

Technology in Education: Frameworks for Design and Practice

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ed·u·ca·ble (ĕj'oo-kă-bĕl)
 [EDUC(A)TE] + -able
 provide with knowledge;
 schooling; teach. 2 To
 with purpose; teach.
 (taste or skill, for
 person or group; for
 visual aids.
 caten, from Latin
 Appendix.*]
ed·u·cat·ed (ĕj'oo-kă-tĭd)
 been taught or instructed
 rily on experience and
 of the test results
ed·u·ca·tion (ĕj'oo-kă-
 process of imparting
 teaching. 2 The ob-
 process; schooling.
 tion of a specified
 cation. 4 The field
 learning; the theory
ed·u·ca·tion·al
 relating to educa-
 an educational
ed·u·ca·tion·al·
 (-shən-ĭst). 1
 theorist. Usually
ed·u·ca·tive (ĕj'
ed·u·ca·tory (ĕj'oo-
 teaching

Transformation

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*

Enhancement

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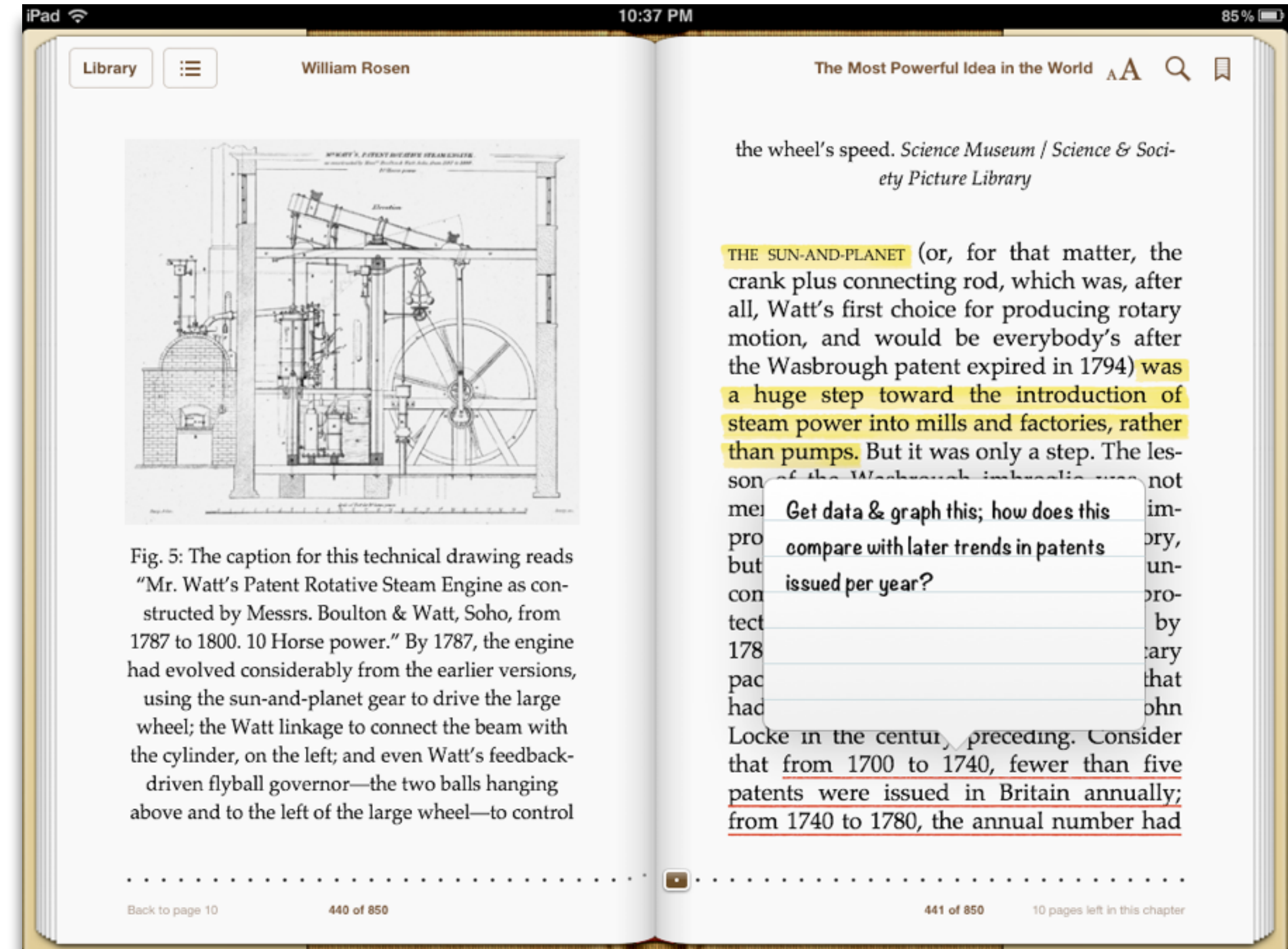
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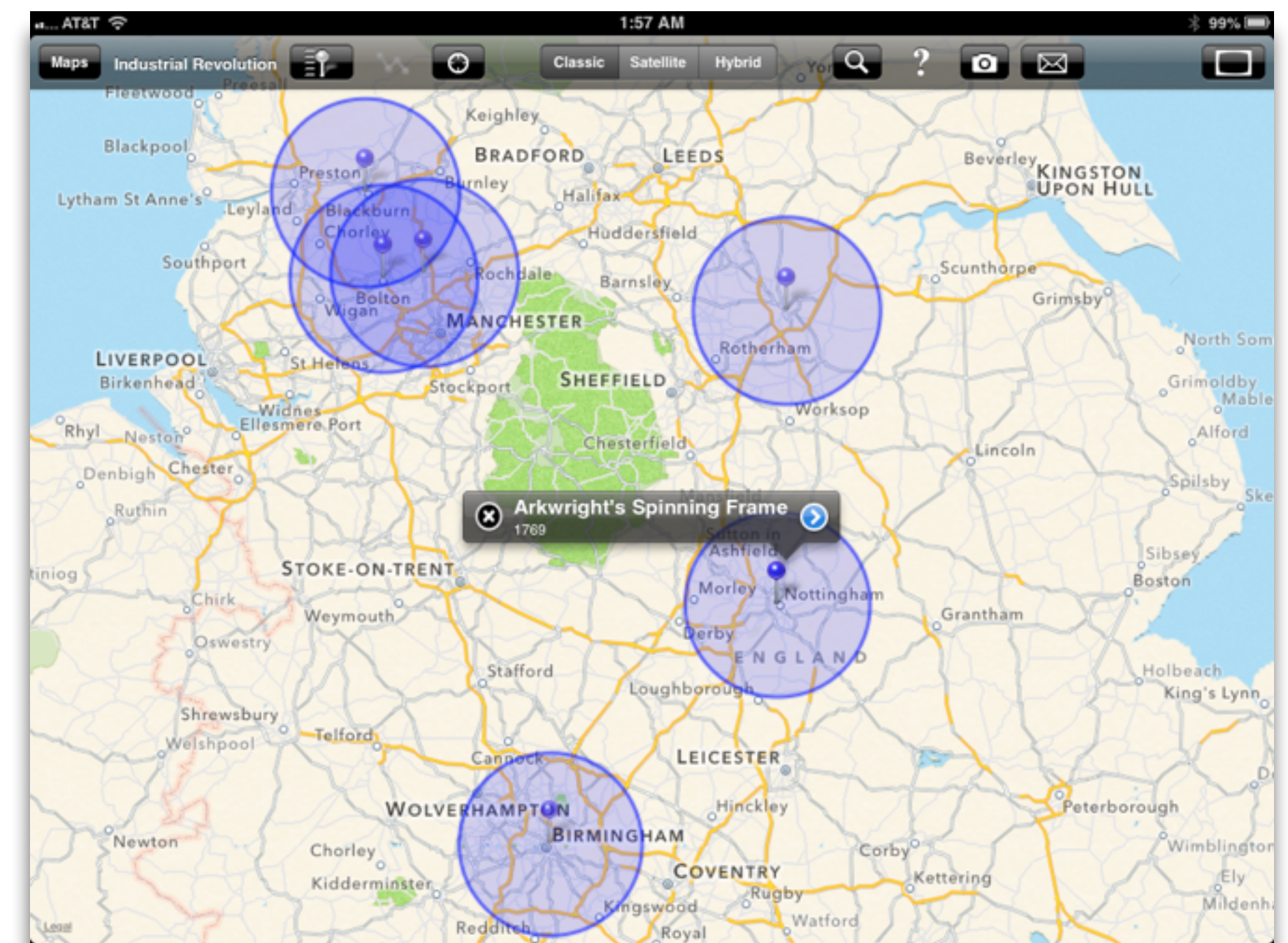
