

Transforming Learning Through Technology: Goals and Models

Ruben R. Puentedura, Ph.D.

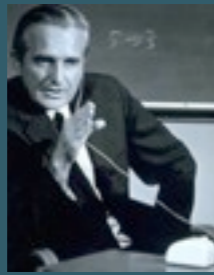


Goals

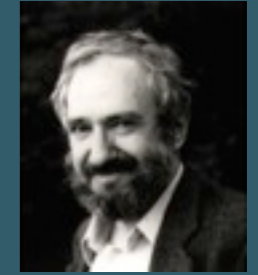
Focus

Models

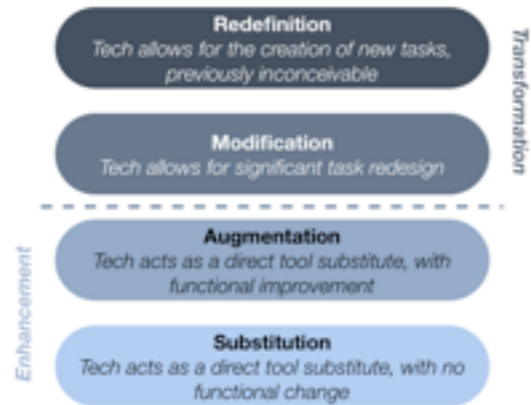
Technology



Augmenting Human Intellect & Learning Capacity



21st Century Learning



Social	Mobility	Visualization	Storytelling	Gaming
200,000 years	70,000 years	40,000 years	17,000 years	8,000 years



One-to-One Technologies

Transformation

Redefinition

*Tech allows for the creation of new tasks,
previously inconceivable*

Modification

Tech allows for significant task redesign

Enhancement

Augmentation

*Tech acts as a direct tool substitute, with
functional improvement*

Substitution

*Tech acts as a direct tool substitute, with no
functional change*

Redefinition

Tech allows for the creation of new tasks, previously inconceivable

Modification

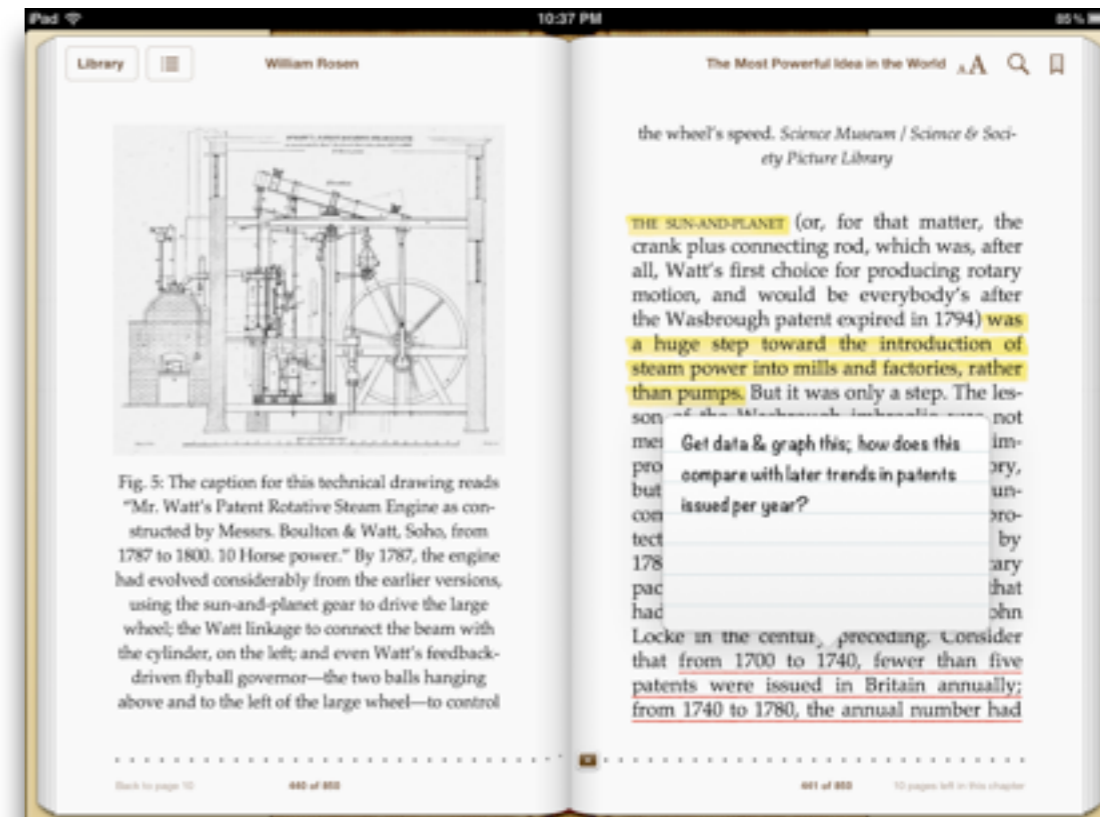
Tech allows for significant task redesign

