

Emerging Technology in Education

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Web/Education 3.0

1.0

- Sage on Stage
- One-way information transfer

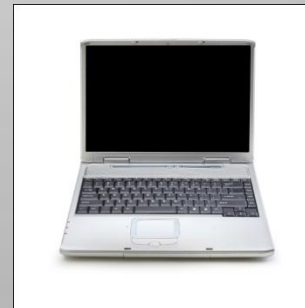
2.0

- Dialogue
- Two way information transfer

3.0

- User/Student Centered
- Collaborative
- Critical Thinking
- Problem Solving

Mobile Technology



Digital Content

[Digital Textbooks](#)

[Open Courseware Consortium](#)

[Virtual Fieldtrips](#)

[Archives](#)

Social Media

[Edmodo](#)

[Facebook](#)

[VoiceThread](#)

[DimDim](#)

Cloud Computing

- Learning Management Systems
[Brebeuf's Edline Homepage](#)
- Microsoft [Live@edu](#)
- Google Docs

Multiple Realities

Gaming

[Redistricting Game](#) – Annenberg Center

[Augmented Reality](#)

Real-time, interactive, informative... augments the real world experience

[Virtual Reality](#)

Simulation of the real world or an imaginary world.

Resources

- Streaming Video from Edutopia.

<http://www.edutopia.org/>

- Trends

<http://www.eschoolnews.com/2010/01/05/five-ed-tech-stories-to-watch-for-2010/>

- Education 3.0

<http://www.eschoolnews.com/2009/09/04/four-key-components-of-education-3-0/>

<http://www.edutopia.org/digital-generation>

- Digital Content

IDOE Frequently Asked Questions Regarding Textbook Adoptions and the Textbook Waiver

<http://www.doe.in.gov/olt/docs/TextbookFAQsFinal090309.pdf>

Moodle

<http://moodle.org/>

MIT Open Courseware

<http://ocw.mit.edu/OcwWeb/web/home/home/index.htm>

Open Courseware Consortium

<http://www.ocwconsortium.org/>

Ball State's Electronic Field Trips

<http://www.bsu.edu/eft/home2/oofront.htm>

US National Archives

<http://www.archives.gov/>

- Social Media

Mashable

<http://mashable.com/>

Social Media Seminar (AAACE Connect)

<http://www.aaceconnect.org/group/socialmedia>

Faculty Ethics on Facebook (Facebook)

<http://www.facebook.com/group.php?gid=2229343363>

Ning

<http://www.ning.com/>

Facebook

<http://www.facebook.com/>

Twitter

<http://twitter.com/>

Blogspot

<http://www.blogger.com/home>

Library Thing

<http://www.librarything.com/>

- Cloud Computing

Microsoft Office 2010 Web Apps

<http://www.microsoft.com/office/2010/en/office-web-apps/overview.aspx>

Adobe ConnectNow

<http://www.adobe.com/acom/connectnow/>

- Multiple Realities

Second Life

<http://secondlife.com/?v=1.1>

iPhone Apps for the Great Outdoors

<http://www.apple.com/iphone/apps-for-everything/greatoutdoors.html>

- National Educational Technology Plan

In progress... <https://edtechfuture.org/>

- Poll Everywhere

<http://www.polleverywhere.com>