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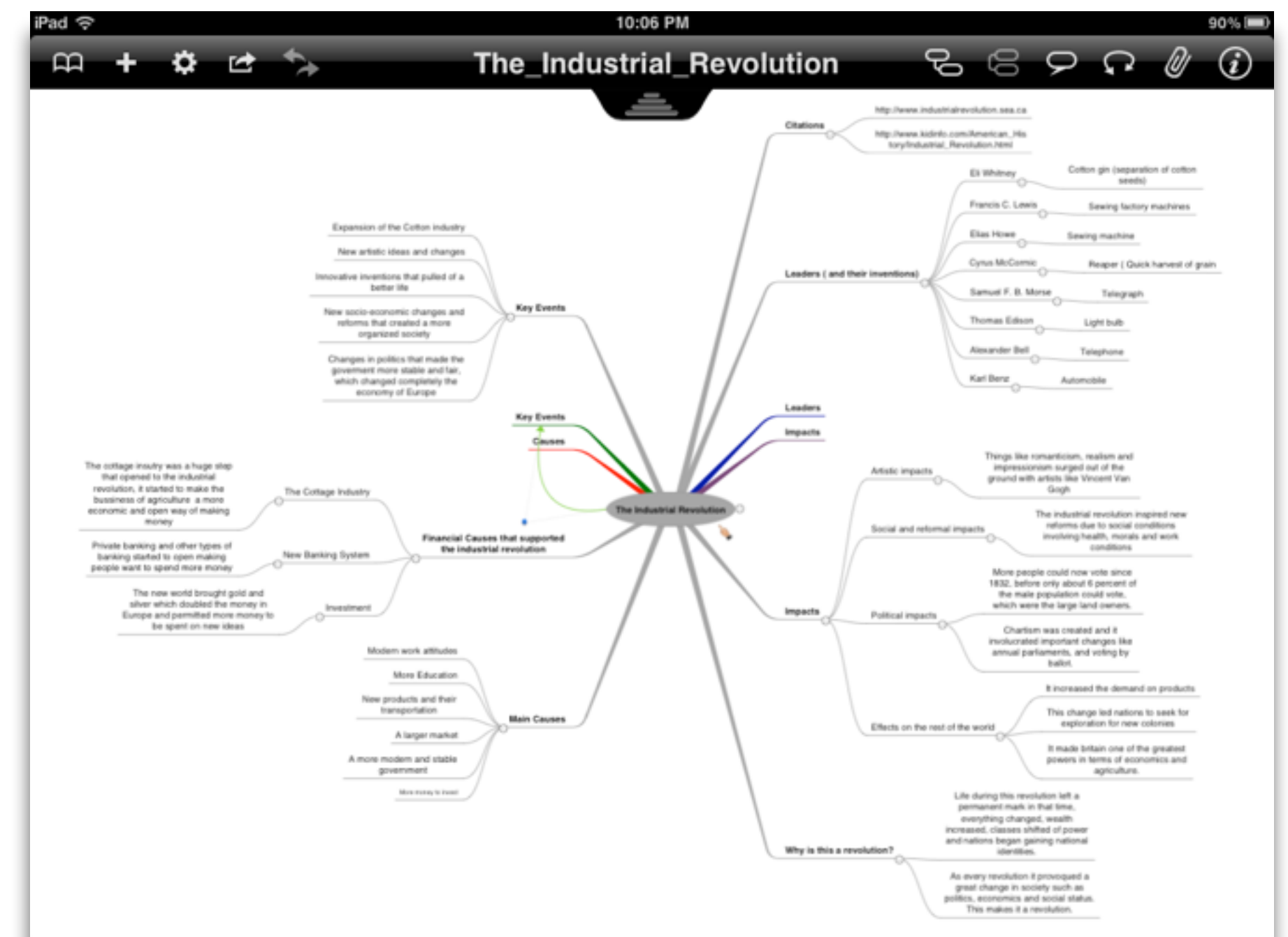
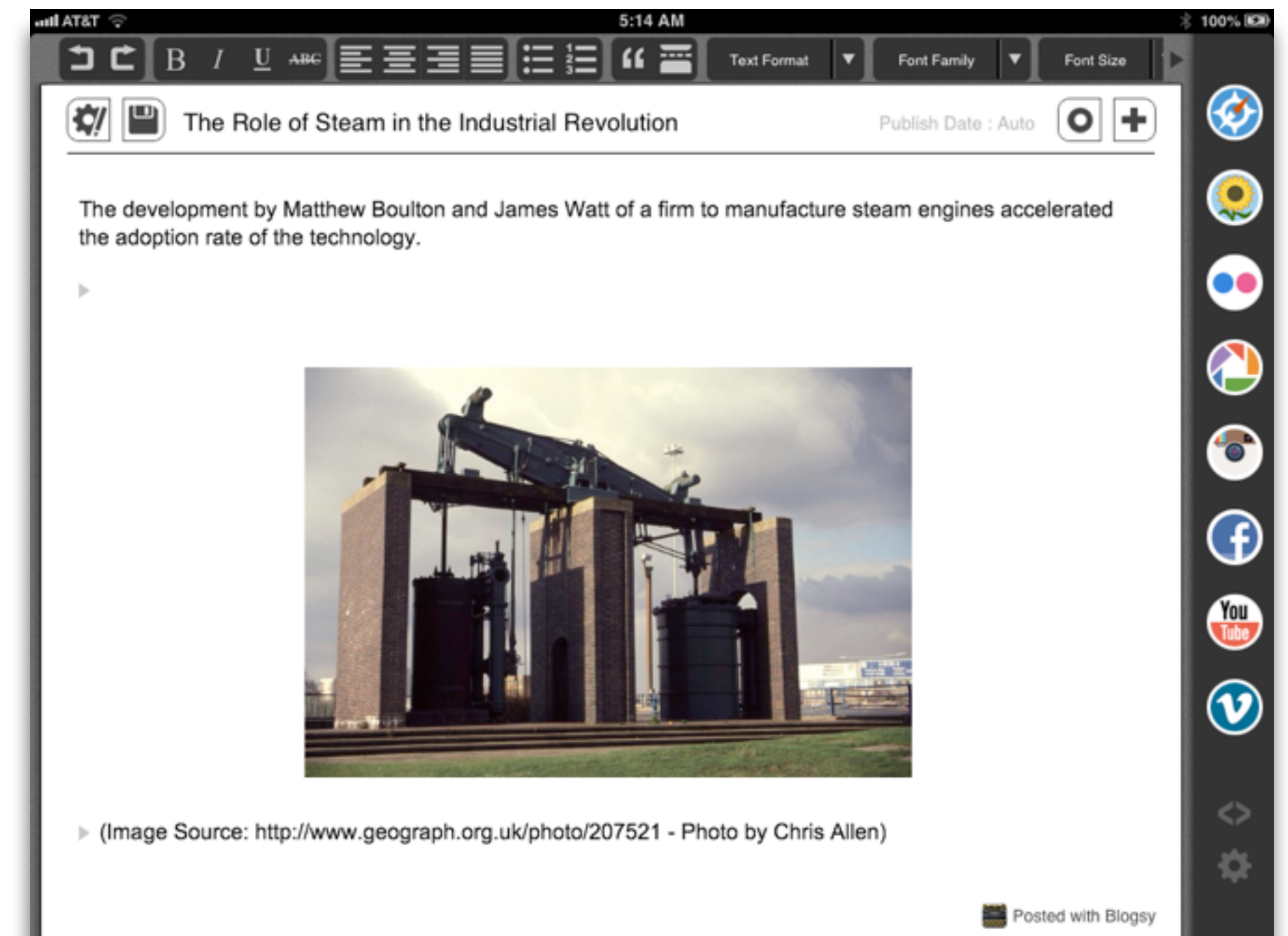
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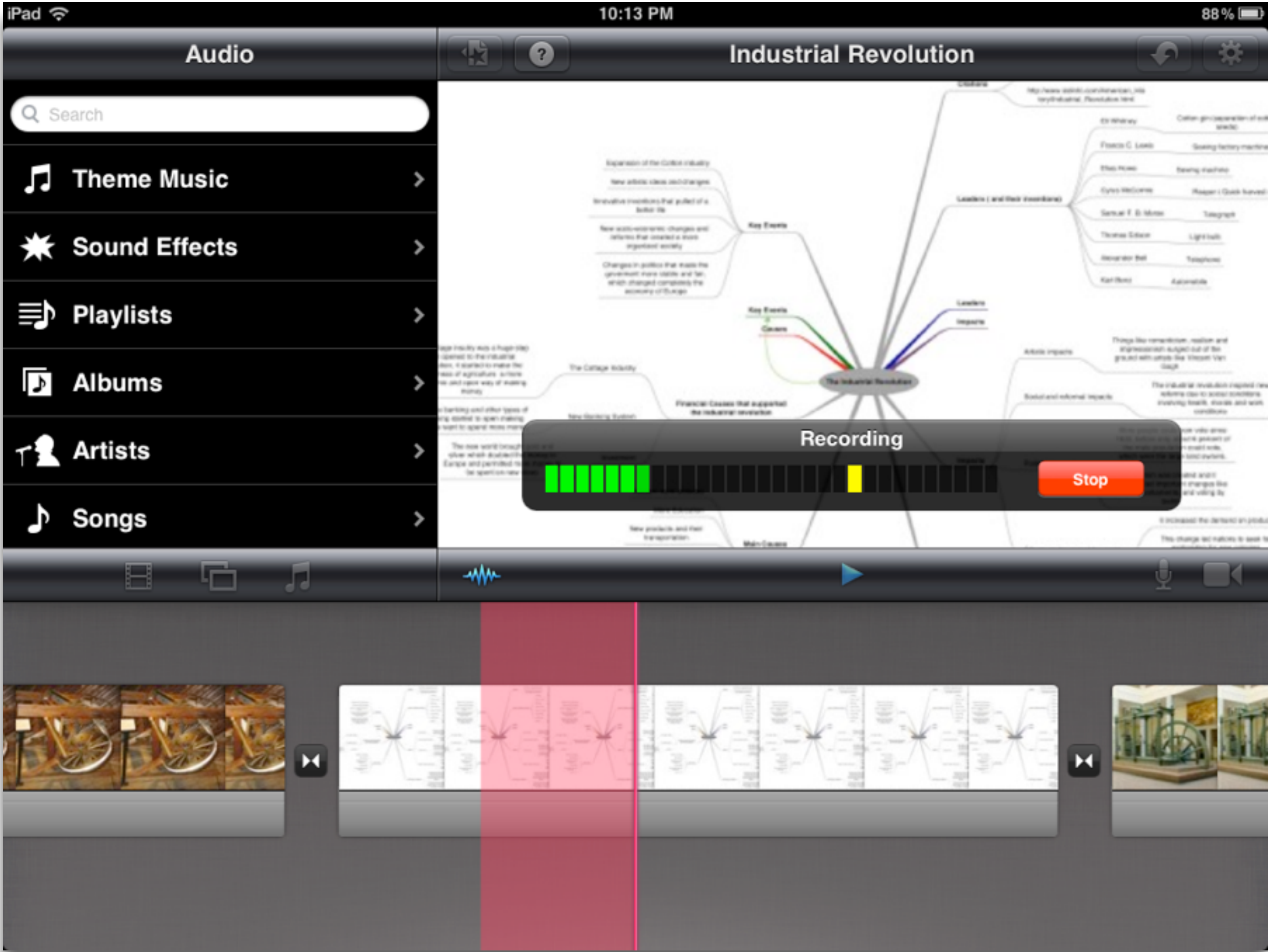
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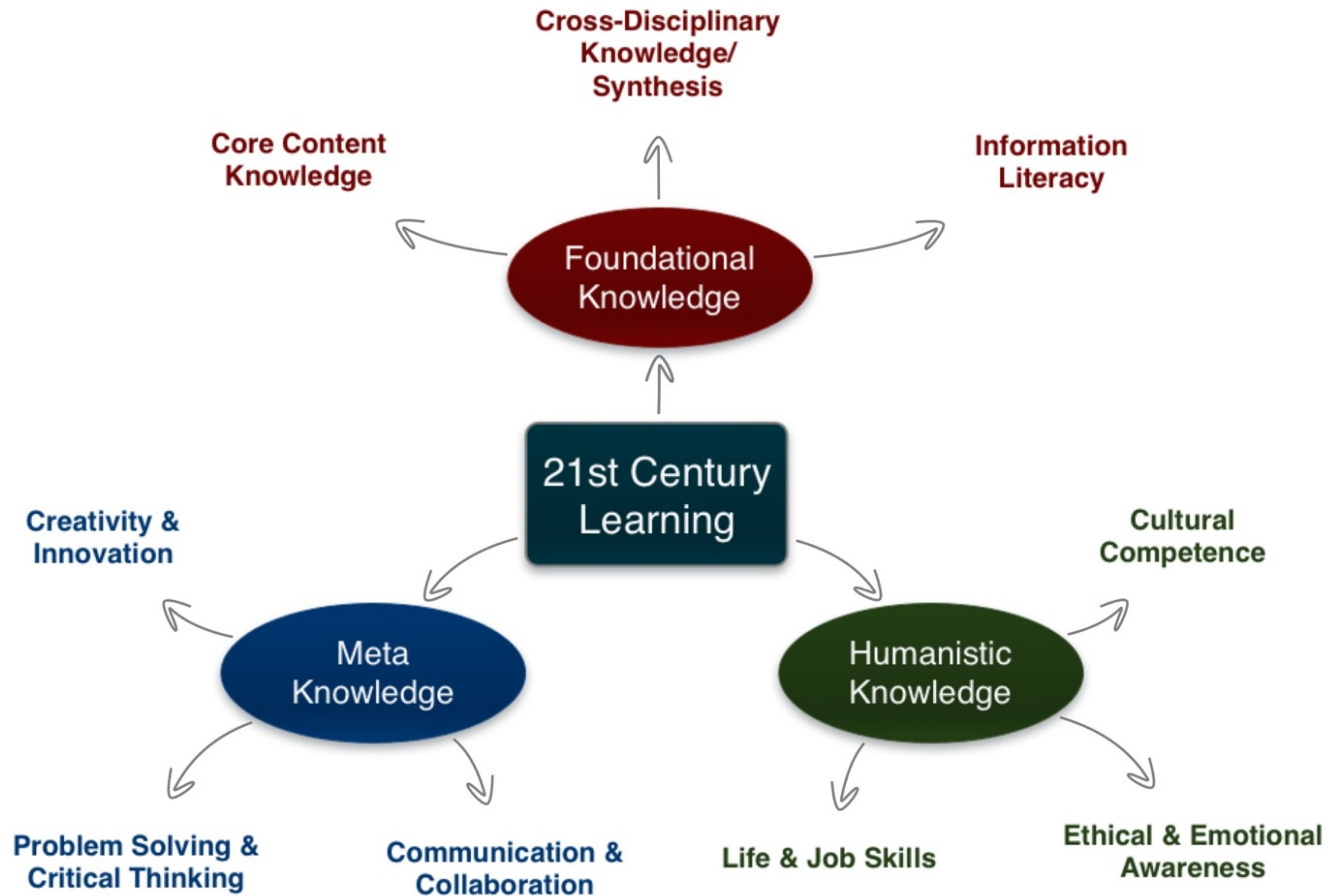
