SAMR In Context: The EdTech Quintet

Ruben R. Puentedura, Ph.D.

ransformation

Redefinition

Tech allows for the creation of new tasks, previously inconceivable

Modification

Tech allows for significant task redesign

Augmentation

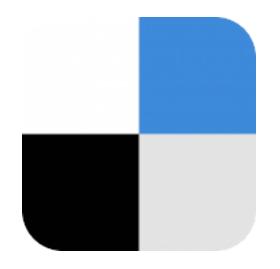
Tech acts as a direct tool substitute, with functional improvement

Substitution

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





RSS Feeds

Discussions





Microblogging

Blogging





Wikis

Telepresence





File Sharing

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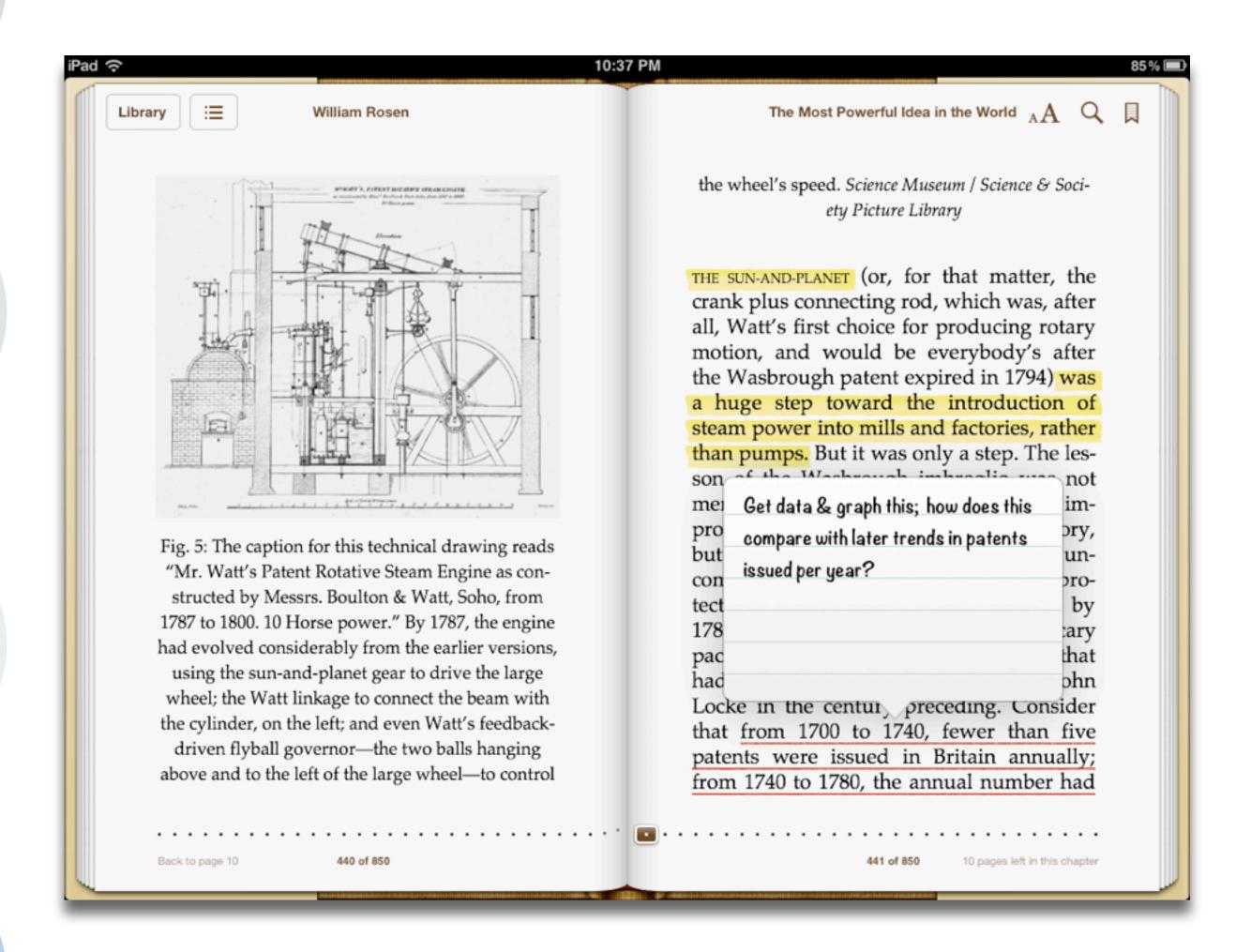
