Of Lively Sketchbooks and Curiosity Amplifiers: Thoughts on the iPad and Learning

Ruben R. Puentedura, Ph.D.

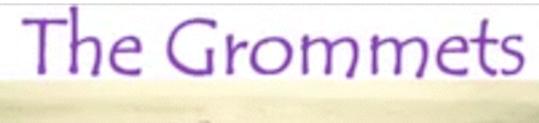






The Curiosity Amplifier

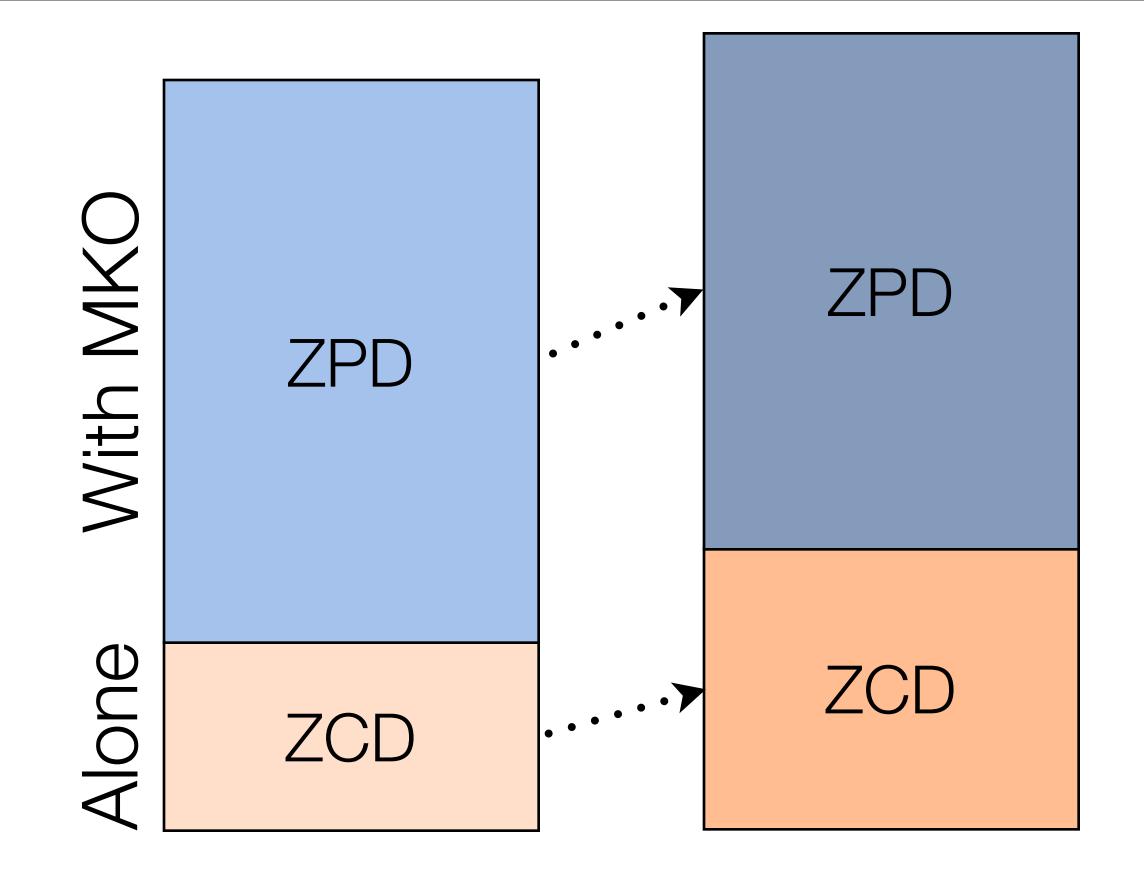




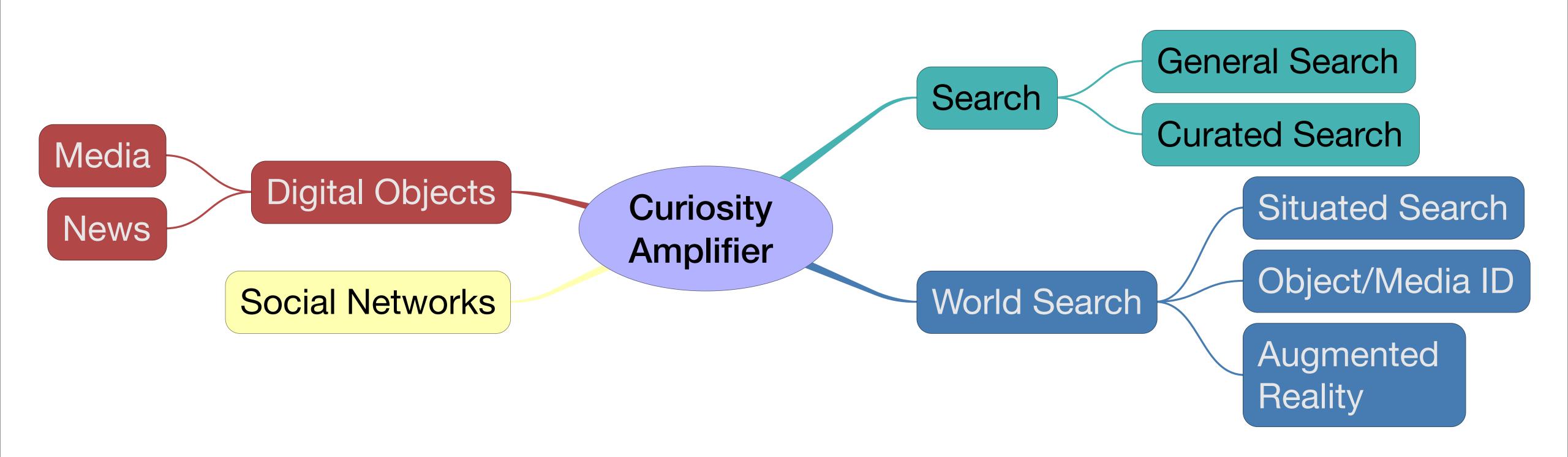


A story about how fame & fortune was brought to Maui





- Zone of Proximal Development (ZPD):
 - Region between:
 - what a learner can accomplish independently (the Zone of Current Development, ZCD)
 - what they can accomplish with assistance from a "more knowledgeable other" (MKO)
- "...what a child can do with assistance today she will be able to do by herself tomorrow."
- This is an iterative process:
 - The ZCD and ZPD change over time;
 - Independent practice is required to close the loop.



