



In the next decade, what research areas will have the greatest impact on ed tech products and their use in the classroom?



What do you see as big ideas that should guide the research agenda and application of findings to the development and implementation of new products?



What do schools say they want in the way of new products, and what do that actually purchase?



How have the roles of learners, teachers, administrators, and parents changed vis a vis innovation in the schools?



What classroom and market realities must be considered in transitioning from a working prototype to a broad product rollout?



What trade-offs need to be accommodated by the research community in order to see broad adoption of innovative products?



What are some examples of existing or in-development products that leverage cyberlearning research results? (If these have not already come up in the discussion)



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