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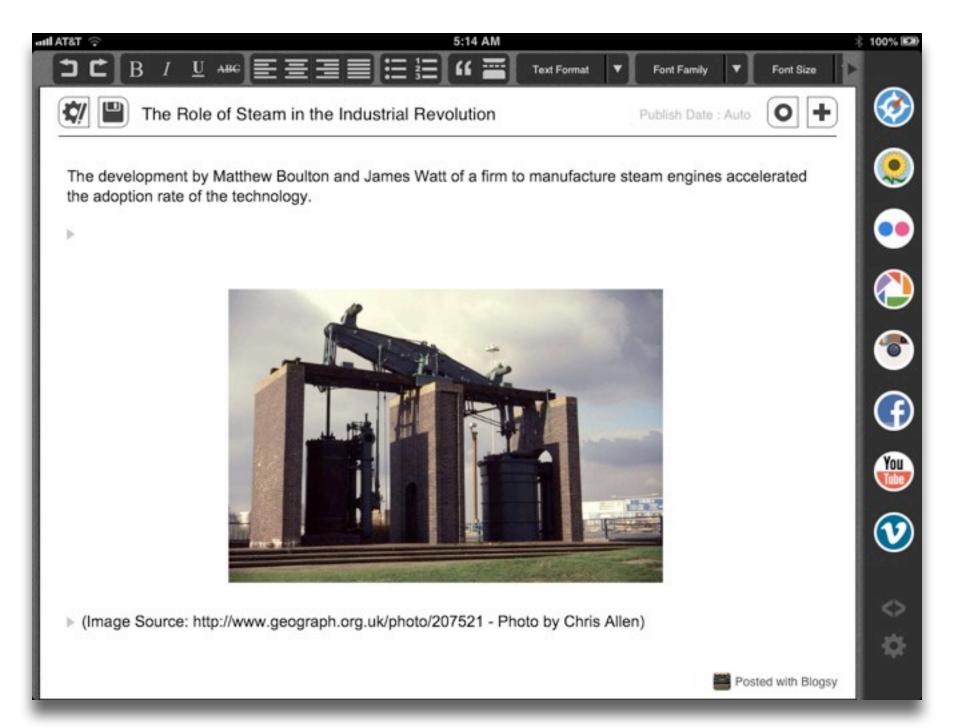
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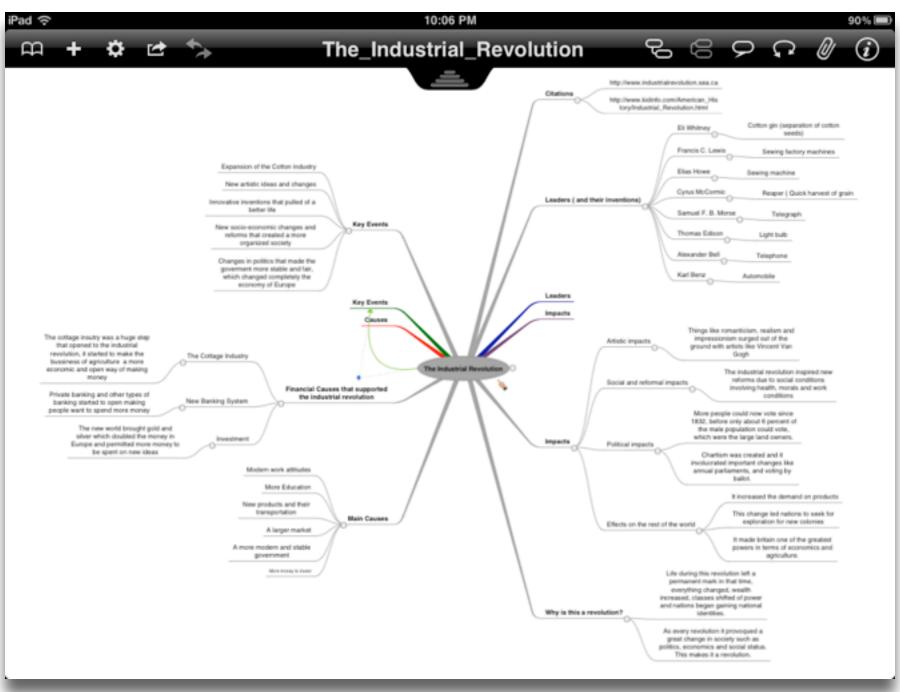
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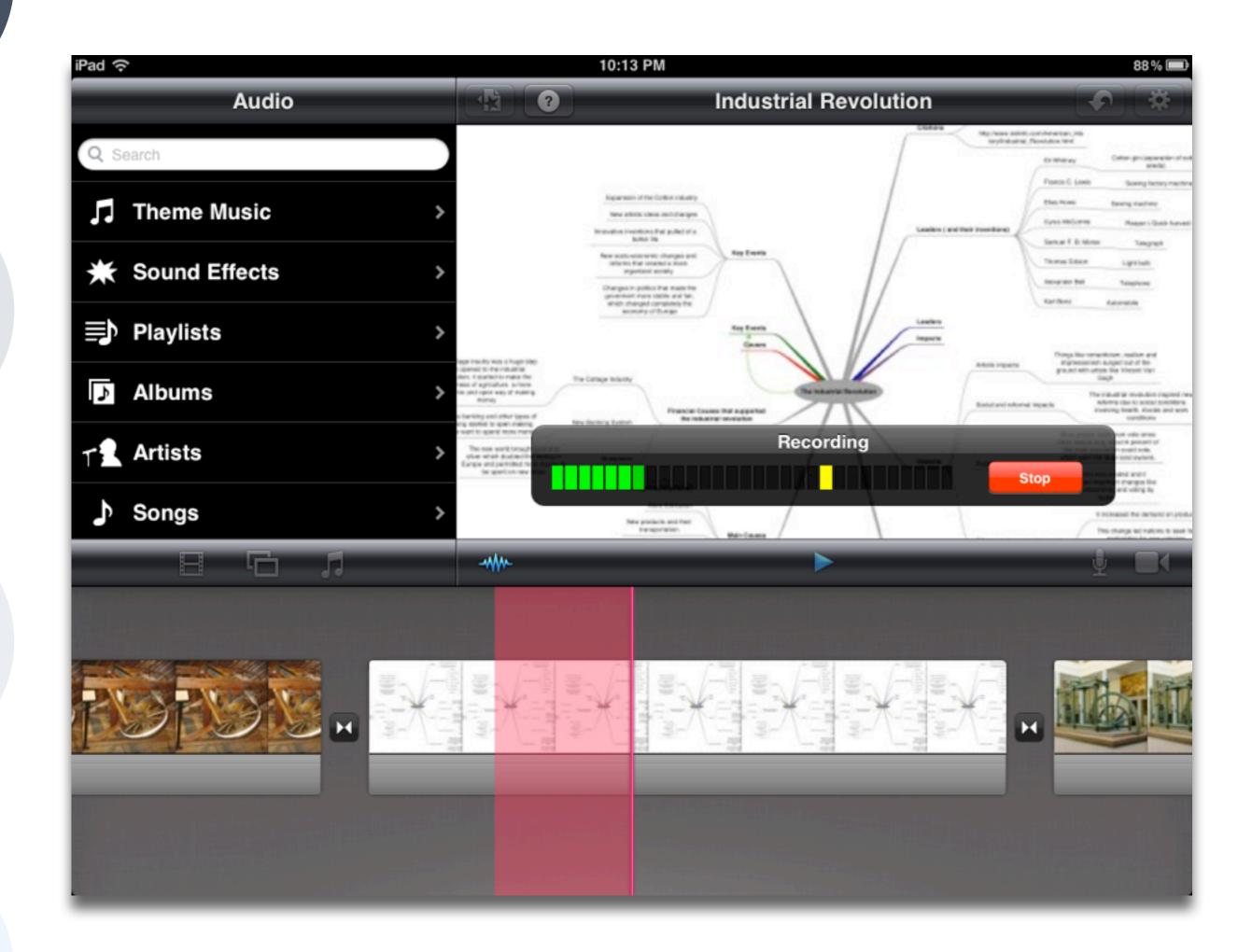
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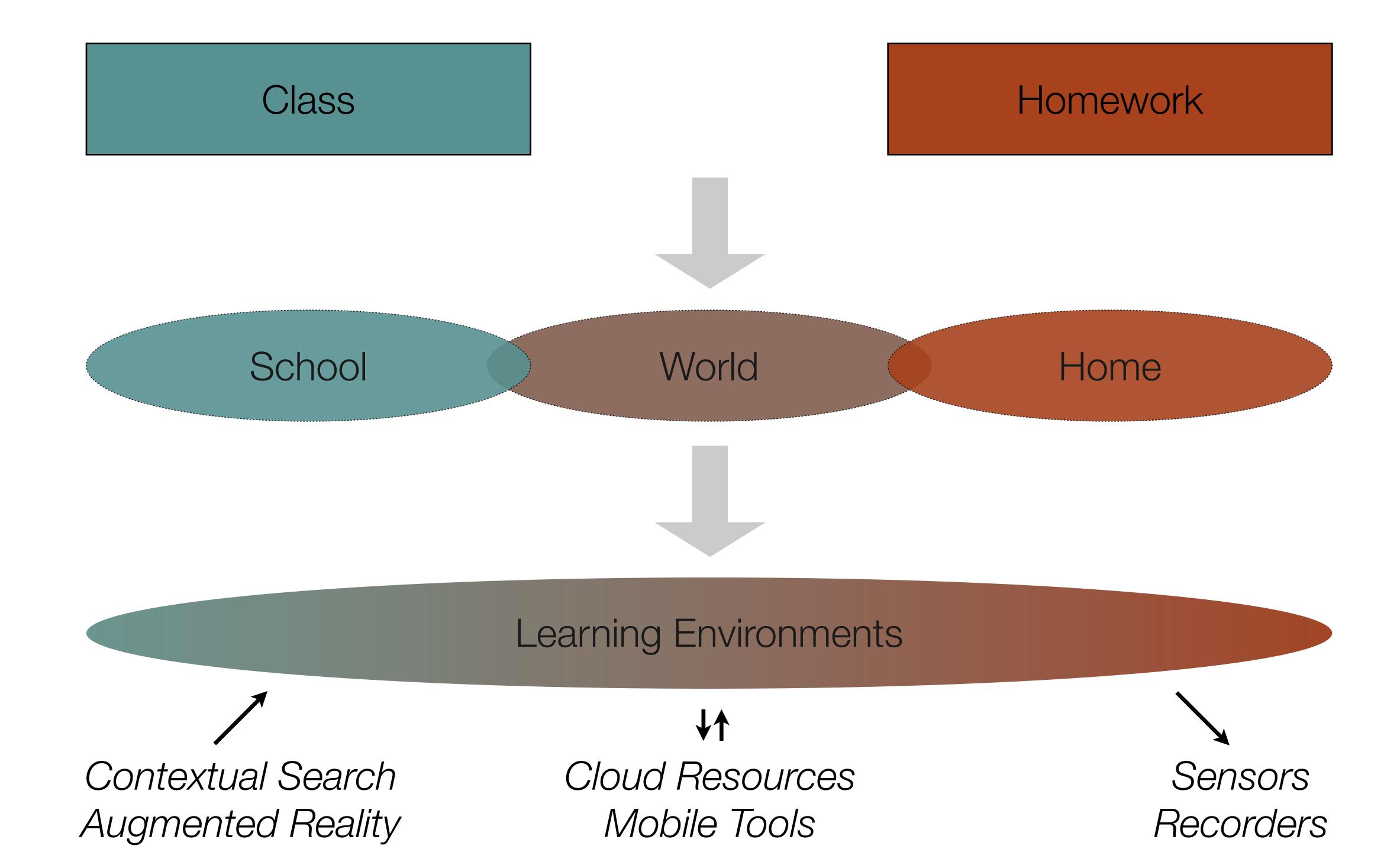
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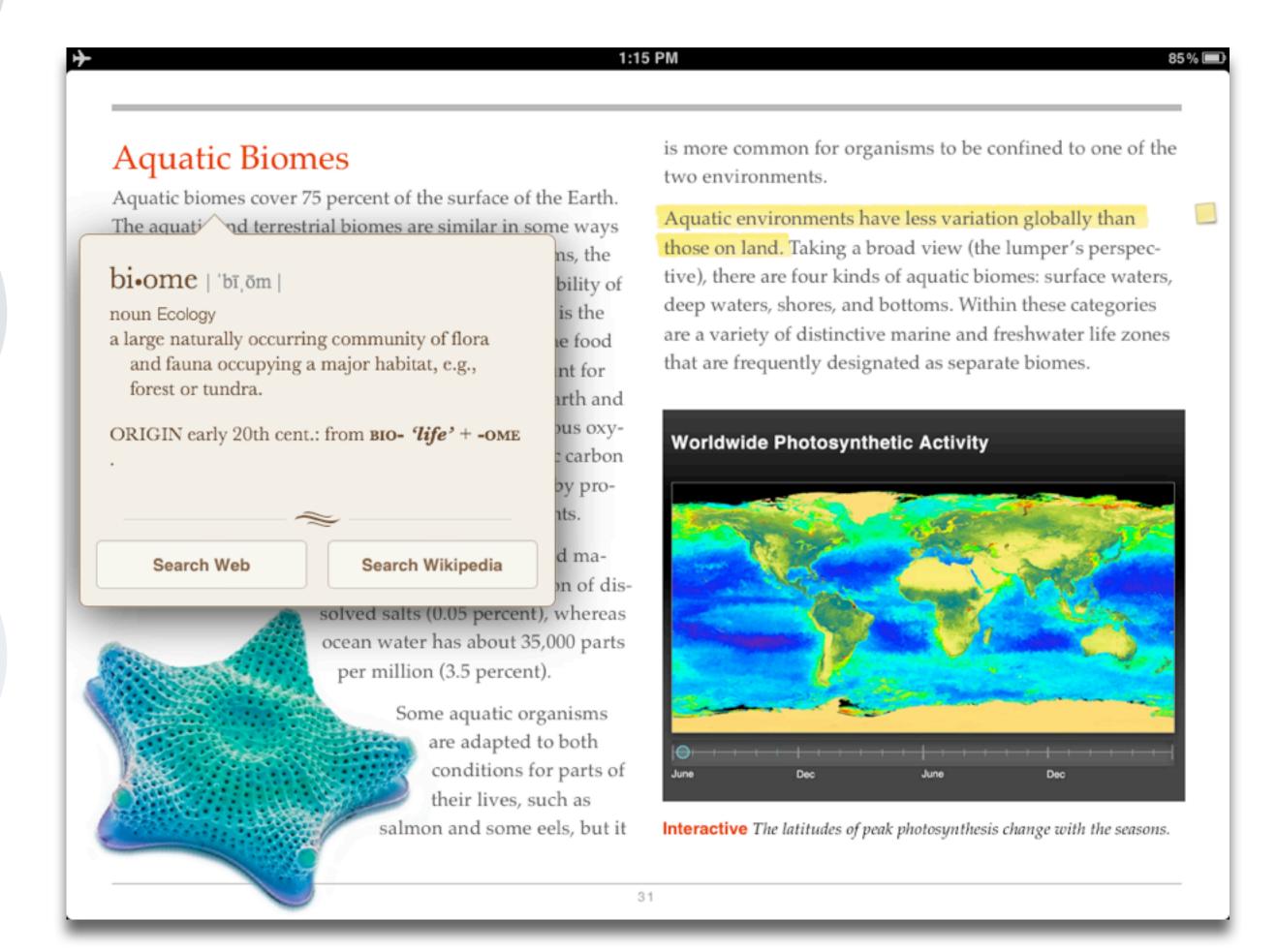
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EURASIAN CULLARED-DUTE