Iransformation

Enhancement

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

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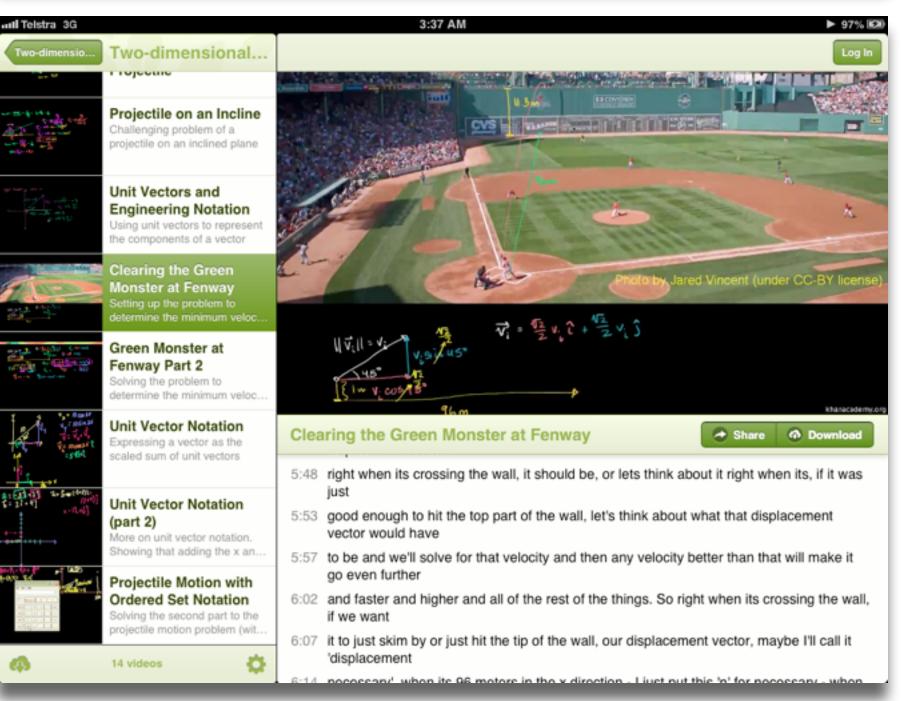
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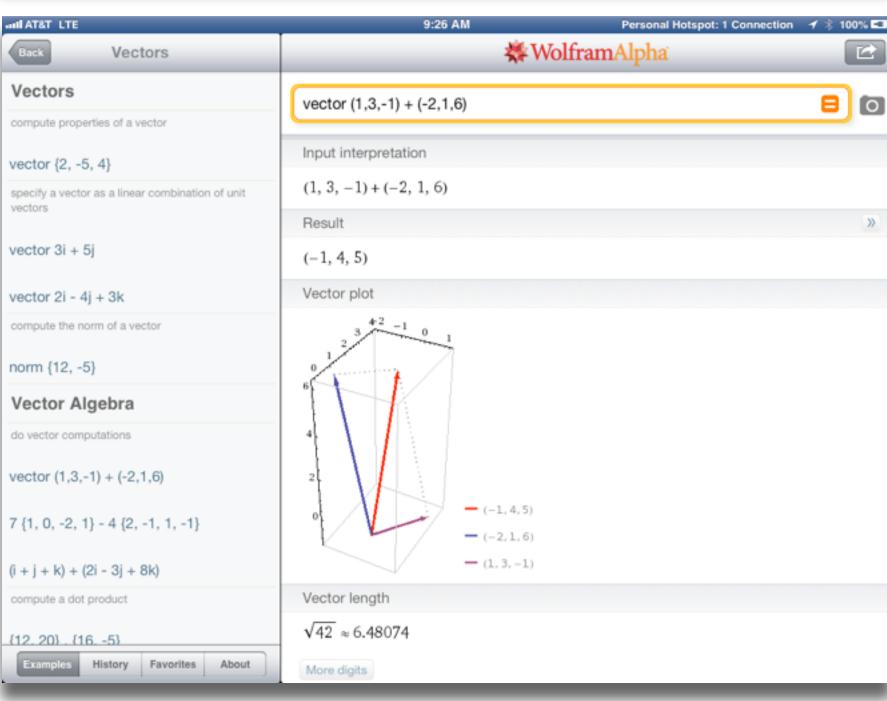
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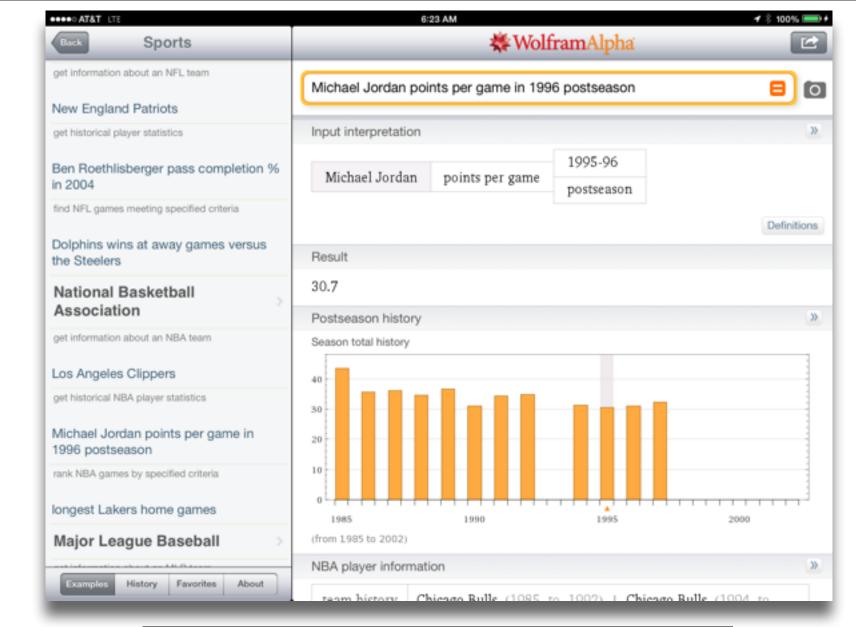
