

Surfaquarium Digital Technologies



Consider this summary of examples of digital technologies by intelligence. While many choices are listed, it is not exhaustive. Most importantly, it's the method in which technologies are selected to match learning objectives and intelligences that determines their instructional effectiveness:

Intelligence	Technologies
Verbal	Word processing, desk top publishing, electronic mail, web-based publishing, speech recognition device, text bridge, digital audio, podcasts, ebooks, Google Docs, Microsoft Office
Logical	Graphing calculator, spreadsheet, search engine, directory, gopher, problem solving task, coding, programming, Web Quest, Intelligence Quest
Visual	Monitor, digital camera/camcorder, scanner, slide show, charting and graphing, graphics editor, WYSIWYG html editor, digital animation/movies, Flickr, Instagram, Pinterest, YouTube
Kinesthetic	Keyboard, mouse, joystick, assistive technology, touch screen, tablet, digital probe, interactive game, interactive simulation, computer-aided draft and design (CAD)
Musical	Speakers, headphones, digital sounds, digital composing, online pattern games, multimedia presentations, interactive timelines, GarageBand, iTunes
Intrapersonal	Real time projects, online surveys, online forms, digital portfolios with self-assessments, smart phones, crowd sourcing, meme generator, OneNote, SharePoint
Interpersonal	Virtual collaborative projects, videoconferencing, message boards, chat, instant messaging, texting, Google Hangouts, Skype, Snapchat, Twitter, Zoom
Naturalist	Database, file manager, archiving and curating, semantic mapping, digital portfolio architecture, cloud computing, LiveBinder, Really Simple Syndication (RSS)
Existential	Blogs, wikis, virtual communities, virtual exhibits, virtual field trips, multi-user virtual environments, virtual reality, Facebook, Google+, LinkedIn