Streptopelia decaocto Locally common, exotic

12½-13 in. (32-33 cm)

Recent colonizer of N. America from Caribbean but native to Eurasia; rapidly increasing and spreading. Slightly chunkier than Mourning Dove, paler beige, and with square-cut tail. Note narrow black ring on hindneck. Grayish undertail coverts. Three-toned wing pattern in flight.

SPOTTED DOVE

Streptopelia chinensis Uncommon, local, exotic

12 in. (30-31 cm)

Note broad collar of black and white spots on hindneck. A bit larger than Mourning Dove; tail rounded with much white in corners. Juvenile: Lacks collar, but can be told by shape of spread tail.

ROCK PIGEON (ROCK DOVE, DOMESTIC PIGEON)

Columba livia Common, exotic

12½ in. (32 cm)

Typical birds are gray with whitish rump, two black wing bars, and broad, dark tail band.

Domestic stock or feral birds may have many color variants.



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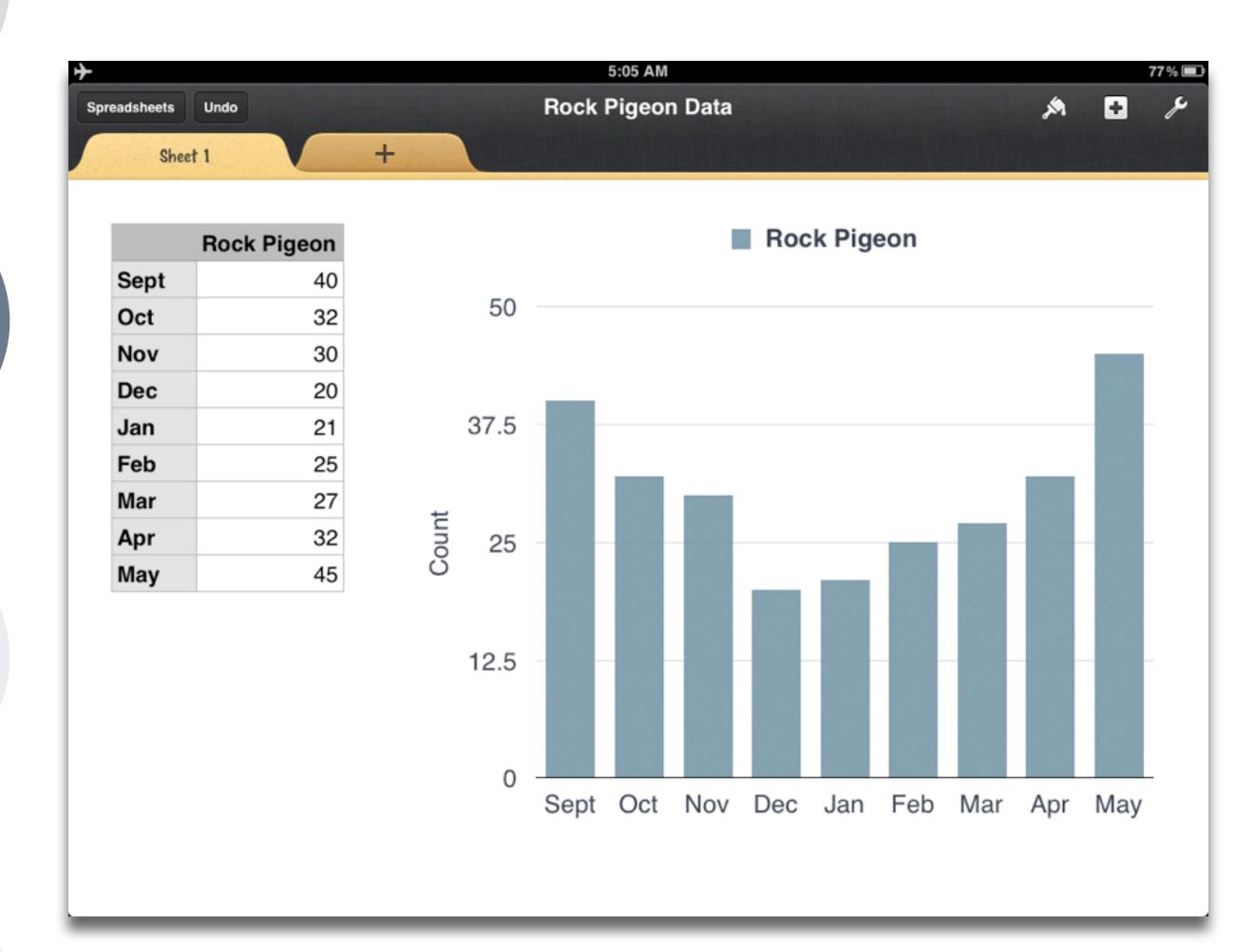
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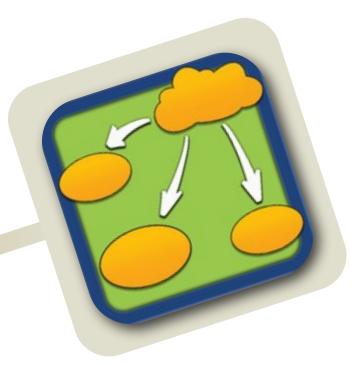
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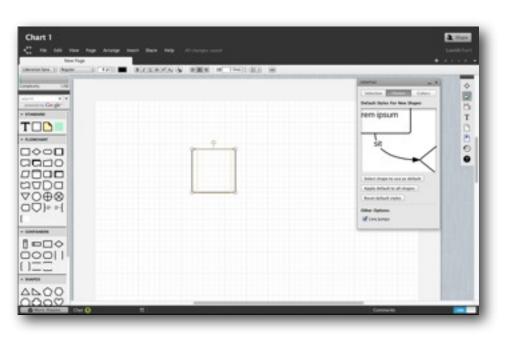