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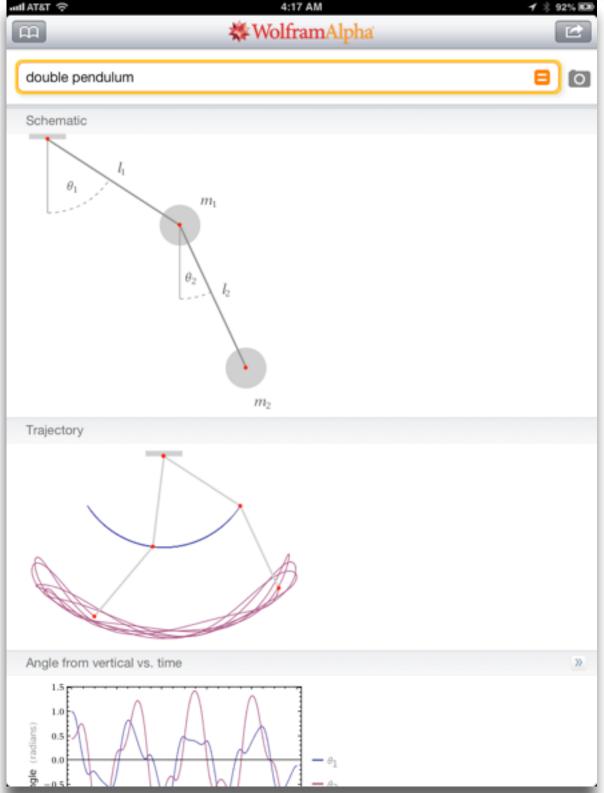
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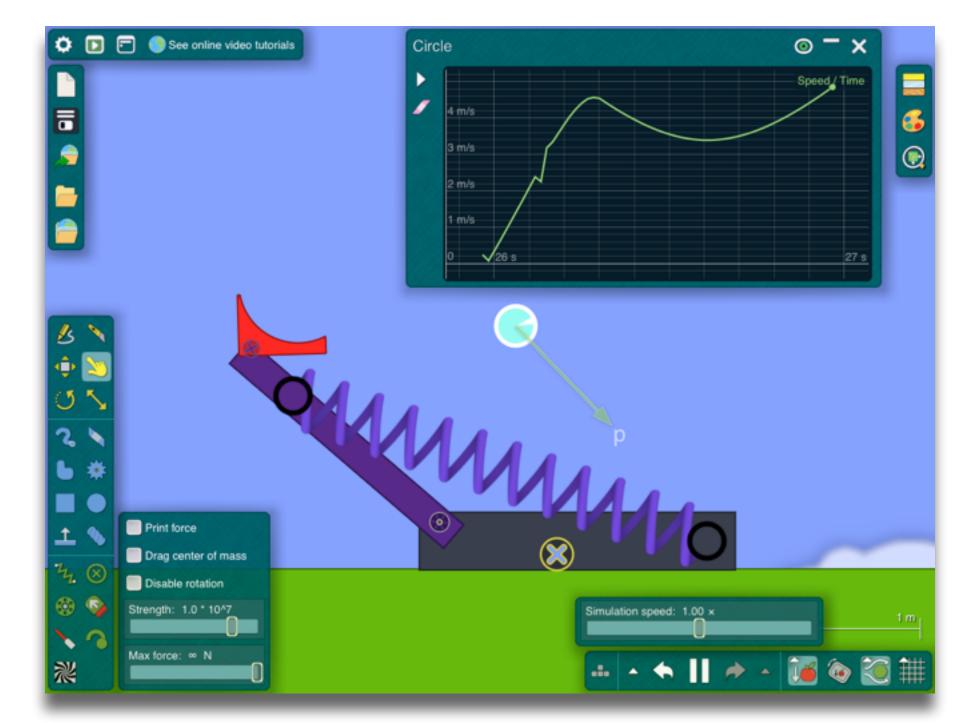
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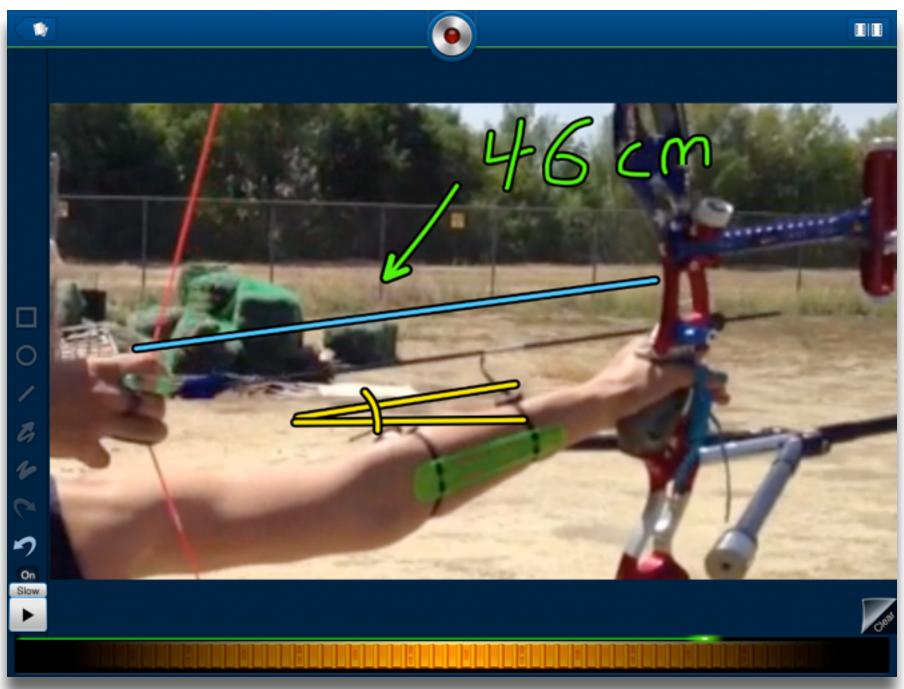
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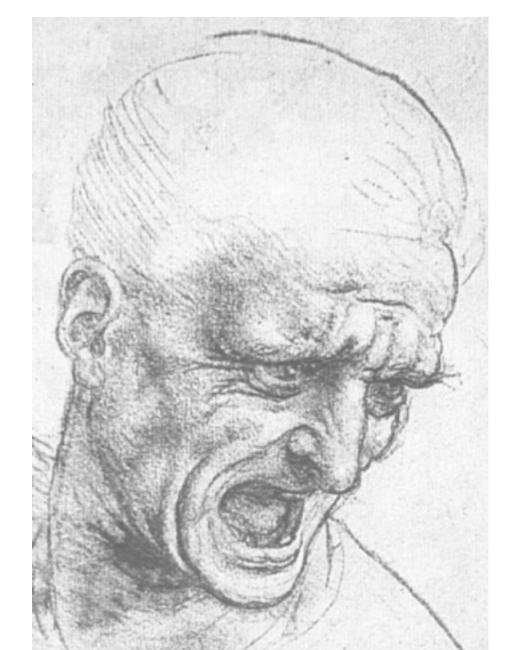


