ECAR HORIZON REPORT

How do we stack up?
ECAR HORIZON REPORT

- Produced annually by:
  - New Media Consortium (NMC)
  - EDUCAUSE Learning Initiative (ELI)

- Highlights 6 emerging technologies
  - Implementation in 5 years
MOBILE COMPUTING

Time-to-Adoption Horizon: One Year or Less
- Initial design stage of mobile interface for Purlieu system
- Soon to launch mobile data collection iPhone app
- Beginning to replace large consoles in production process
- Designers use smartphones to adjust lighting on the fly
- iPhone color app used in design course
FOREST RESOURCES & CONSERVATION

- Implemented video podcast tutorials
  - Used in 3 courses
  - Can be downloaded from UF iTunesU
- More tutorials proposed
- Dr. Sumi Helal world leader in mobile computing
  - General Chair ACM conference on ubiquitous computing
  - Teaches Mobile Computing course
- Has used iPod video lectures for years
- Spring 2011 IMBA students will receive iPads
  - Investigating iPad participation in course activities
OPEN CONTENT

Time-to-Adoption Horizon: One Year or Less
- Developed Purlieu, an open source social learning system
  - Allows learners to access publicly accessible content
  - Research collaboration
  - Marketing potential
  - Continuing Education
- Pending funding, proposed developing open source text book
  - Peer-reviewed
  - Licensed under Creative Commons
  - Easily editable
FOREST RESOURCES & CONSERVATION

- Developed RLO for longleaf pine identification
  - Peer-reviewed on UF EcoLearnIt Repository
  - Submitted proposals seeking funding for new RLOs on soil carbon sequestration
ELECTRONIC BOOKS
Time-to-Adoption Horizon: Two to Three Years
- Online courses use very few paper texts
  - Most use digital content through UF Libraries
  - Some use open source texts
- IMBA investigating use of e-Books
- Exploring use of iPads as e-readers
SIMPLE AUGMENTED REALITY

Time-to-Adoption Horizon: Two to Three Years
Virtual Environments course

- Taught by Dr. Lok
- Introduces theories and technologies of AR
- Students implement AR apps using webcams and laptops
GESTURE-BASED COMPUTING

Time-to-Adoption Horizon: Four to Five Years
- Virtual Environments course
  - Introduces theories and technologies, like Wii and Kinect
  - Some students use Wii to create virtual environments and interfaces
VISUAL DATA ANALYSIS

Time-to-Adoption Horizon: Four to Five Years
QUESTIONS?