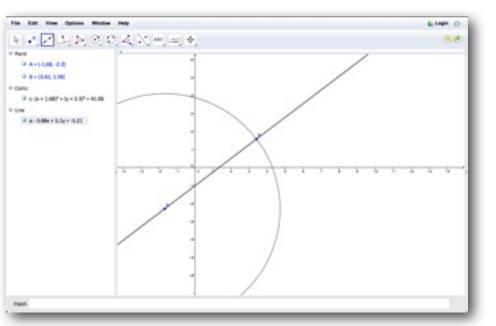












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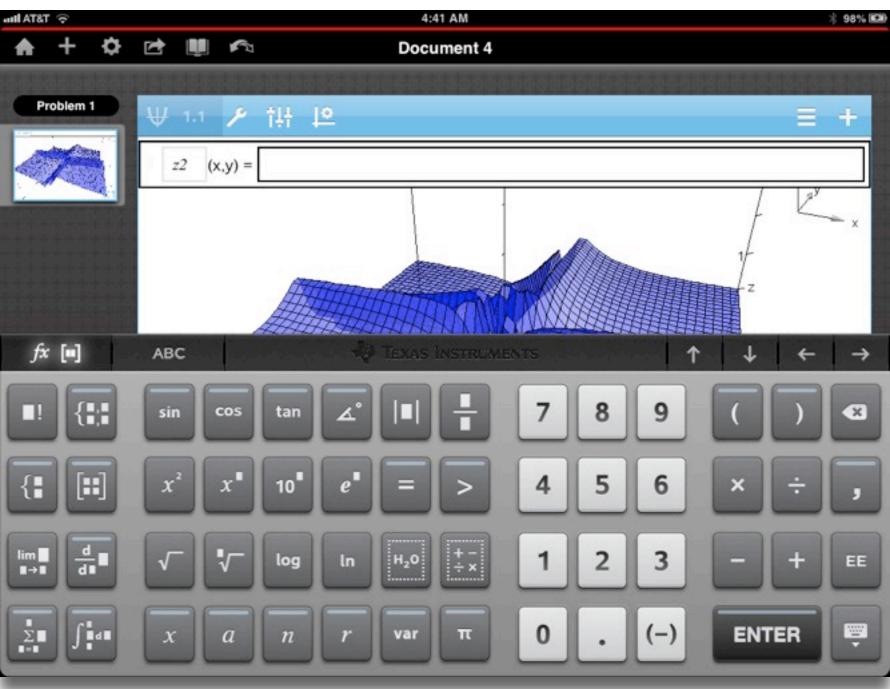
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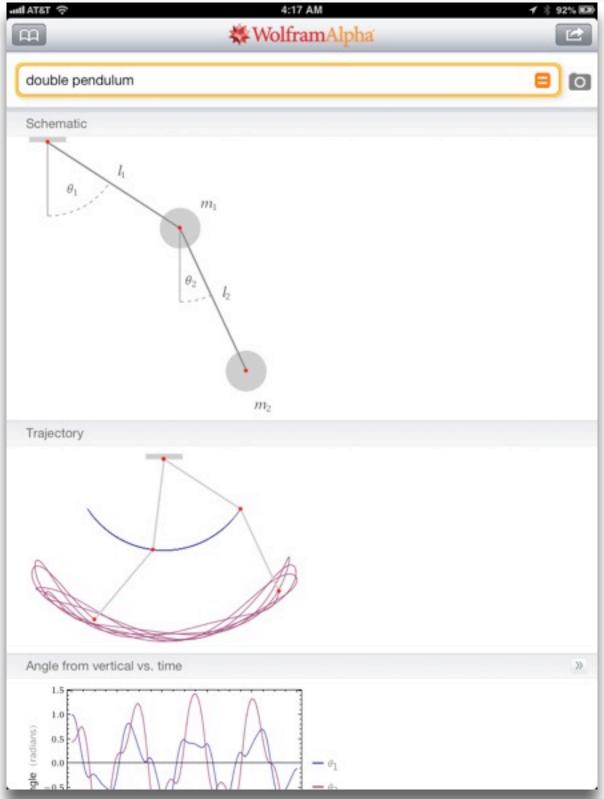
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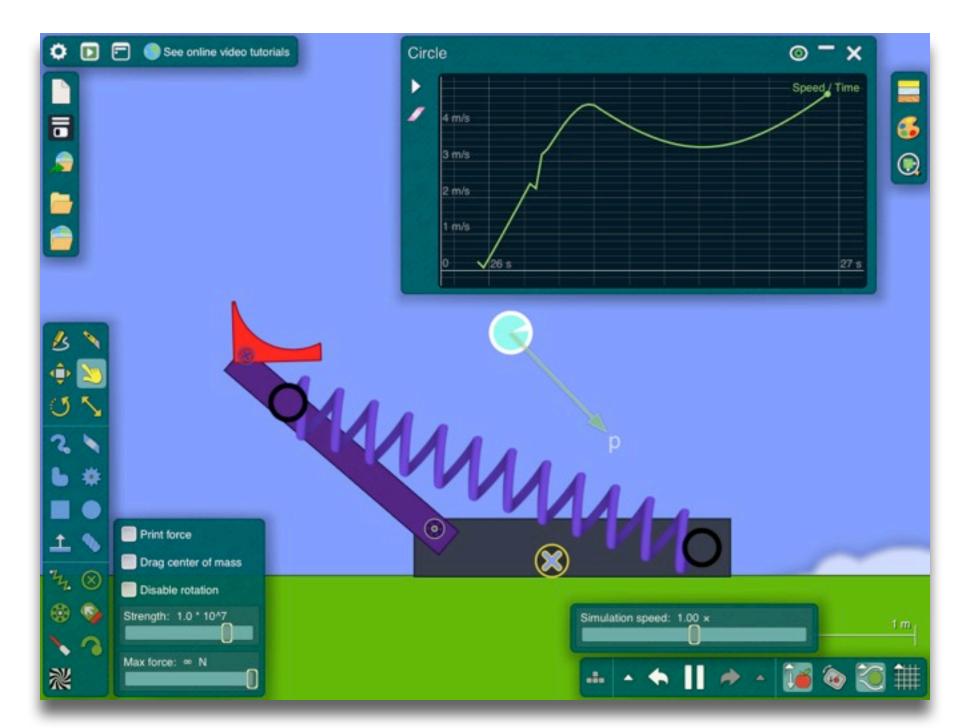