The Lively Sketchbook











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

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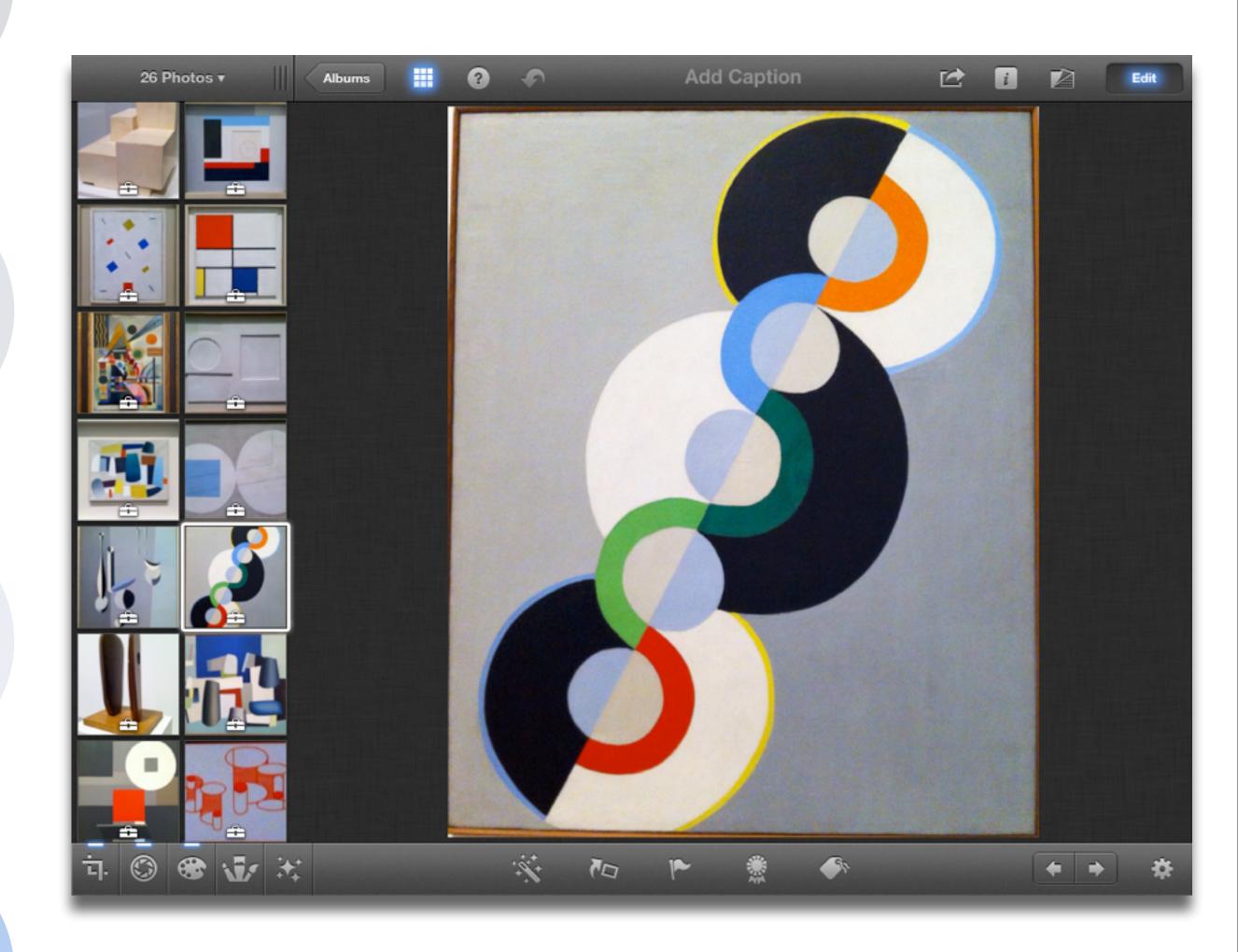
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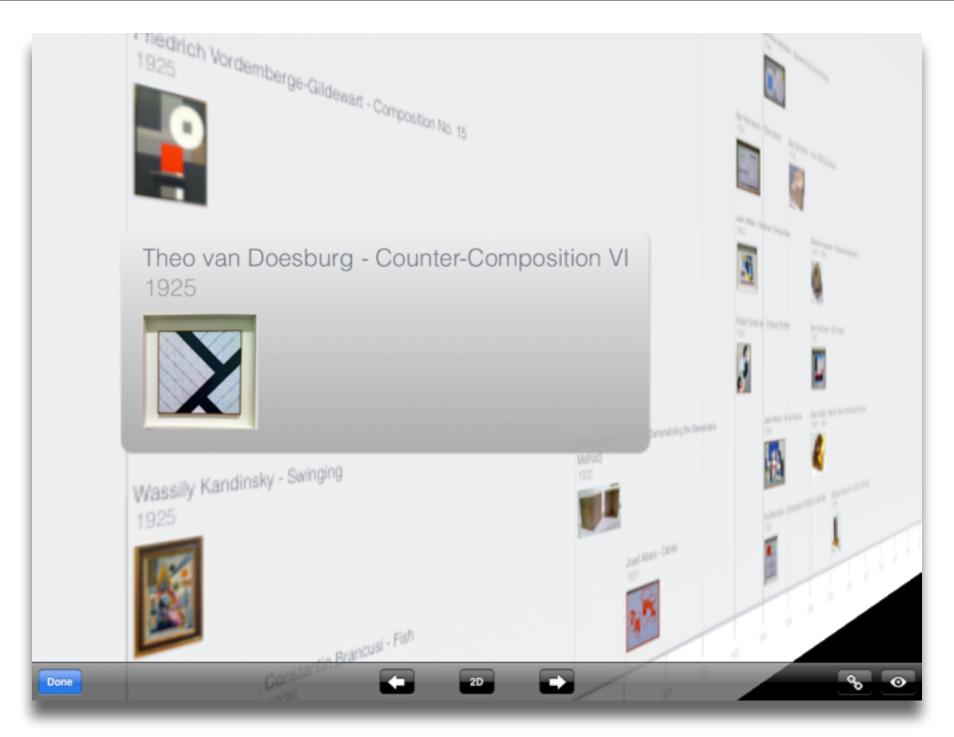
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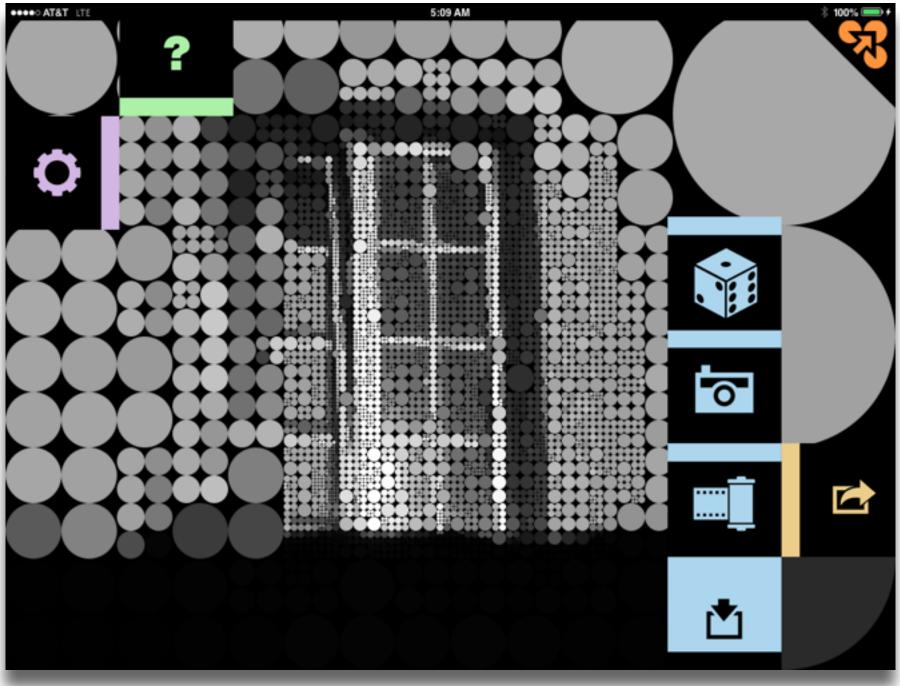