Augmentation

Tech acts as a direct tool substitute, with functional improvement

Substitution

Tech acts as a direct tool substitute, with no functional change



Redefinition

Tech allows for the creation of new tasks, previously inconceivable

Modification

Tech allows for significant task redesign

Augmentation

Tech acts as a direct tool substitute, with functional improvement

Substitution

Tech acts as a direct tool substitute, with no functional change



Redefinition

Tech allows for the creation of new tasks, previously inconceivable

Modification

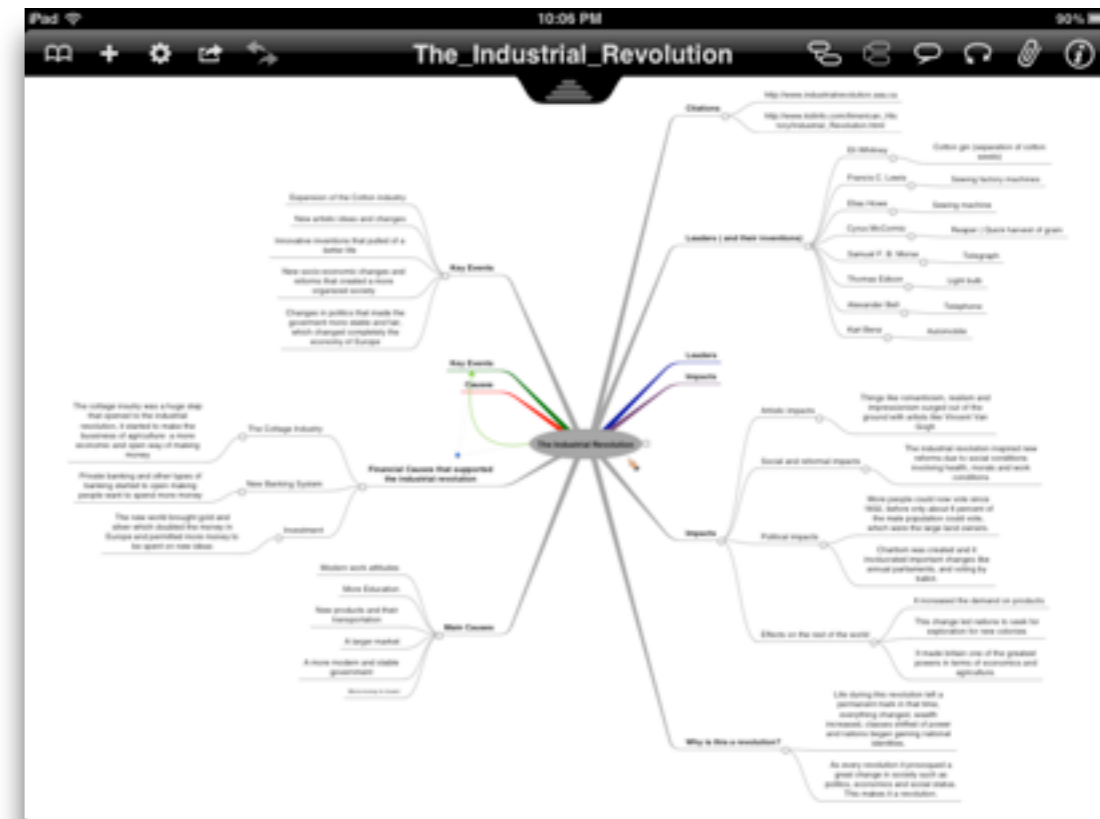
Tech allows for significant task redesign

