Transforming Education

Emerging Technologies

Doing Better Things rather than Conventional Things Better

Four Lenses based on HPL

Immersive Environments: VR, MUVE, AR

Tools for Designing and Making

Massive Connectionist Learning: Social Media

Games and Simulations

Ubiquitous Computing

Life-wide Learning via Mobile Devices

Digital Teaching Platforms

Cognitive, Intrapersonal, Interpersonal

Four Lenses based on HPL

Massive Connectionist Learning: Social Media

Games and Simulations

Ubiquitous Computing

Learning Communities Professional Development

Diagnostic, Formative Assessment

Big Data

Competency-based Outcomes

Multi-dimensional Implementation

Cognitive, Intrapersonal, Interpersonal

Ubiquitous Computing

Learning Communities Professional Development

Diagnostic, Formative Assessment

Big Data

Competency-based Outcomes

Scaling Up

Disruption

Social Justice