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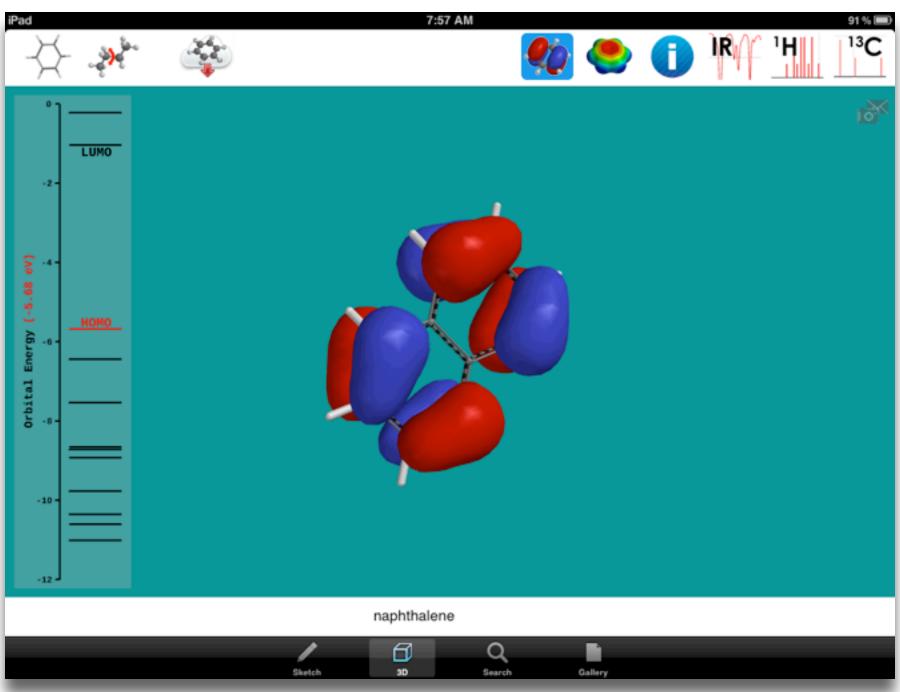
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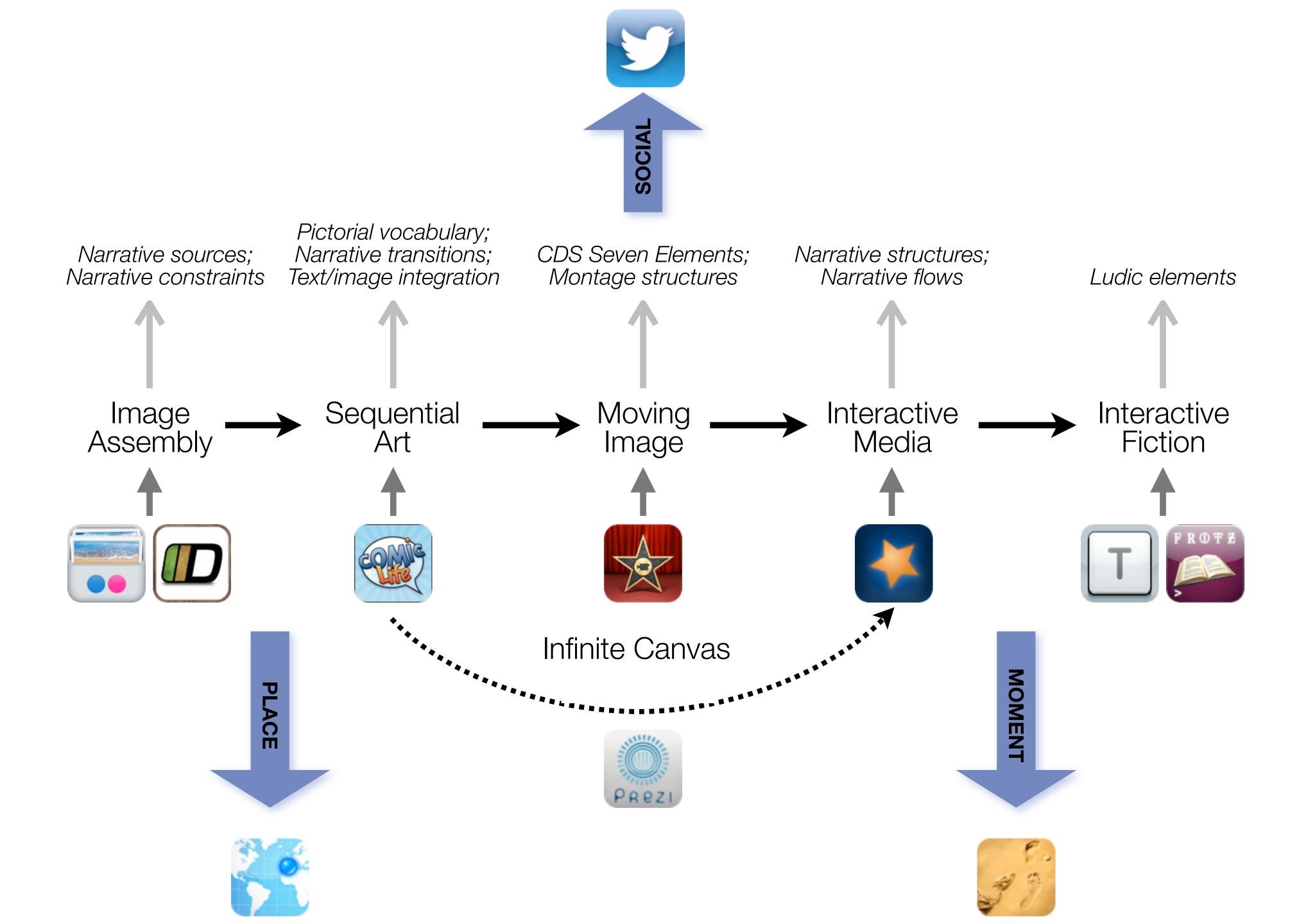
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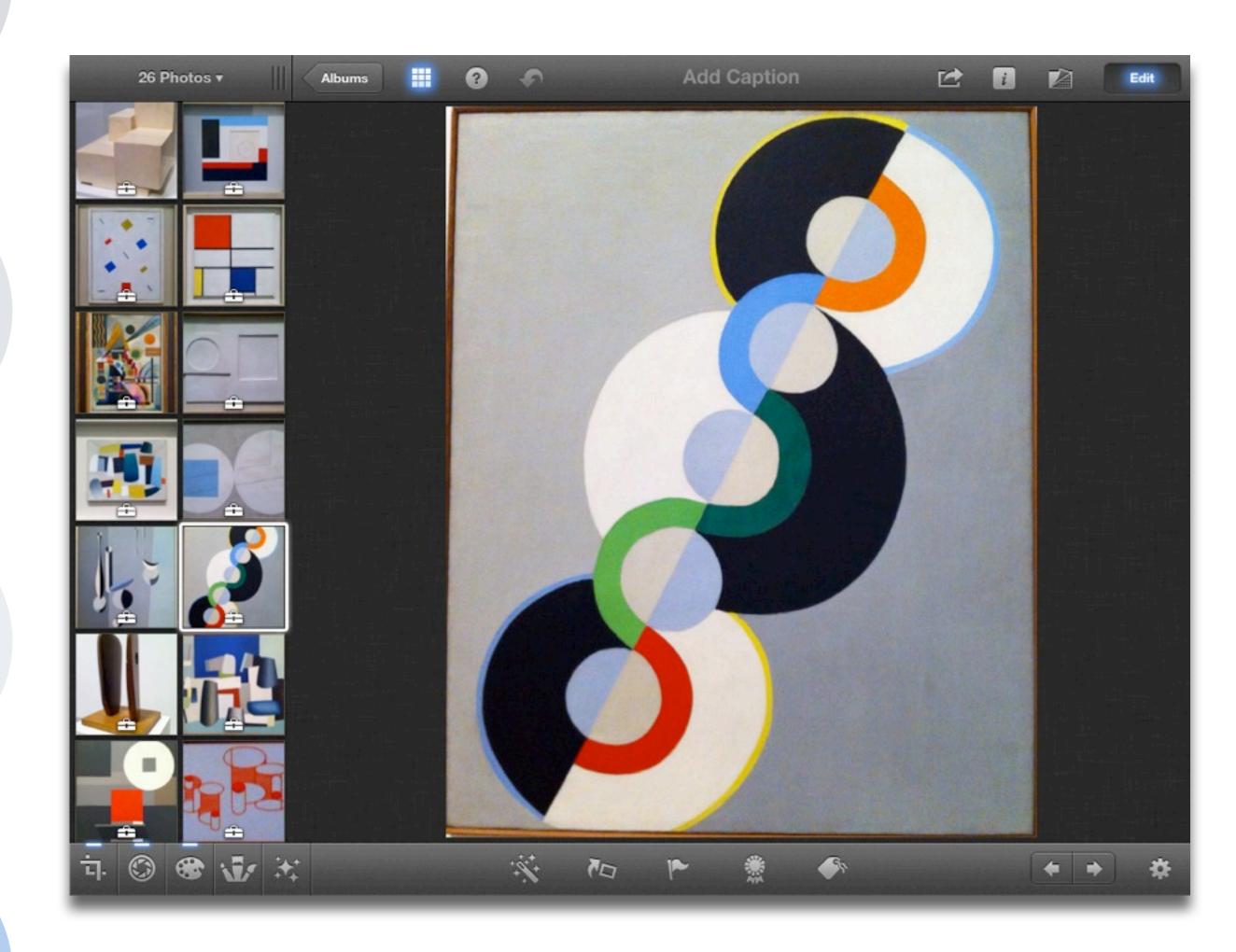
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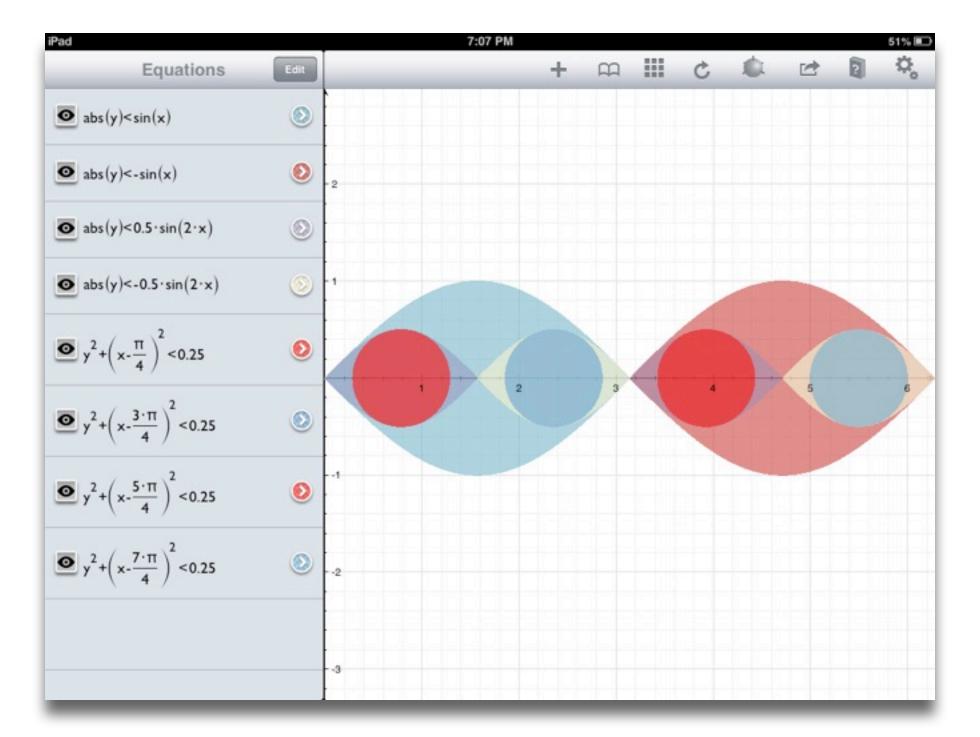