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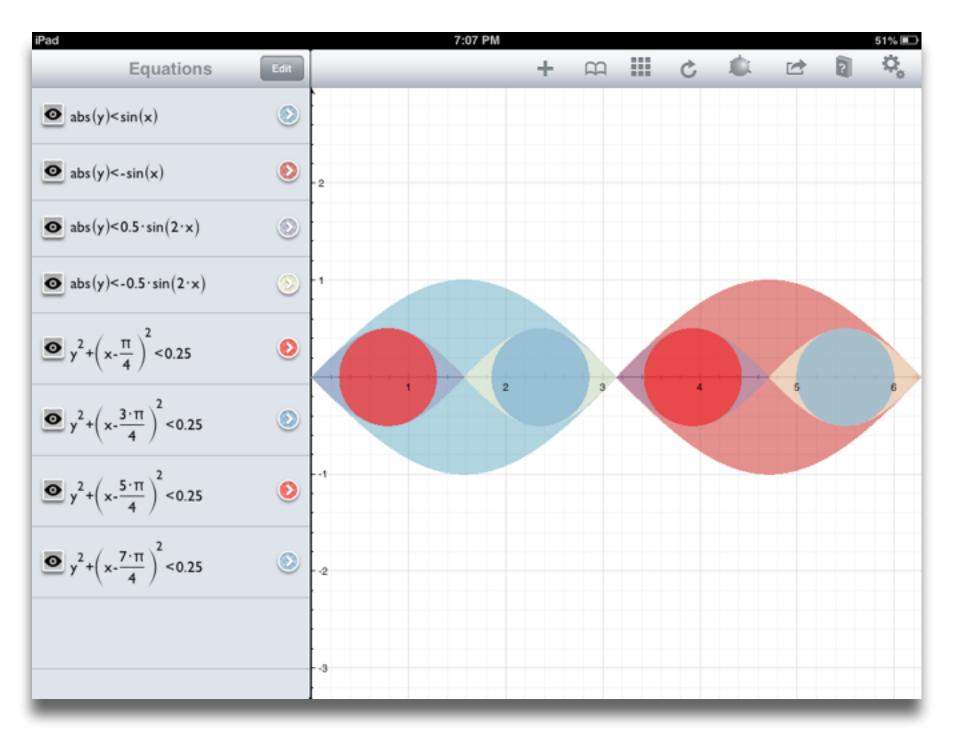
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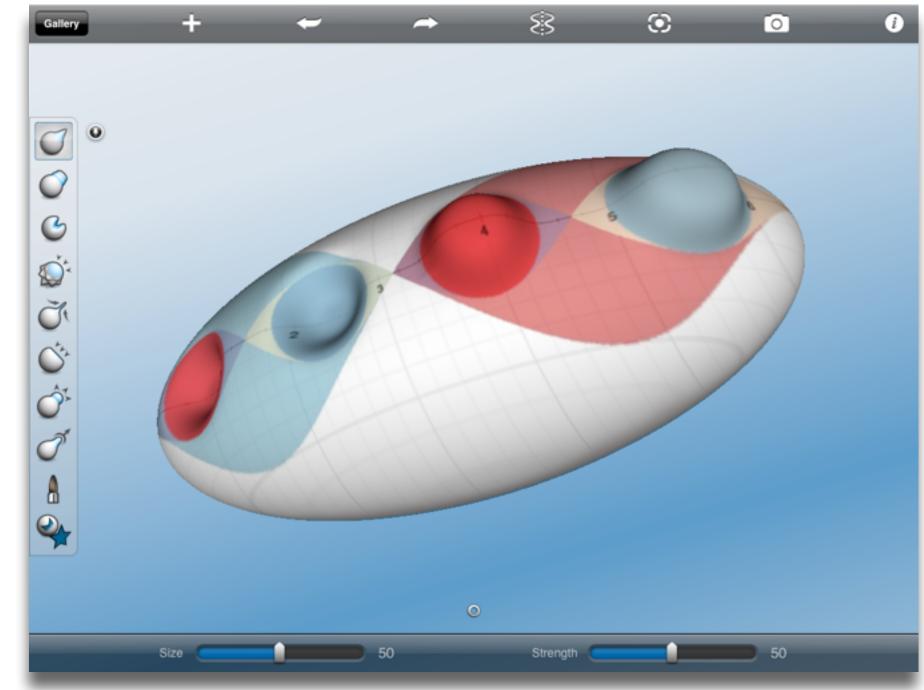
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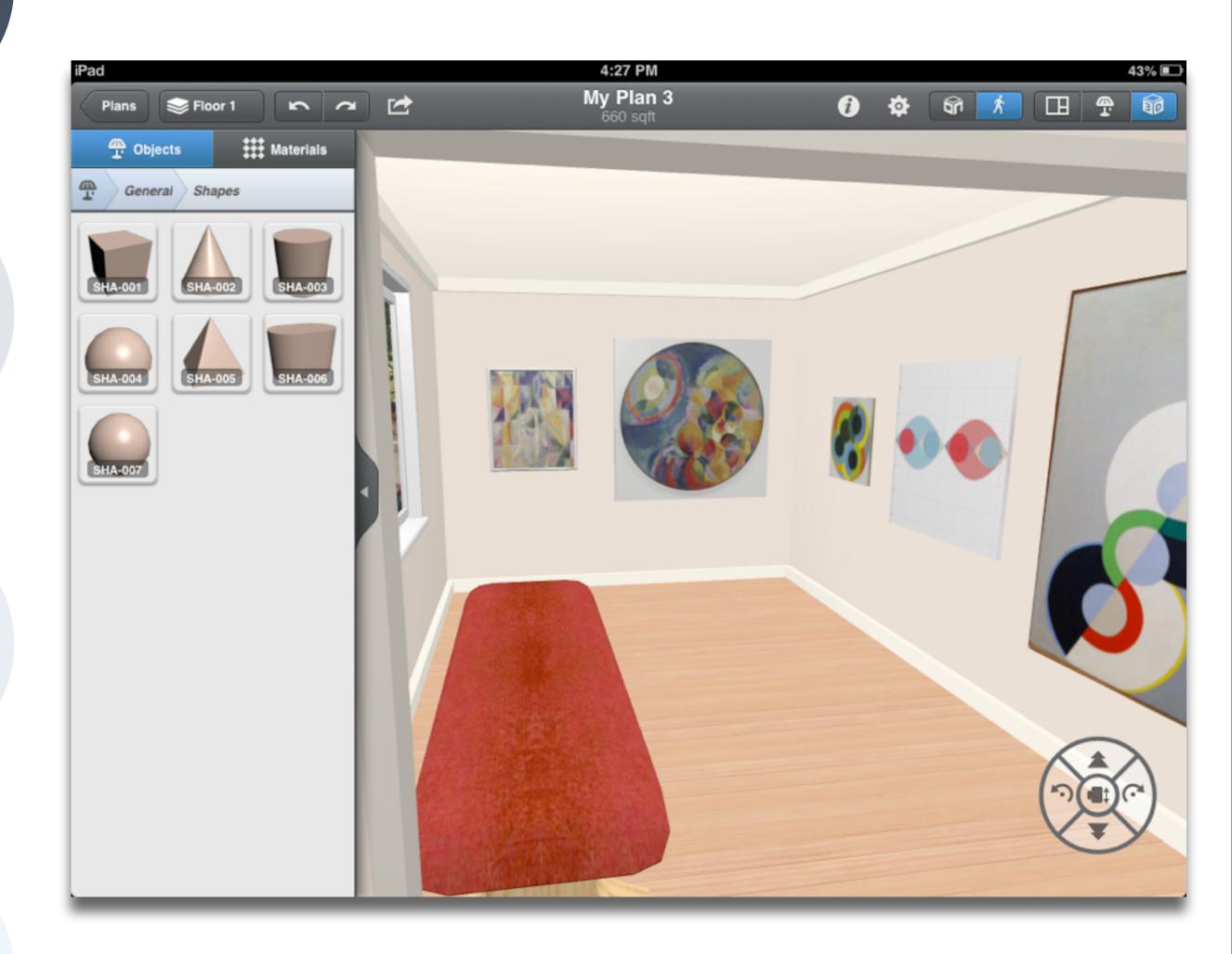
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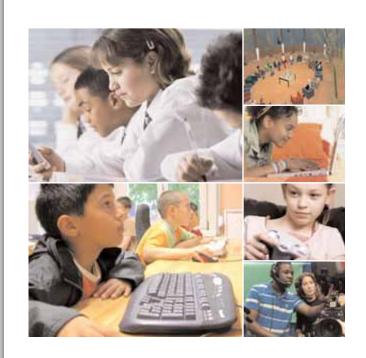
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Participatory Culture