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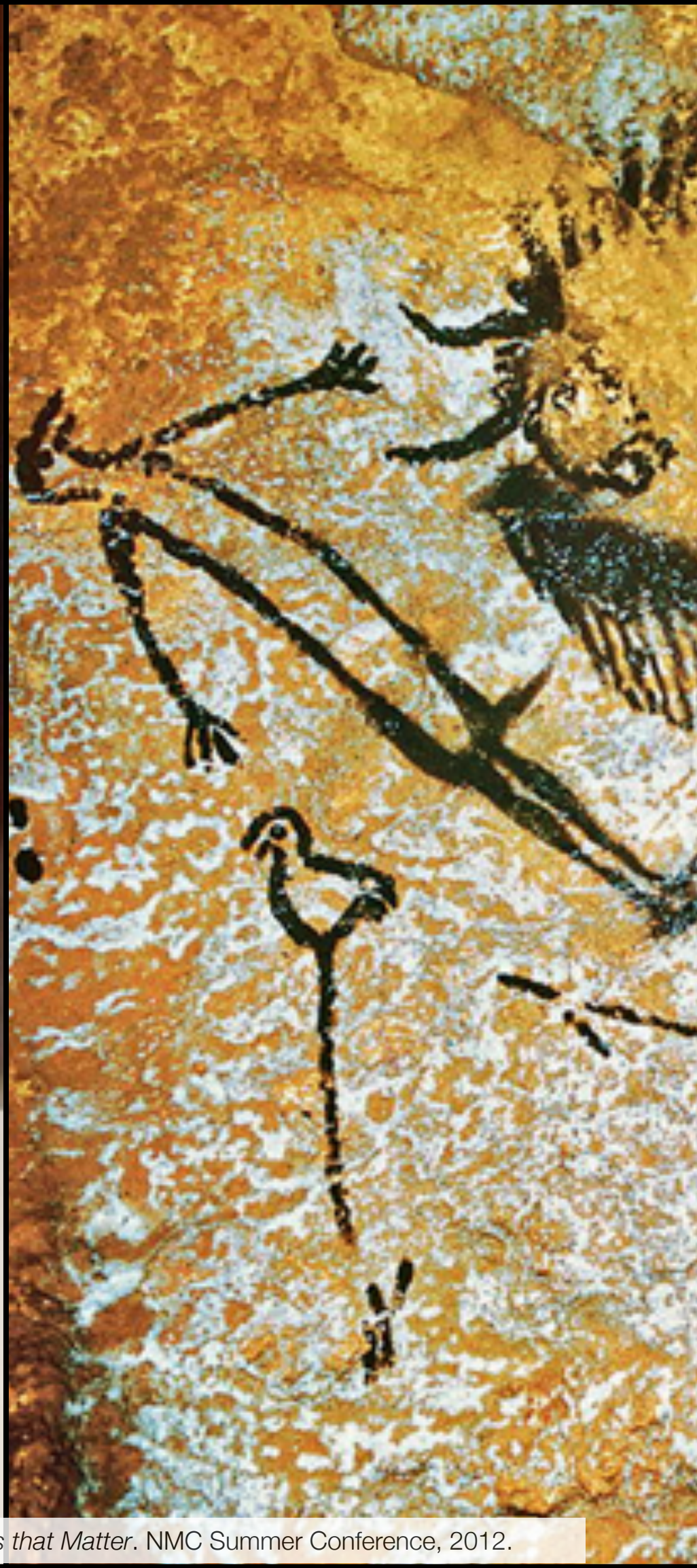

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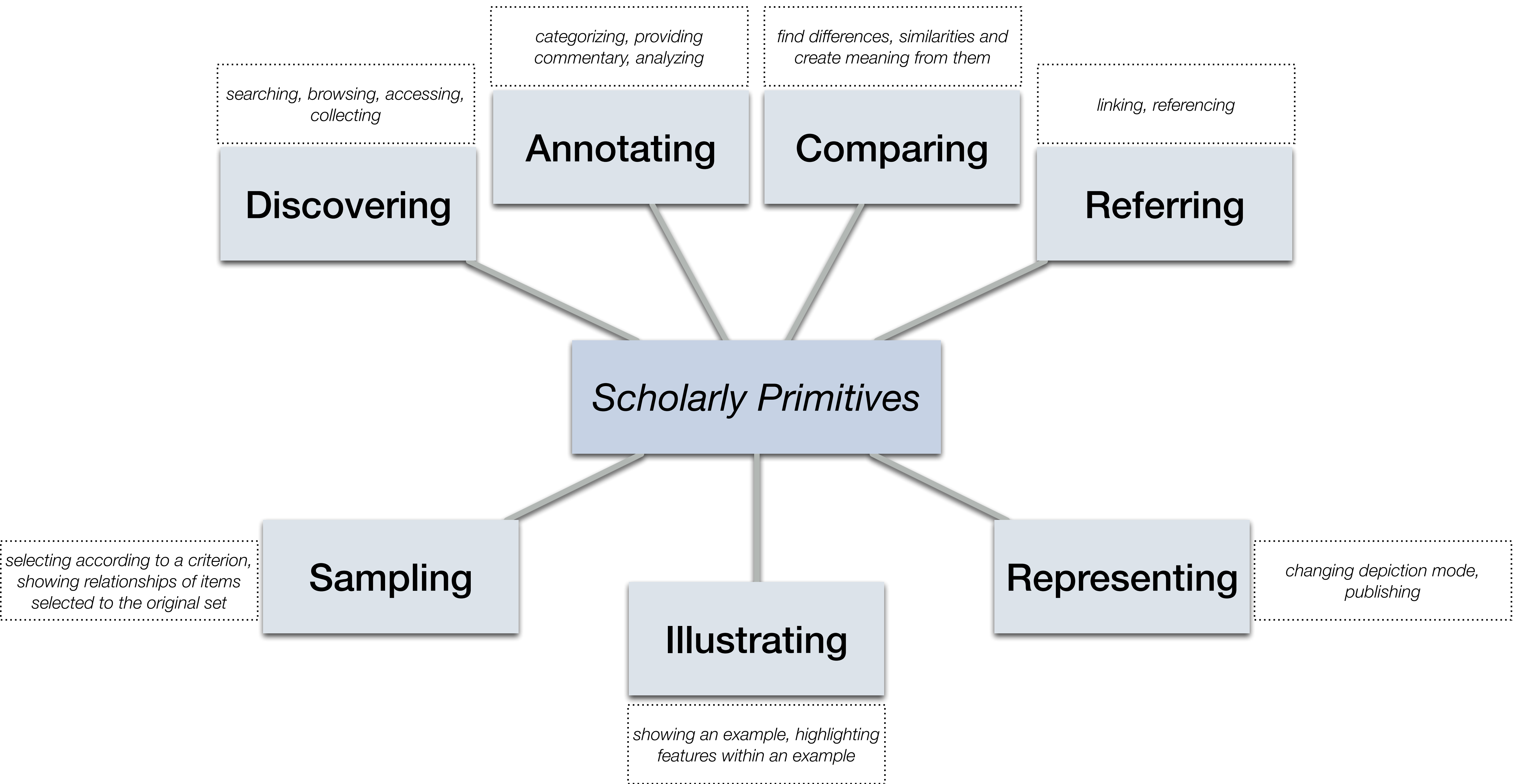
