intersection of media technologies, industries, and consumers

consumers become producers of media content thus affecting culture and controling narrative

educational implication: learners can develop several valuable & indemand skills, become more aware of how media is made and its goals, have the chance to tell their own stories



cultures around the glob influence each other through sharing media content

downside: cultural imperialism

educational implication: curriculums and the entire educational system becomes a tool to serve certain political agendas and create loyalties for certain ideologies or people / loss of identity and originality in students and future generations



Cultural Convergence 🛭

Media Convergence

Global Convergence 2

The digitizaion of all media content

Technological Convergence

Economic Convergence

Organic Convergence 🛭

Worlds of creative possibilities open up to us because we can combine all these forms

educational implication: development of educational technologies that support learning



creating synergies, integrating diffferent sections of the entertainment industry, one company controls transmedia

educational implication: faster economic growth for lowincome or middle-income companies thus, theoritically, more students will be less economically disadvanteged.



the natural result of diverse media world

educational implication: creating distracted learners with short attention spans, less stamina, less depth & complexity

