Educational technology remains in a state of rapid innovation, with new products appearing weekly and new startup companies appearing almost as rapidly. Nevertheless, product categories are beginning to stabilize. We believe that the market will soon become aware of the inevitable interoperability issues as institutions try to build multi-vendor solutions for corporate training, higher education, and compulsory education.

Meanwhile the Learning Technology SC supports several active working groups and study groups that anticipate the market's requirements:

RAMLET WG - Resource Aggregation Models for Learning, Education and Training. We are completing a multi-year effort to explore the use of ontology technology to allow semantic interoperability across content packaging frameworks. The last PAR in the series, 1484.13.4, has been balloted.

ARLEM WG - Augmented Reality Learning Experience Model, P1589. The ARLEM project will create a standard model for describing "learning environments" in an augmented reality training system, so that devices and systems from different vendors can, to the extent possible, work off of one database. Without this level of interoperability, the costs of implementing AR solutions and the risks of getting locked into the wrong vendor will cripple industry growth.

TMPL WG (almost) - Task Model for Project-based Learning Opportunities (PAR submitted for approval). In several fields of study, on-the-job experience is becoming an important component of the student's education. After working for a year as an LTSC study group, the TMPL group submitted a PAR to develop a standard way of describing these projects for student interns and externs. The effort anticipates a new product category: online aggregators and registries that will match students with appropriate real-world projects.

ADB Book SG (Industry Connections) - The LTSC is sponsoring the Industry Connections Actionable Data Book project. This exploratory project is looking at how the use of mobile tablets for delivering instruction will change educational publishing. Future learning materials will use the computing power and sensors of tablet computers to interface with other systems, with cloud-based data, and with local devices (IoT) to produce more personalized and contextual instruction and practice. Several small prototypes have been built, and we are cooperating with the US DoD's Advanced Distributed Learning Initiative to produce a more complete, integrated prototype this year. We expect that several component standards will be required and that PARs will emerge later in 2016.