60 years of educational technology

Here's a quick look back over the past 60 years of educational technology and how far we've come in such a relatively short period of time.

The speed of innovation over the last two decades has been phenominal and it's predicted that this will evolve even faster in the future.

## 1960 — 1964

### **Whiteboards replace blackboards**

Whiteboards introduced in the early 1960s, but weren't widely used until 30 years later. Early whiteboards needed to be wiped with a damp cloth, which wasn't very effective, leaving marks on boards. Dry-erase markers for whiteboards were invented in 1975.

http://schoolfirst.com.pk/wp-content/uploads/2019/05/Magnetic-Whiteboard-1000x600.jpg

## 1965 — 1969

### **First classroom computers**

IBM's 360 computers were developed, with most computers using punched cards as the primary input device and line printers the primary output device.

http://i.imgur.com/BWn0Y.jpg

## 1970 — 1974

### **Handheld calculators**

The first pocket calculators with an LCD output were produced in the early 1970s. They were originally powered by batteries, then solar powered calculators were also introduced.

http://www.vintagecalculators.com/assets/images/TI25001\_1.JPG

## 1975 — 1979

### **Cassette tapes**

The cassette tape transformed the way people recorded and listened to music and other audio. It was developed by Philips in Hasselt, Belgium, and introduced in September 1963 but only became popular and more commonly used in the mid to late seventies.

https://resources.stuff.co.nz/content/dam/images/1/l/i/e/w/4/image.related.StuffLandscapeSixteenByNine.710x400.1lietm.png/1505682594152.jpg

## 1980 — 1985

### **Apple MacIntosh computers**

The Macintosh was the family of personal computers designed and manufactured by Apple since. They were rebranded in 1994 and since referred to as Mac, with PowerBooks and iBooks becoming available in 1999.

https://media.wired.com/photos/5ab98ebfb5244c0b42a50c9b/master/pass/appleiie.jpg

## 1986 — 1989

### **Mavis Beacon Typing Tutor**

The typing program was initially released in late 1987, designed to help users increase their typing speed and accuracy. The program included speed tests, tracking the user's words-per-minute typing speed. It now also includes a number of typing games which have been added over the years since the first release.

https://h5p.org/sites/default/files/h5p/content/587824/images/thumbnail-5d6cb37f6b0ae.jpg

## 1990 — 1995

### **Laptops and CD Roms**

There were a number of what were marketed as laptop computers throughout the 70s and 80s, although much larger and heavier than the laptops that were produced in the 90s. The definition of laptop computer is a computer that is portable and suitable for use while travelling, which the original laptops certainly weren't.

https://h5p.org/sites/default/files/h5p/content/587824/images/thumbnail-5d6cb345ddb63.png

## 1995 — 1999

### **Smartboards**

The introduction of SMART Boards were hailed as one of the greatest innovations in education, with schools snapping up the interactive, touch-sensitive whiteboards. They are classed as both input and output devices, with input through touch or light pen and  output projected onto the SMART board from a short throw projector.

https://h5p.org/sites/default/files/h5p/content/587824/images/thumbnail-5d6cb30c4ac3e.jpeg

## 2000 — 2009

### **Internet access in majority of schools**

Internet access in schools had a huge impact on the use of technology for learning. As internet access and the www have developed over the years, we have seen BYOD and mobile technology use increase dramatically.

https://i.ytimg.com/vi/F6IHggtjxho/hqdefault.jpg

## 2010 — 2014

### **iPads in majority of schools**

Many schools invested in class sets of iPads or tablets. Often the class sets were part of a buy out scheme by parents, with students owning the iPad or tablet at the end of the contract or academic year.

https://mdstores.com.cy/images/stories/virtuemart/product/710502-023.jpg

## 2015 — 2016

### **Mobile technology**

Mobile technology resulted in the huge change in the way we communicate via smart phone and other mobile devices. The pace of development of smart phones has provided the majority of people with extremely powerful pocket computers.

https://boostonemobile.com/wp-content/uploads/2014/08/mobile-technology.jpg

## 2020 — 2029

### **The next decade!**

We are already using AR, VR and gamification and it's predicted that we will see further massive growth in these areas in the next decade.

We'll also see further major shifts from classroom based learning to online learning.

https://cdn.pixabay.com/photo/2014/09/25/19/36/question-mark-460864\_1280.png