

ACADEMICS	OVERALL	AUSTRALASIA	CHINA AND EAST ASIA	INDIA	LATIN AMERICA	MIDDLE EAST AND AFRICA	EUROPE	NORTH AMERICA
Personalisation	43%	40%	45%	57%	51%	47%	41%	35%
Mobile learning	38%	34%	45%	45%	41%	54%	28%	31%
Collaborative learning	52%	52%	57%	63%	53%	57%	49%	41%
Real world	64%	60%	64%	64%	71%	69%	60%	65%
Flipped classroom	38%	25%	40%	58%	47%	44%	36%	29%
Out of date technology	17%	15%	19%	24%	17%	29%	11%	10%
Personal learning environment	46%	43%	52%	68%	49%	57%	38%	34%
Game based learning	22%	11%	24%	35%	20%	32%	18%	14%
Project based learning	63%	66%	67%	82%	53%	70%	59%	57%
Social media	27%	11%	39%	37%	31%	41%	20%	15%
Lecturers' role	62%	60%	66%	72%	47%	71%	63%	49%
Visualisation	51%	49%	56%	62%	53%	69%	44%	40%