Confronting the Challenges of Participatory Culture: Media Education for the 21st Century

Building the Field of Digital Media and Learning



An occasional paper on digital media and learning

Confronting the Challenges of Participatory Culture: Media Education for the 21st Century

Henry Jenkins, Director of the Comparative Media Studies Program at the Massachusetts Institute of Technology

with

Katie Clinton Ravi Purushotma Alice J. Robison Margaret Weigel

MACARTHUR
The John D. and Catherine T. MacArthur Foundation

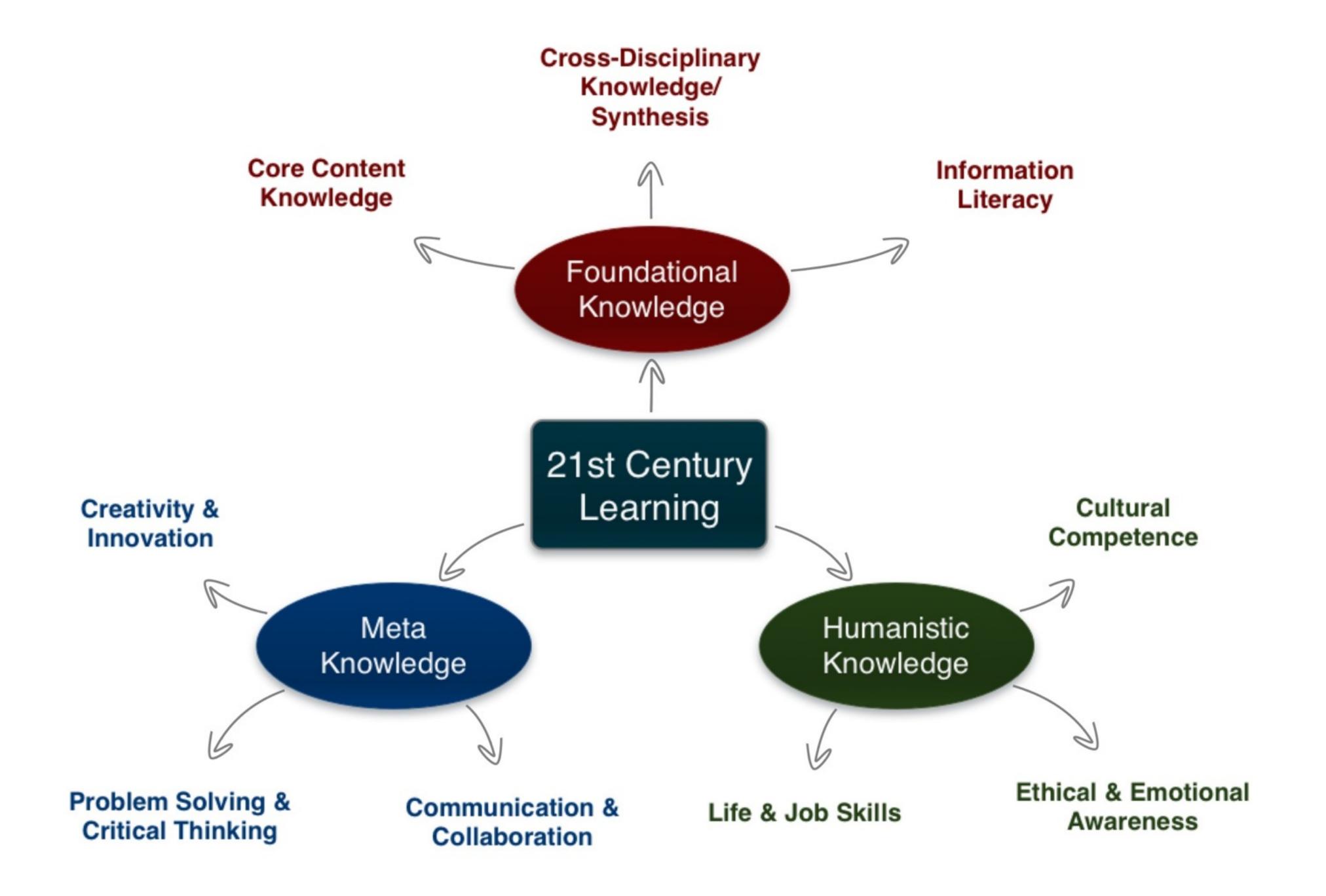