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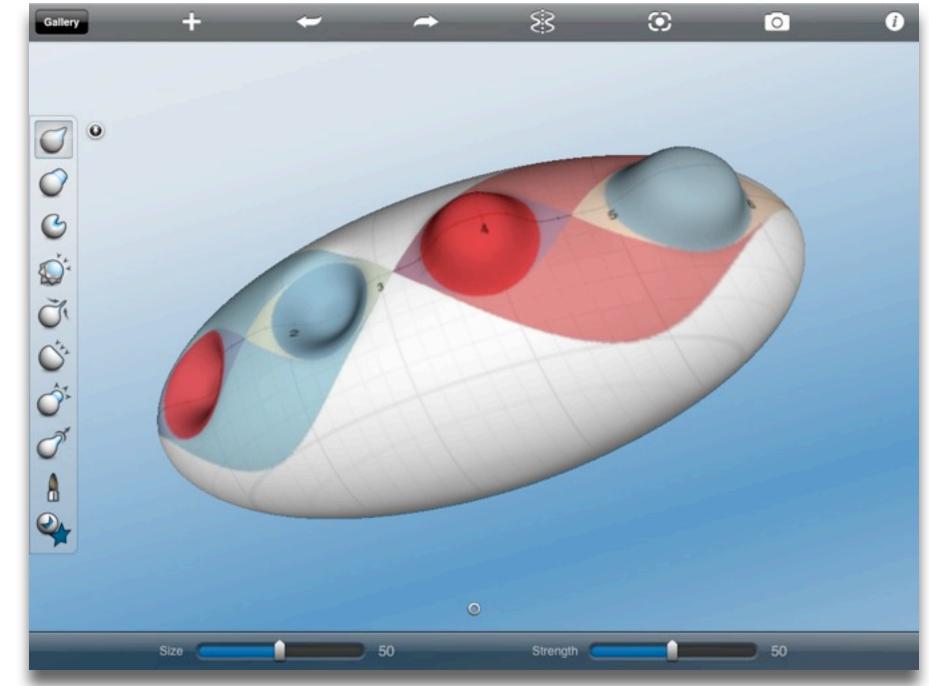
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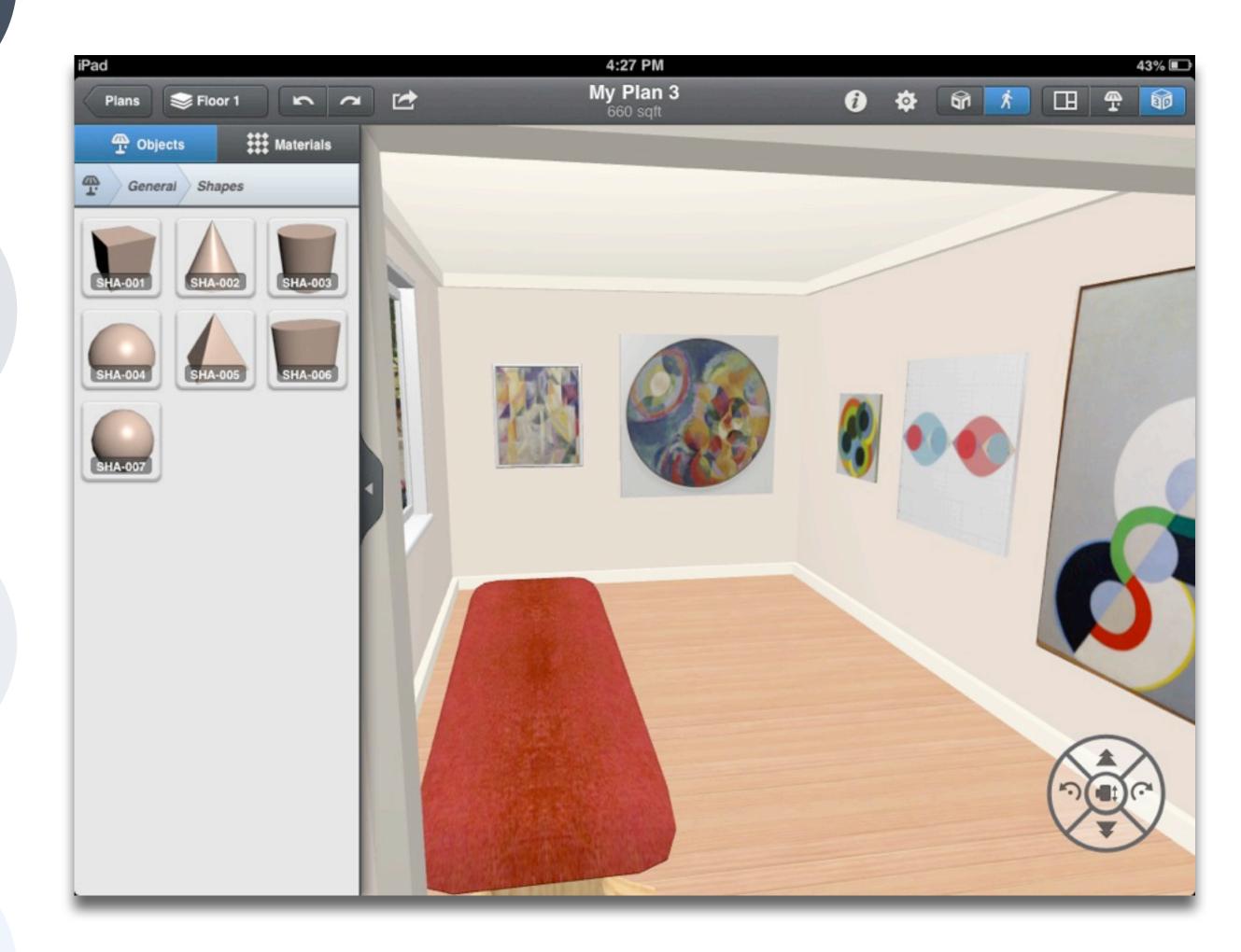
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Formal Definition of **Game** (Salen & Zimmerman)