Augmentation

Tech acts as a direct tool substitute, with functional improvement

Substitution

Tech acts as a direct tool substitute, with no functional change



Redefinition

Tech allows for the creation of new tasks, previously inconceivable

Modification

Tech allows for significant task redesign

Augmentation

Tech acts as a direct tool substitute, with functional improvement

Substitution

Tech acts as a direct tool substitute, with no functional change



Transformation

Redefinition

*Tech allows for the creation of new tasks,
previously inconceivable*

Modification

Tech allows for significant task redesign

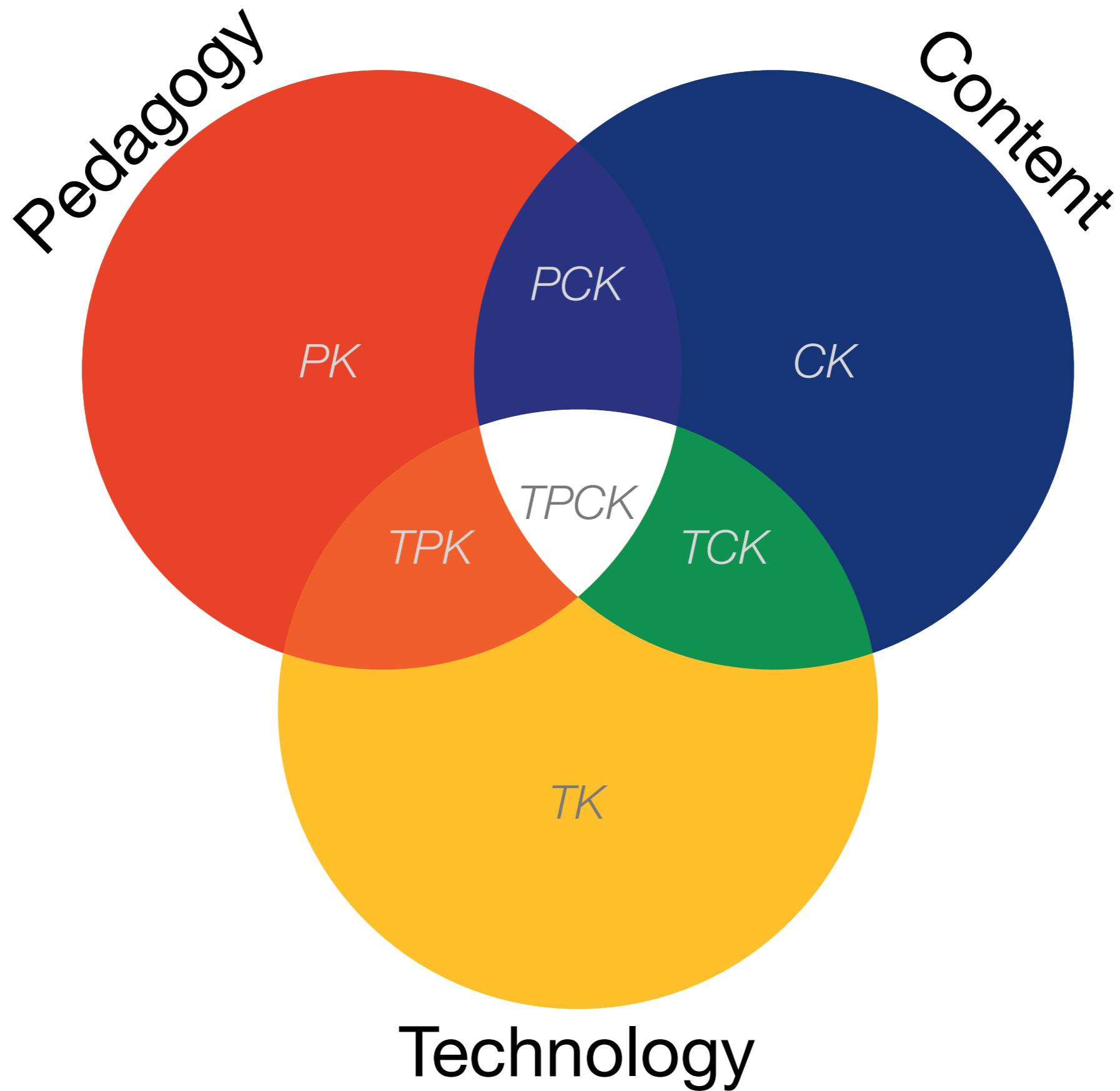
Enhancement

Augmentation

*Tech acts as a direct tool substitute, with