Affiliations

Expressions

Participatory
Culture

Collaborative
Problem-solving

Circulations



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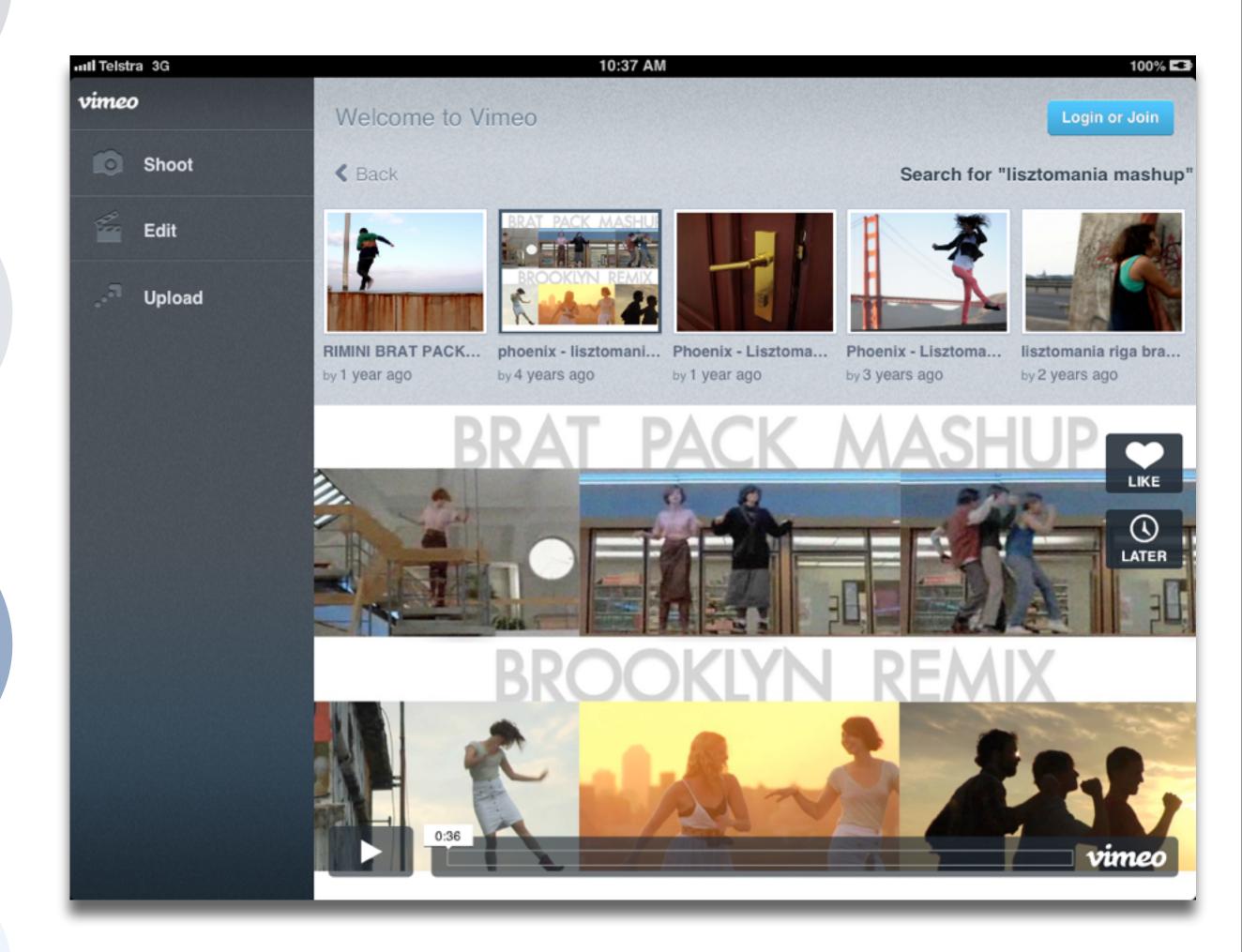
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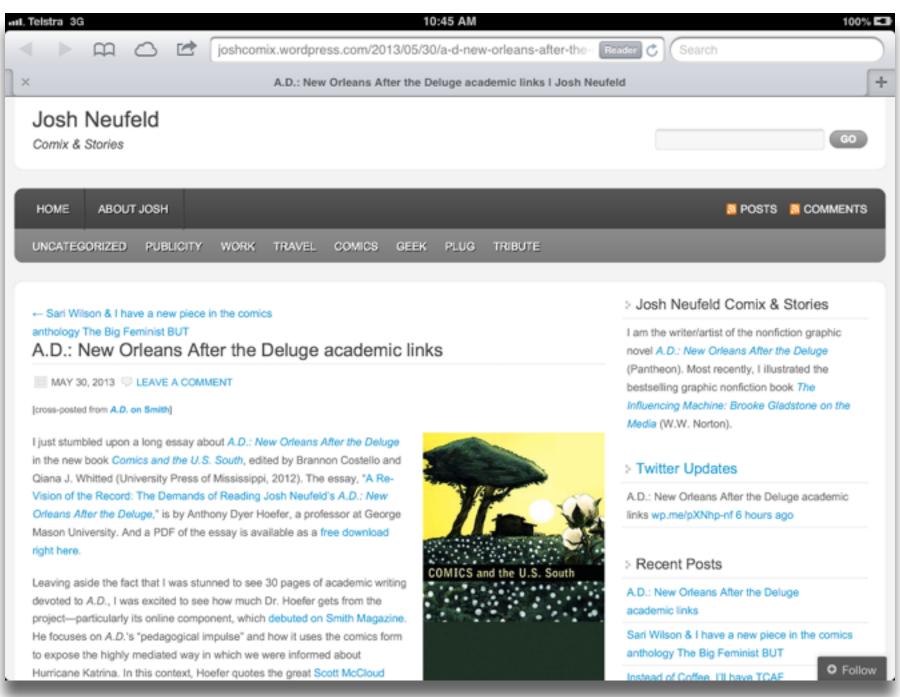
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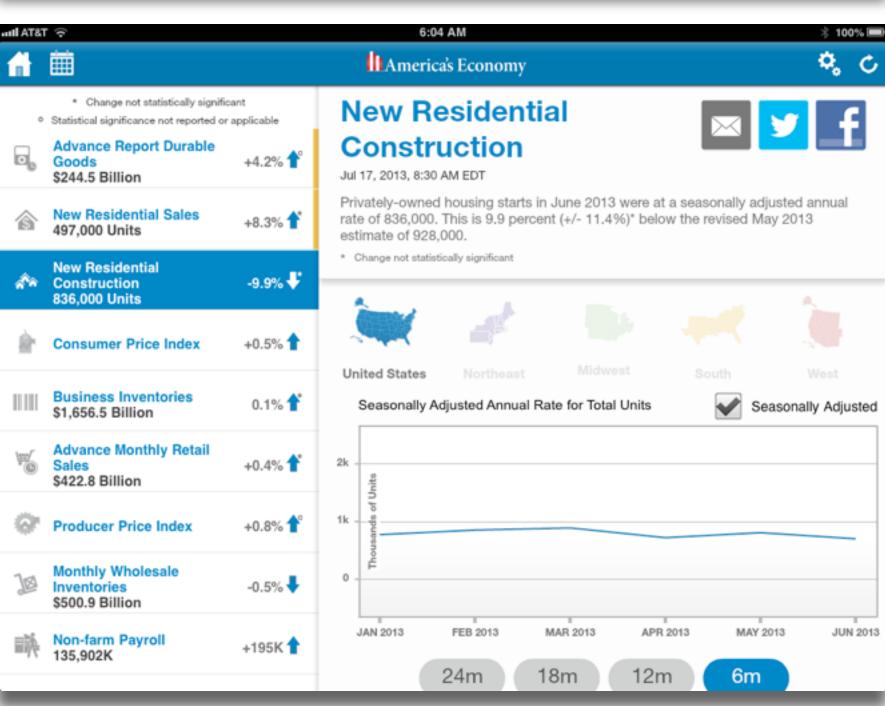
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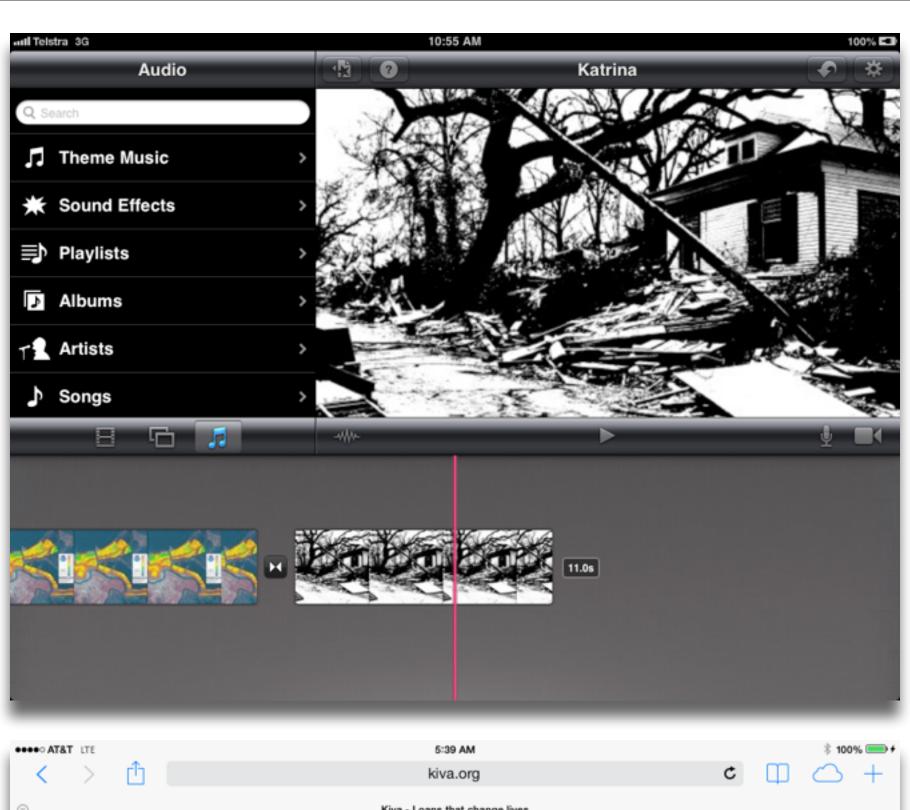
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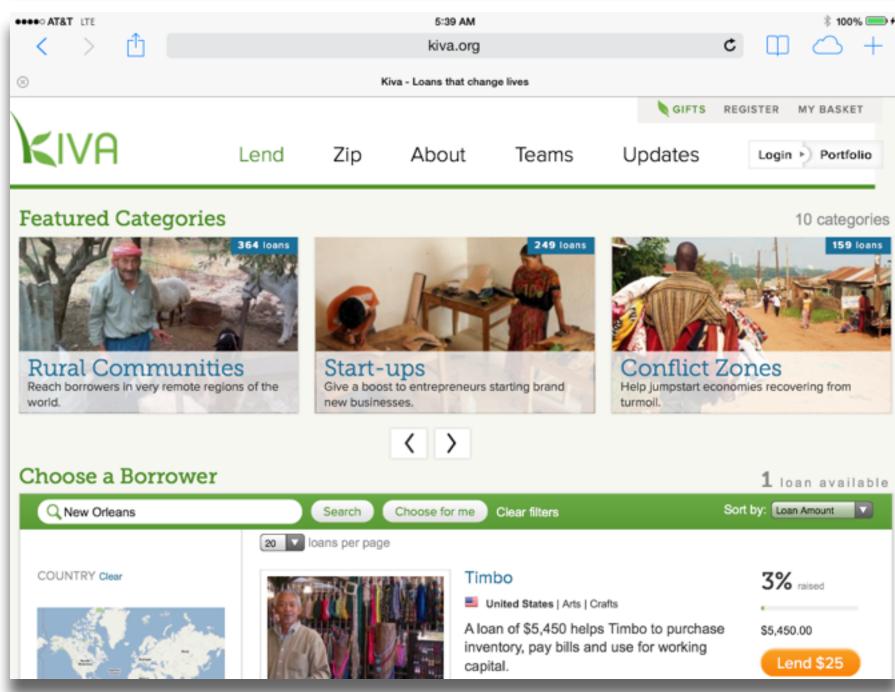


