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Sommario/riassunto   In the last half-century, we have witnessed the birth and development of a new era: the information age. Information Technology (IT), the

primary vehicle of the information age, has transformed the modern workplace and is pervasive in the development of new knowledge and wealth. IT has also dramatically influenced our capacity to educate. Yet, the application of IT in education has been disorganized and uneven. Pockets of innovation in localized environments are thriving, but the promise of open access, greatly enhanced teaching and learning, and large-scale use has not been realized. IT-Based Educational Materials: Workshop Report with Recommendations identifies critical components that support the development and use of IT-based educational materials. The report points to three high priority action areas that would produce a transitional strategy from our fragmented environment to an IT-transformed future in engineering education-Build Community; Create Organizational Enablers; and Coordinate Action. The report outlines six recommendations, including a call to establish a national laboratory to carry out evidenced-based investigations and other activities to insure interoperability and effective teaching and learning. The report stresses the need to pursue open architectures and to engage multidisciplinary researchers, including social scientists and others who address the transformation of faculty cultures. The report also discusses the need to engage users and developers of the IT-products in activities that are driven by student learning outcomes.