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Social	Mobility	Visualization	Storytelling	Gaming
200,000 years	70,000 years	40,000 years	17,000 years	8,000 years
				



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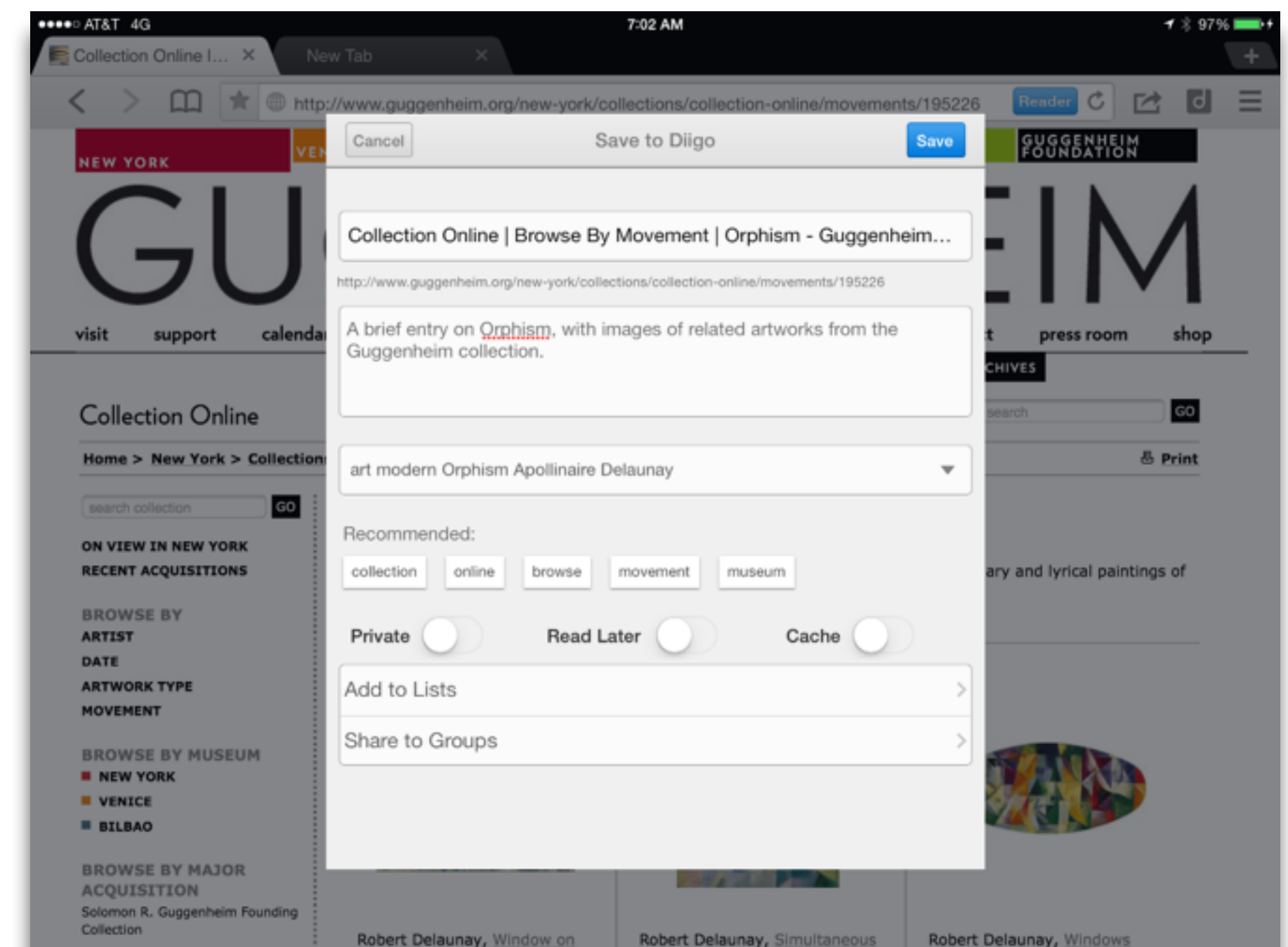