"A game is a system in which players engage in an artificial conflict, defined by rules, that results in a quantifiable outcome."

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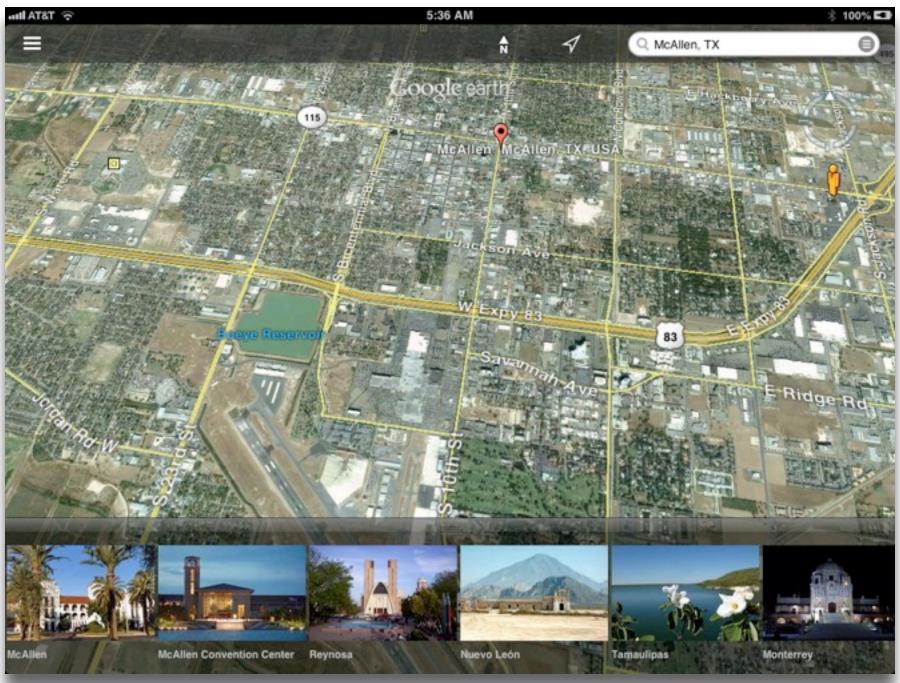
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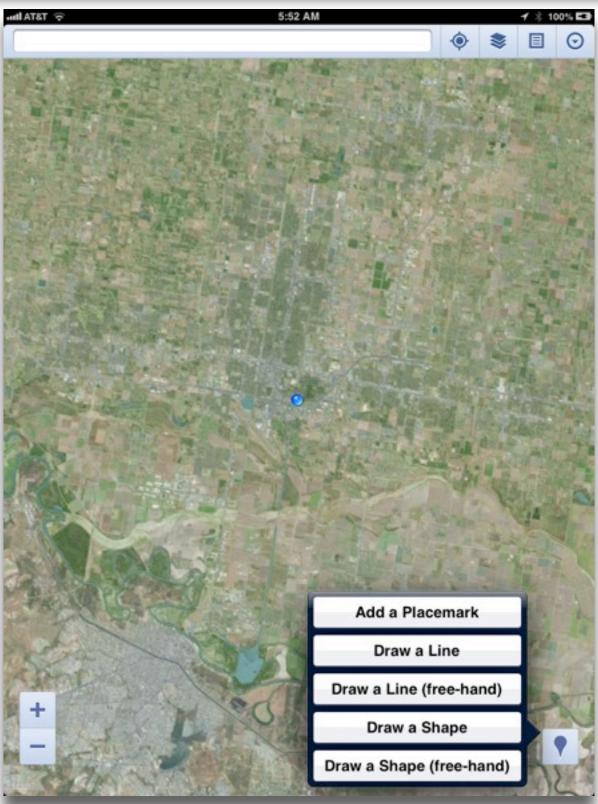
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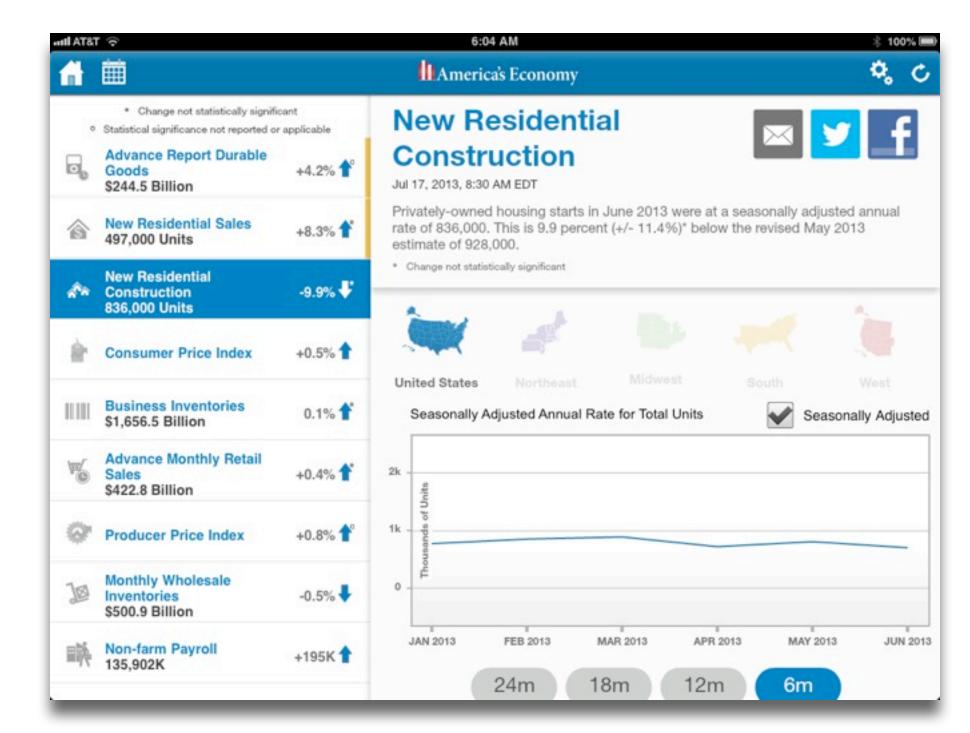
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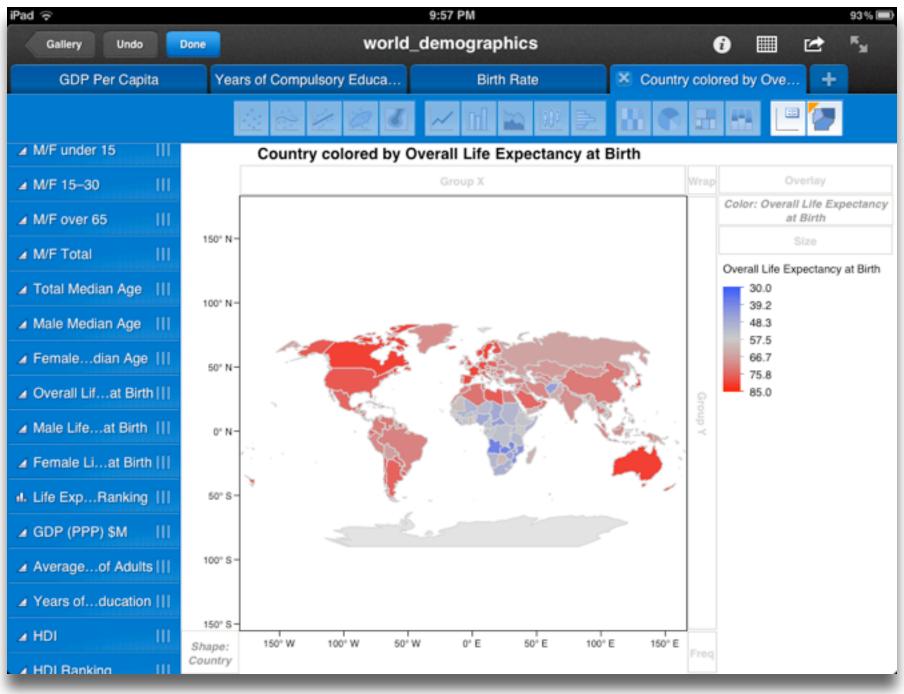
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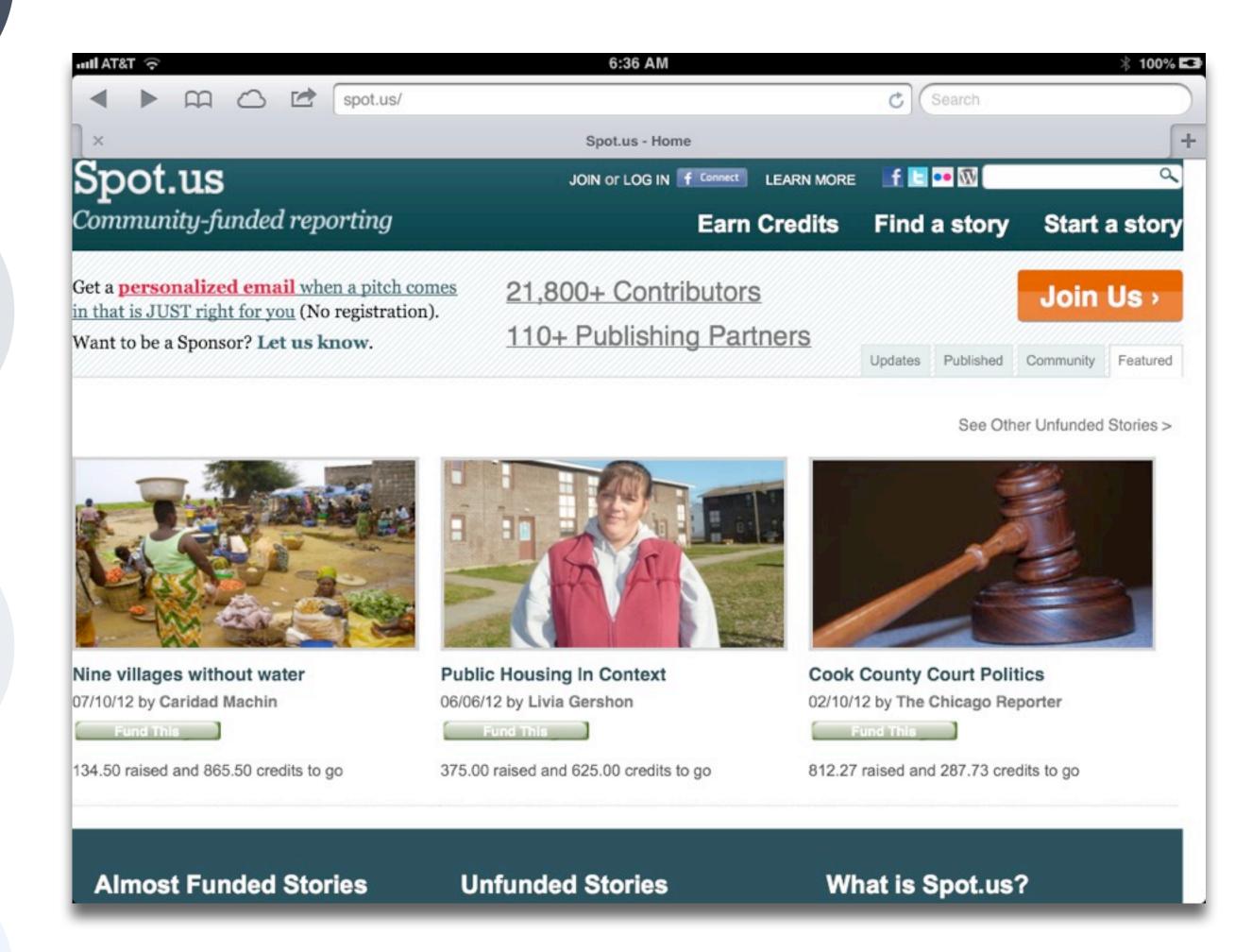
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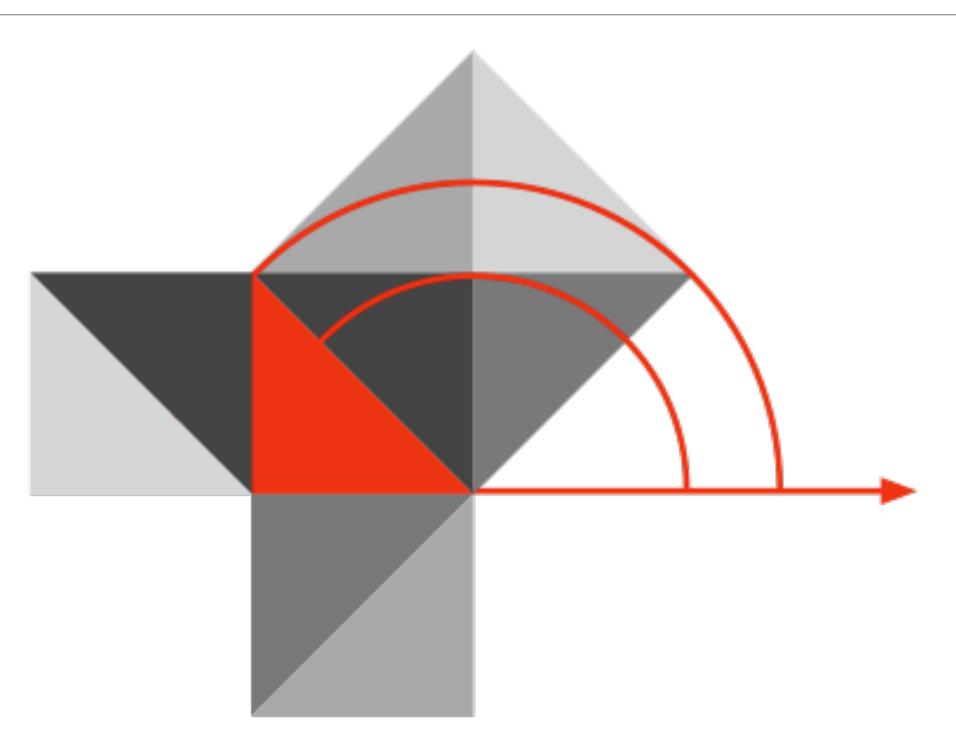
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Resources

- Ruben R. Puentedura, *Transformation, Technology, and Education*. (2006) Online at: http://hippasus.com/resources/tte/
- Ruben R. Puentedura, *As We May Teach: Educational Technology, From Theory Into Practice*. (2009) Online at: http://tinyurl.com/aswemayteach
- Ruben R. Puentedura, "Technology In Education: The First 200,000 Years" *The NMC Perspective Series: Ideas that Matter*. NMC Summer Conference. (2012) Online at:
 - http://www.youtube.com/watch?v=NemBarqD6qA

Hippasus



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