functional improvement*

Substitution

*Tech acts as a direct tool substitute, with no
functional change*



Social

Mobility

Visualization

Storytelling

Gaming

200,000
years

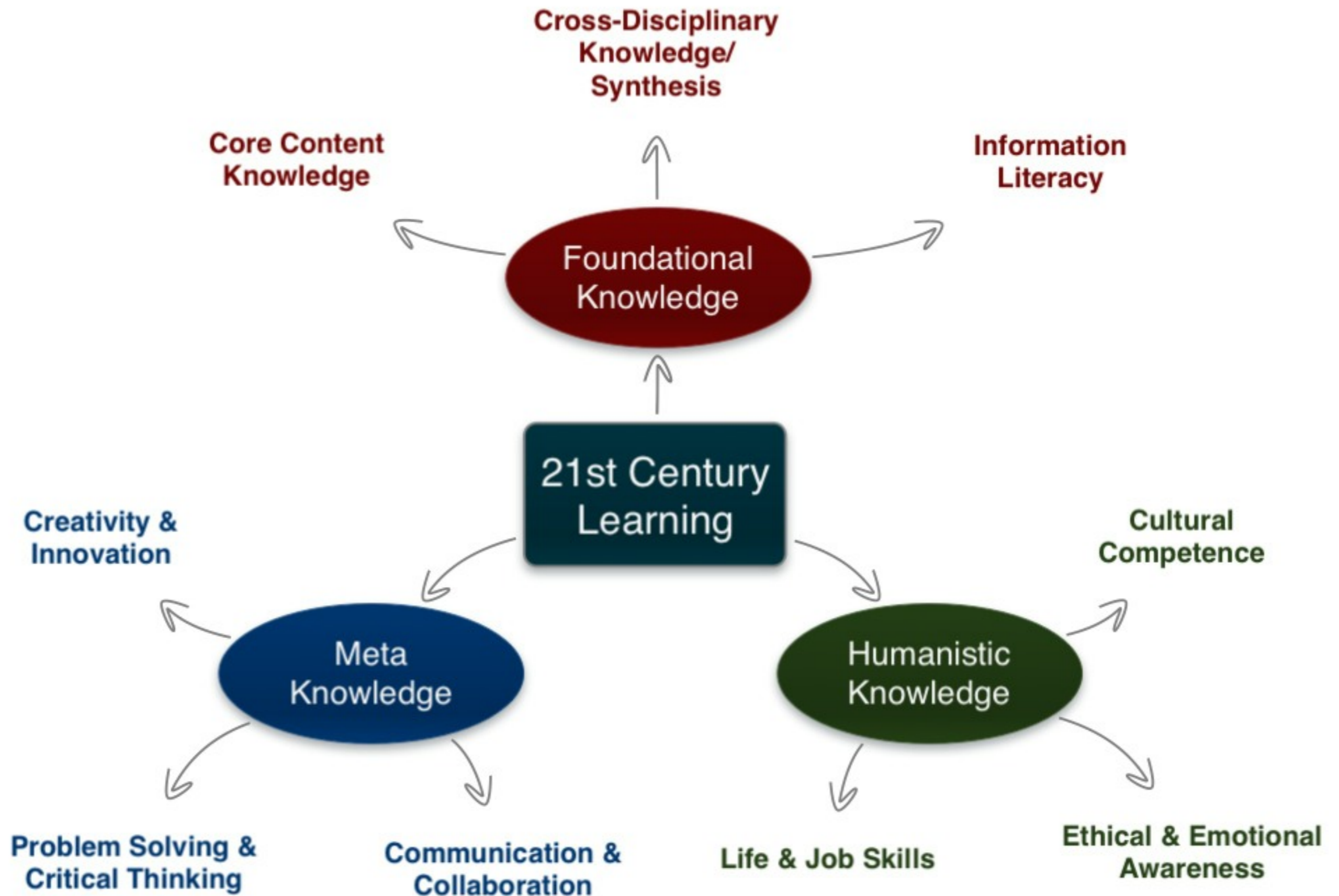
70,000
years

40,000
years

17,000
years

8,000
years





P. Mishra and K. Kereluik. "What is 21st Century Learning? A review and synthesis." Paper submitted to the SITE2011 Conference. (2011)

P. Mishra and K. Kereluik. "What is 21st Century Learning? A review and synthesis." SITE2011 Conference Presentation. (2011)

Hippasus



Blog: <http://hippasus.com/rrpweblog/>

Email: rubenrp@hippasus.com

Twitter: @rubenrp

This work is licensed under a Creative Commons Attribution-Noncommercial-Share Alike 3.0 License.

