countries. With so fast changing technology I sometimes feel I am caught within the vortex of new, exciting, and in many cases, panorama of approaches to learning. Indeed, I’m bewildered at the number of very bright people who have brilliant ideas and the tools and approaches they adopt. Hodges (2011) supports the idea that the use of the instructional technologies should be evaluated against a backdrop of pedagogical objectives, whether it is a learning management system (LMS) or a Web 2.0 tool.

In his 2009 update of Bloom’s taxonomy for learning in the digital age, *Bloom’s Digital Taxonomy*, Churches suggests that utilization of new technology tools goes beyond the cognitive domain focus of the original taxonomy, emphasizing the synergy between cognition and technology tools. No doubt, I have been using the LMS portal www.wiziq.com for last couple of years, but with the fast changing trends I understand my learner’s need of some extra Web 2.0 tools additionally. The tools which can be freely available on the Web so that my students (of pre-medicine/researchers, who learn AP Biology, MCAT, PMT UGC/CSIR) with a constructive approach can get opportunity to make their projects and share their experiences and ideas using the tools themselves. As mentioned by Dede (2008) that students contribute a lot to our

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knowledge regarding, 21st-century technologies which can transform teaching and learning. Looking through their projects and work I myself realize how their work demonstrates their efficiencies in the way they are using second generation Web (2.0 tools)!

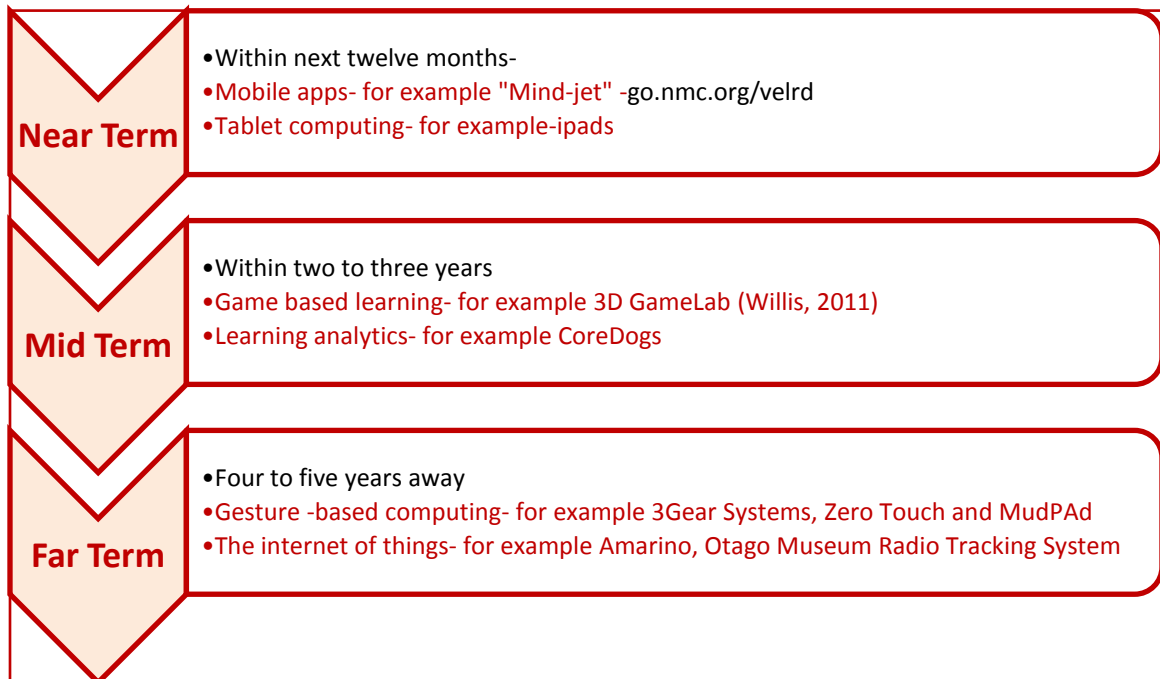
The technologies featured in NMC Horizon Report (2012), explains key drivers of future adopted education technology for the period 2012 to 2017. They have sequestered them in six groups and have been ranked as under:

- People expect to be able to work, learn and study whenever and wherever they want to.
- The technologies we use are increasingly cloud based and the notions of IT support are decentralized.
- The world of work is increasingly collaborative, driving changes in the way student projects are structured
- The abundance of resources and relationships made easily accessible via internet is increasingly challenging us to revisit our roles as educators
- Education paradigms are shifting to include online learning, hybrid learning and collaborative models.
- There is a new emphasis in the classroom on more challenge-based and active learning.

The six technologies have been highlighted in NMC Horizon Report (2012) placed along three adoption horizons that indicate the time period for their entrance into

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main stream for use of teaching, learning and creative inquiry.



I am already part of the 'near term' where I got an opportunity to participate in creation of m-learning project for the company, iprofindia. com (<http://www.iprofindia.com/courses.html>).



As I mentioned in one of my articles earlier on PIDP 3240 Blog that technologies are advancing as fast as click of mouse and it depends upon us how far and how fast we can run to catch the pace!

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Looking beyond

To understand the trend beyond the present year, some of Gartner's , the world's leading information technology research and advisory company (<http://www.gartner.com/technology/home.jsp>) predictions might come handy in the next couple of years. By 2016, at least 50 per cent of enterprise email users will rely primarily on a browser, tablet or mobile client instead of a desktop client. By 2015, mobile application development projects targeting smartphones and tablets will outnumber personal computers by a ratio of 4-to-1. By 2016, 40 per cent of enterprises will make proof of independent security testing a precondition for using any type of cloud service.

References

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