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|------------------------------|-------------------------|--------------------------|----------------------------------|-----------------------------------|
| Twitter                      | 3D Printing             | Enterprise Software      | Open Educational Resources (OER) | Massive Open Online Course (MOOC) |
| Big Data                     | Tablet or iPad          | NISOD                    | Asynchronous Learning            | Student Engagement                |
| Virtual Learning Environment | At-Risk Student         | Instructional Technology | Learning Management Systems      | Social Media (Networking)         |
| Lifelong Learning            | Non-Traditional Student | Entrepreneurial Learner  | Mobile App                       | Augmented Reality                 |
| Smart Phone                  | Cloud Technologies      | Wearable Technology      | College Completion               | Informal Learning                 |

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| Big Data                     | Enterprise Software       | NISOD                    | Mobile App                        | Twitter                          |
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| Smart Phone                  | Wearable Technology       | Informal Learning        | 3D Printing                       | Learning Management Systems      |

|                                    |                              |                                           |                                |                                            |
|------------------------------------|------------------------------|-------------------------------------------|--------------------------------|--------------------------------------------|
| Social Media<br>(Networking)       | <b>Mobile<br/>App</b>        | Cloud<br>Technologies                     | College<br>Completion          | Entrepreneurial<br>Learner                 |
| Augmented<br>Reality               | <b>Informal<br/>Learning</b> | <b>Big Data</b>                           | Instructional<br>Technology    | <b>Twitter</b>                             |
| <b>Lifelong<br/>Learning</b>       | <b>Smart<br/>Phone</b>       | <b>NISOD</b>                              | <b>At-Risk<br/>Student</b>     | <b>Tablet or<br/>iPad</b>                  |
| Virtual<br>Learning<br>Environment | Non-Traditional<br>Student   | <b>Wearable<br/>Technology</b>            | Asynchronous<br>Learning       | <b>3D<br/>Printing</b>                     |
| Learning<br>Management<br>Systems  | Student<br>Engagement        | Open<br>Educational<br>Resources<br>(OER) | <b>Enterprise<br/>Software</b> | Massive<br>Open Online<br>Course<br>(MOOC) |