Envisioning the future of education technology

Education lies at a peculiar crossroad in society. On one hand it has the responsibility of anticipating real-life skills by preparing us for an increasingly complex world - but education methodologies can only be formalized after practices have been defined. This dichotomy is particularly aggravated when it comes to technology, where fast-paced innovation and perpetual change is the only constant.

This visualization attempts to organize a series of emerging technologies that are likely to influence education in the upcoming decades. Despite its inherently speculative nature, the driving trends behind the technologies can already be observed, meaning it's a matter of time before these scenarios start panning out in learning environments around the world.

**Classroom**
- The prevailing paradigm of a single teacher addressing dozens of students unidirectionally in a physical setting.
- Rather than considering IT a standalone tool or skill, digitization tends to disperse throughout every facet of the classroom.
- Billed as an evolution in grading mechanisms, gamification brings instant feedback to acquired knowledge through achievements and points systems.
- Embedding computation to the physical via intelligent objects, the internet of things, and connectivity with a profound impact on learning mechanisms.
- Over time, education becomes a continuous, interconnected effort, enabling students to cope with a perpetually changing world.

**Studio**
- Pair to Peer learning environments where groups continue to discuss, learn and solve problems with each other and the teacher serves as a facilitator.
- Peer to Peer learning environments where groups coalesce to discuss, learn and solve problems with each other and the teacher serves as a facilitator.
- Disembodied environments, where learning, discussion and assessment happen regardless of physicality or geography.
- Disintermediation of information outside the physical silos of schools and classrooms, offering feedback and assessment to students anywhere.

**Virtual**
- Disintermediation of information outside the physical silos of schools and classrooms, offering feedback and assessment to students anywhere.
- Taking the traditional teacher-student model, these technologies offer a scenario where AI handles personalization while teachers focus on teaching.
- Instruction becomes project-performance- and portfolio-based instead of traditional assessments.

**In closing**
- 65% of today's grade school kids will end up at jobs that haven’t been invented yet.

---

United States Department of Labor: Futurework - Trends and Challenges for Work in the 21st Century