Technologies that should be considered for future education:

* Gesture Recognition Technologies:
	+ **Gesture recognition** is a topic in [computer science](http://en.wikipedia.org/wiki/Computer_science) and [language technology](http://en.wikipedia.org/wiki/Language_technology) with the goal of interpreting human [gestures](http://en.wikipedia.org/wiki/Gesture) via mathematical [algorithms](http://en.wikipedia.org/wiki/Algorithms). Gestures can originate from any bodily motion or state but commonly originate from the [face](http://en.wikipedia.org/wiki/Face) or [hand](http://en.wikipedia.org/wiki/Hand). Current focuses in the field include emotion recognition from the face and hand gesture recognition. Many approaches have been made using cameras and [computer vision](http://en.wikipedia.org/wiki/Computer_vision) algorithms to interpret [sign language](http://en.wikipedia.org/wiki/Sign_language). However, the identification and recognition of posture, gait, [proxemics](http://en.wikipedia.org/wiki/Proxemics), and human behaviors is also the subject of gesture recognition techniques.[[1]](http://en.wikipedia.org/wiki/Gesture_recognition#cite_note-0)
	+ Gesture recognition can be seen as a way for computers to begin to understand human [body language](http://en.wikipedia.org/wiki/Body_language), thus building a richer bridge between machines and humans than primitive [text user interfaces](http://en.wikipedia.org/wiki/Text_user_interface) or even [GUIs](http://en.wikipedia.org/wiki/GUI) (graphical user interfaces), which still limit the majority of input to keyboard and mouse.
	+ Gesture recognition enables humans to interface with the machine ([HMI](http://en.wikipedia.org/wiki/User_interface)) and interact naturally without any mechanical devices. Using the concept of gesture recognition, it is possible to point a finger at the [computer screen](http://en.wikipedia.org/wiki/Computer_screen) so that the [cursor](http://en.wikipedia.org/wiki/Cursor_%28computers%29) will move accordingly. This could potentially make conventional [input devices](http://en.wikipedia.org/wiki/Input_devices) such as [mouse](http://en.wikipedia.org/wiki/Mouse_%28computing%29), [keyboards](http://en.wikipedia.org/wiki/Computer_keyboard) and even [touch-screens](http://en.wikipedia.org/wiki/Touch_screen) redundant.
	(<http://en.wikipedia.org/wiki/Gesture_recognition>, April 10, 2011)

	Watch Video (http://www.eyesight-tech.com/technology/)
	Note to self: made a page with video called gesturerecognition.fla but didn’t get it to play. Need to redo using flash software to create the page.
* Telepresence
	+ **Telepresence** refers to a set of [technologies](http://en.wikipedia.org/wiki/Technologies) which allow a person to feel as if they were present, to give the appearance that they were present, or to have an effect, via [telerobotics](http://en.wikipedia.org/wiki/Telerobotics), at a place other than their true location.
	+ Telepresence requires that the users' senses be provided with such [stimuli](http://en.wikipedia.org/wiki/Stimulus_%28physiology%29) as to give the feeling of being in that other location. Additionally, users may be given the ability to affect the remote location. In this case, the user's position, movements, actions, voice, etc. may be sensed, [transmitted](http://en.wikipedia.org/wiki/Data_transmission) and duplicated in the remote location to bring about this effect. Therefore [information](http://en.wikipedia.org/wiki/Information) may be traveling in both directions between the user and the remote location.
	+ A popular application is found in [telepresence videoconferencing](http://en.wikipedia.org/wiki/Videotelephony), a higher level of videotelephony which deploys greater technical sophistication and improved fidelity of both [video](http://en.wikipedia.org/wiki/Video) and [audio](http://en.wikipedia.org/wiki/Sound_recording_and_reproduction) than in [traditional videoconferencing](http://en.wikipedia.org/wiki/Videoconferencing).
	+ The term *telepresence* was coined in a 1980 article by [Marvin Minsky](http://en.wikipedia.org/wiki/Marvin_Minsky), who outlined his vision for an adapted version of the older concept of [teleoperation](http://en.wikipedia.org/wiki/Telerobotics) that focused on giving the remote participation a feeling of actually being present.[[1]](http://en.wikipedia.org/wiki/Telepresence#cite_note-0)
	+ The first commercially successful telepresence company, *Teleport* (which was later renamed *TeleSuite*), was founded in 1993 by David Allen and Harold Williams.[[2]](http://en.wikipedia.org/wiki/Telepresence#cite_note-1) Before TeleSuite, they ran a resort business from which the original concept emerged, because they often found businesspeople would have to cut their stays short to participate in important meetings. Their idea was to develop a technology that would allow businesspeople to attend their meetings without leaving the resorts so that they could lengthen their hotel stays.
	(<http://en.wikipedia.org/wiki/Telepresence>, April 10, 2011)