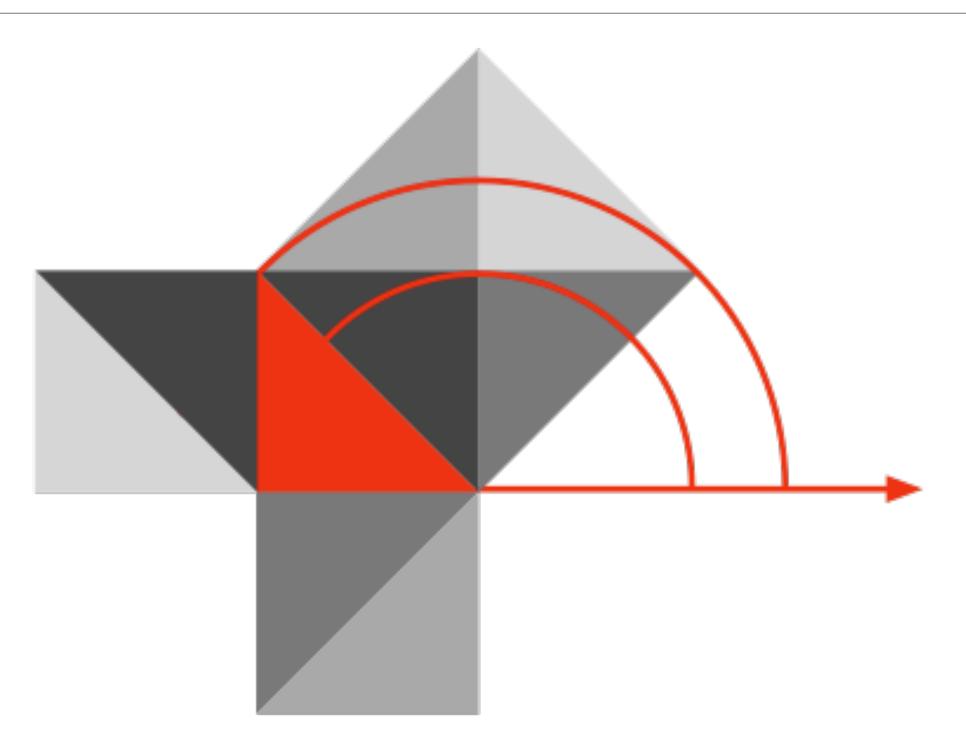
Photo Credits

- iPad in Subway: Takashi M
- YouTube + iPad + Hanalei = Happiness: Wayan Vota
- Parcours-jeu multimedia : Les métiers du musée: Jean-Pierre Dalbéra

Resources

- Ruben R. Puentedura, *Transformation, Technology, and Education*. (2006) Online at: http://hippasus.com/resources/tte/
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