Trends in Learning Technologies
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Abstract

This paper is about the learning technologies trends that have impact in the way we learn and have changed or changing the IDT field. The coming of new technologies such as mobile technology, social media and others, have become instruments for learning. With these technologies it has become easy to instantly share knowledge and skills with anyone around the world and also get the right information from the right at anytime and anywhere.

Introduction

Technology is ever changing and developing, looking in the Instructional design and Technology field. It has changed over the year with the new technologies emerging, now for you to learn you are not only confined to only print documents, the multimedia has become part of the ways we can use to learn. Klett, Nakabayashi and Yang (2009) in there Journal states "Advanced learning technologies reflect the composition of these new trends in addition to the traditional research areas including but not limited to learner adaptive systems, content design, testing theory, instructional design, learning theory, knowledge management, and so on".

Trends changes at a faster pace, more especially in the 21st century, with communication technology advancing everyday the world is getting smaller. This day people from different parts of the world can collaborate in their works. Thanks to the following technologies, such as the use of video, synchronous communication, also the use of collaborative technologies, which allow people to share work very easily, and with the booming of social media it has become easy to communicate.

Trends

Trends to my understanding are changes that happen over time as new things come up and new developments happen there will be a change in how this were done or how thing were. For example new technologies are developing everyday, how we use them it's going to be different from when that technology was not there.

Trends can also be defined as a general direction in which something is developing or changing, this changes can be changes in how thing are done. For this paper the trends that will be discussed are technology based, in a learning environment.

New concepts of social learning are being formed as new trends in distance education programs emerge. The rise in popularity of these programs increases the physical distance between educators and students. With this in mind, relying on in-person classroom and face-to-face interactions to provide all of social learning needs is a thing of the past, says Smith and Berge (2009).

As a student learning using the online or e-learning method, I have exposed to the use of some other trends that will be mentioned in these paper. I think this trends in technology are very essential in the e-learning because they will improve communication and even collaboration during the study. Some of this trends have been there for in the years ago but with technology improve they have become major elements in the learning field more especially in e-learning.

For this paper I will start try to find out the technologies which are out there, and this technologies have to be used in the learning field. I will briefly describe the and how are they used. How they have changed the learning sphere as trends.

For my Data collection I will Design a Questionnaires that will give me a better understanding. Sampling method will also be used when selecting the learners that are going to take part in the research. This data will be collected mostly on the learner who have studied through Distance mode of learning verses the Traditional methods. On the Questionnaire I will want to find out which learning technology trends from the two groups mentioned that they know? If they have used them? If they are useful? if they have done collaborative work with any technology, etc.

In the following section some of technologies that are there and make learning more flexible are being described. The purpose of these descriptions is to provide a basic understanding of each technology trend available. This can be later made in my major research.

Video Technologies

Video technologies have been there for a long time, but now it is used as part of the materials that are there to assist in teaching and learning. It can be used a way of supplement to the content that is being taught or on it on as a teaching material. With new video technologies such as YouTube is possible to find materials relevant to any field of study. According to Connie Malamed from theelearningcoach.com

"The ubiquitous presence of video in our connected lives got a serious boost from super-portable pocket video technology this year. Started by the Flip and now with many impressive competitors, these small, convenient recorders produce HD video, enable easy uploading to YouTube and other sharing sites, and run for under $200 US.

More than ever before, amateur videographers are teaching, demonstrating and sharing their knowledge and expertise. With 2 billion videos viewed daily on YouTube, this service has become the second largest search engine in the world.

The demand for video is sure to bring about new online services that enhance how videos are integrated into our world for just-in-time, informal learning.

According to Ravit Lichtenberg from Ustrategy.com, "In the coming year, gaps in our video experience will be filled with the integration of filtering, tagging, editing and locating tools into each and every video feed."
http://theelearningcoach.com/elearning2-0/2011-learning-technology-trends/

Synchronous Communication

Synchronous Communication can enable real-time communication and collaboration this can be in a same time-different place mode. There are tools that can allow people to connect at a single point in time, at the same time. Synchronous tools possess the advantage of being able to engage people instantly and at the same point in time. The primary drawback of synchronous tools is that, by definition, they require same-time participation -different time zones and conflicting schedules can create communication challenges. In addition, they tend to be costly and may require significant bandwidth to be efficient. Some few examples are as follows; Audio, Video, Web conferencing, Chat, Instant messaging and other.

Asynchronous Communication

Asynchronous Communication which is the opposite of synchronous Communication, these enable communication and collaboration over a period of time through a different time-different place mode. Asynchronous Communication allows people to connect together at each person's own convenience and own schedule. There are tools which are useful for sustaining dialogue and collaboration over a period of time and providing people with resources and information that are instantly accessible, day or night. These tools have advantage of being able to involve people from multiple time zones. In addition, and they are very useful on capturing the history of the interactions, also allowing for collective knowledge to be more easily shared and distributed. They are a few Asynchronous Communication tools that can be used for example Blogs, emails, video, audio streaming, website links and others

Social Media Technologies

On theelearningcoach.com, Connie Malamed mentioned that;
"Opportunities for learning through social media technologies abound and should grow ever stronger in the coming years. As a growing number of people look outside their training departments to meet their professional learning needs via social media, new services will most likely emerge to meet the greater demand.

For example, learning professionals currently use Twitter, LinkedIn, Facebook and other services to share links and posts throughout the day and night. Online learning-related chats and discussions engage people from around the world, shrinking the geographical and cultural distances between us.

We're bound to see new services that integrate across all of our devices to improve online collaboration, sharing and discussion, and ones that help people form smaller, more intimate digital and location-based communities".
http://theelearningcoach.com/elearning2-0/2011-learning-technology-trends/

More social media technologies are still emerging and coming up with more features, Google Plus which is the more recent one, it has feature which is called Google docs, this feature people can collaborate in their works.

Collaborative Technologies

Many collaborative software tools are initially developed for other markets: e.g., the lucrative corporate training industry and for campus-based uses. Criteria for software selection in these contexts, however, and those of DE usage, are different, stated by Baggaley, Depow, Klaas and Wark (2003). Collaborative Technologies are a way of combining efforts and working jointly to produce or create something. They are different tools that can be used when learning such as Text-conferencing, Audio-conferencing, Video-conferencing, Whiteboards and others. There are many collaborative technologies designed to help groups work with computer-based information

in the classroom and meeting rooms. By using collaborative technologies mentioned above, individuals can work in teams and easily share information, even if they're located across the country or around the world. As a focus in many institutions, teamwork is very essential and with this kind of technologies, there is easy access to vital information.

Such technologies are also there in learning, looking at e-Learning, for learners to be able to collaborate in their work, application for desktop like Skype have the capabilities for video, audio conferencing, screens can be shared for two or more people to see what the other is doing on their computers.

Conclusions

In this paper I have tried to come up with a way that will help to do an extension of research in the trends that are there in technologies in learning and also methods and how I am going to collect and analyse the data that I will collect. The other aim of this paper was to provide a bit of summary in the trends that are developing in the learning technology. The focus was to share how this trends can help improve the learning more especially when people are all over the world and they want to have a common study or collaborate in projects. Most of the technologies that have been mention have the capabilities for people to work together in different parts of the world. With the trends ever developing, in 10years to come there will be new and improved technologies for learning to take place. Print will be the thing of the past only a paperless environment, all we have to do is embrace these trends.

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