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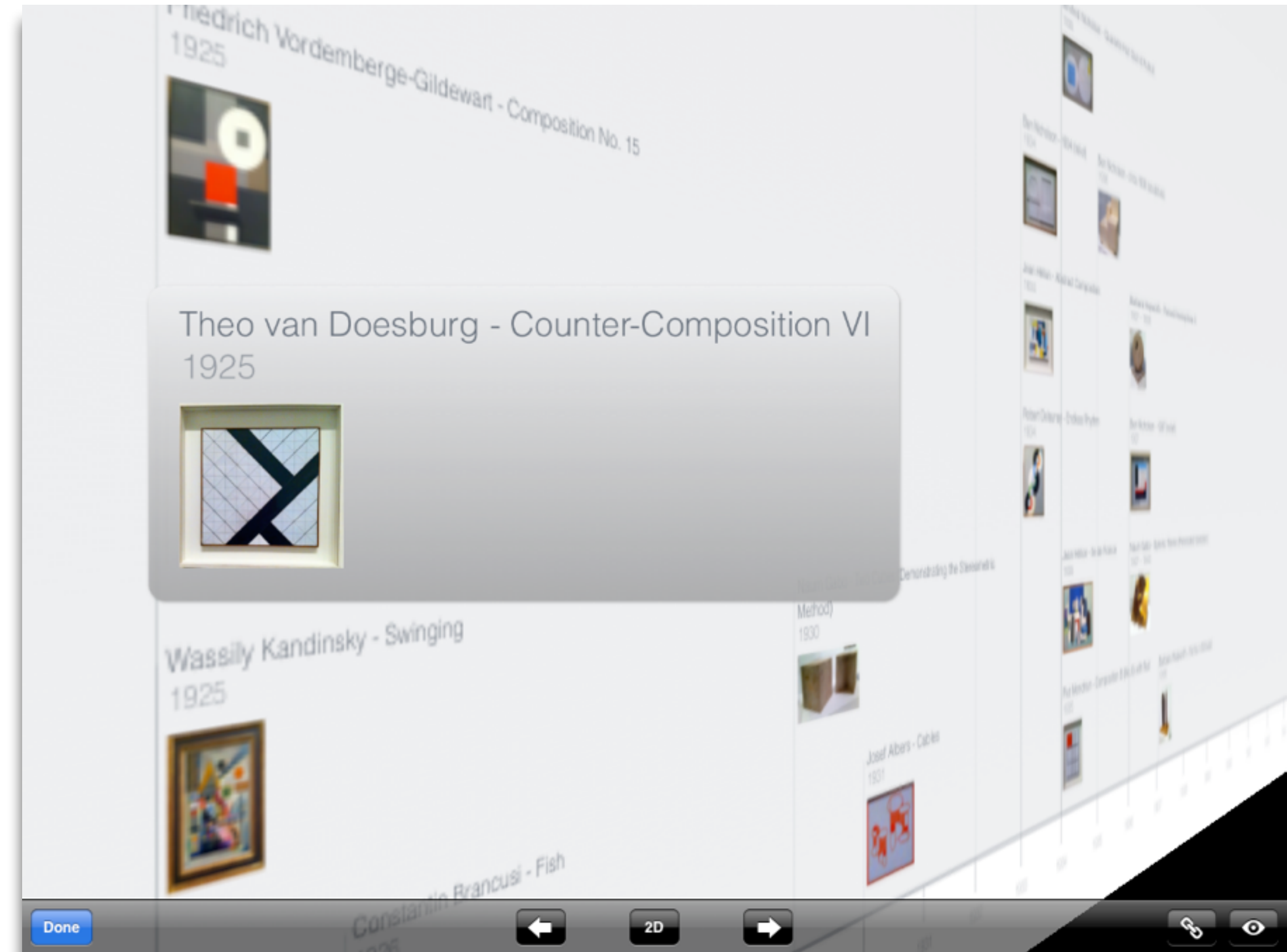
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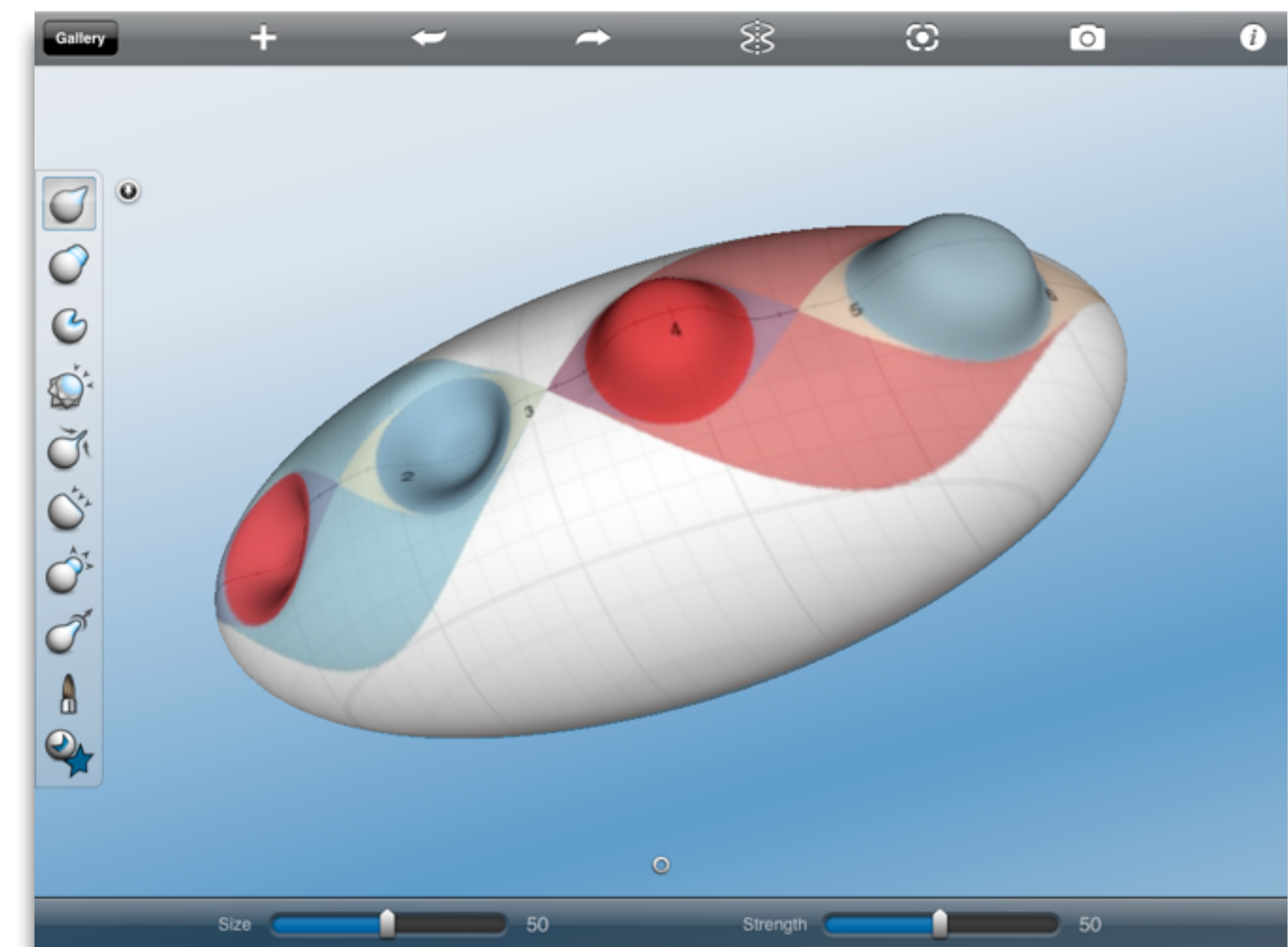
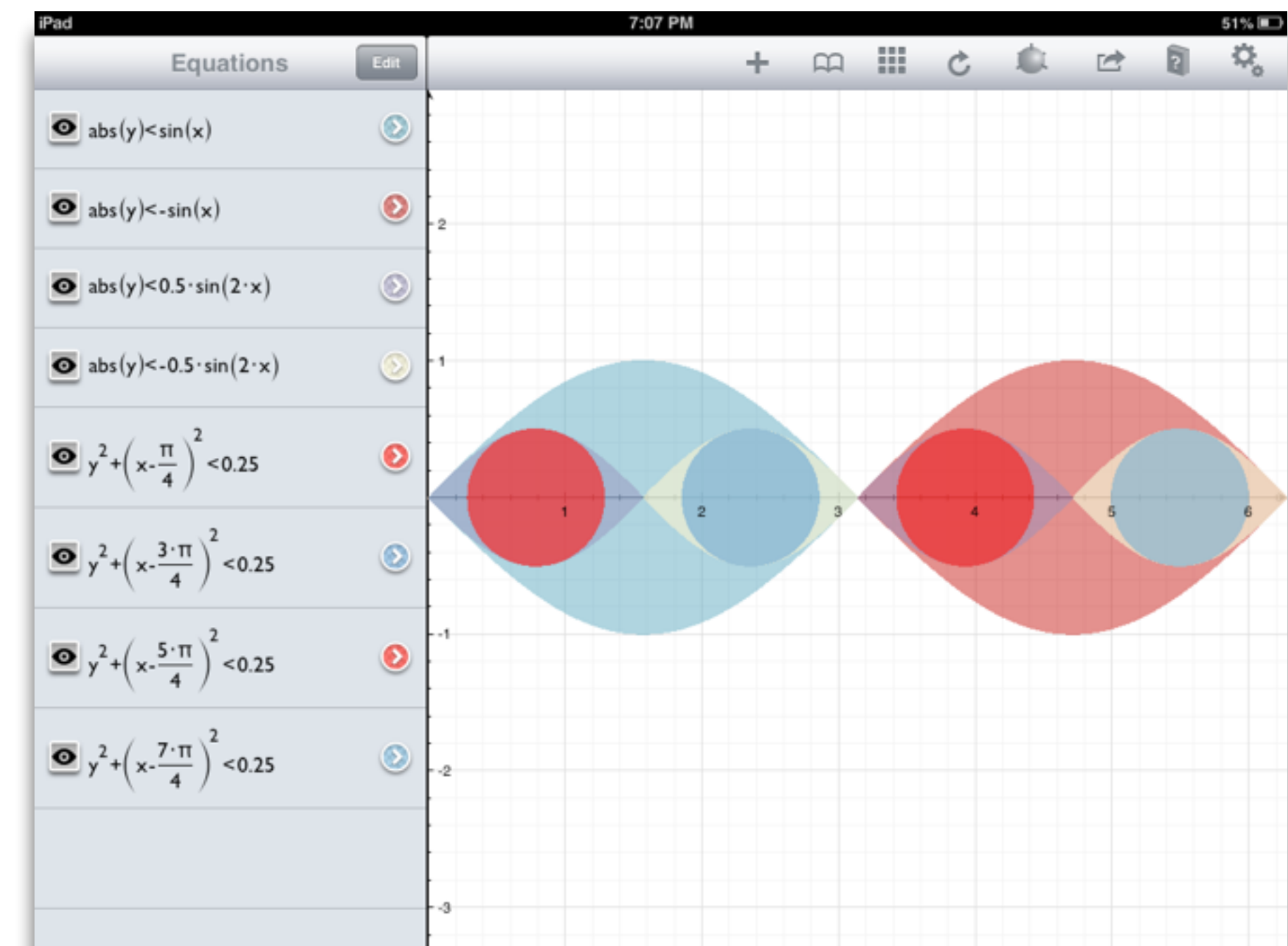
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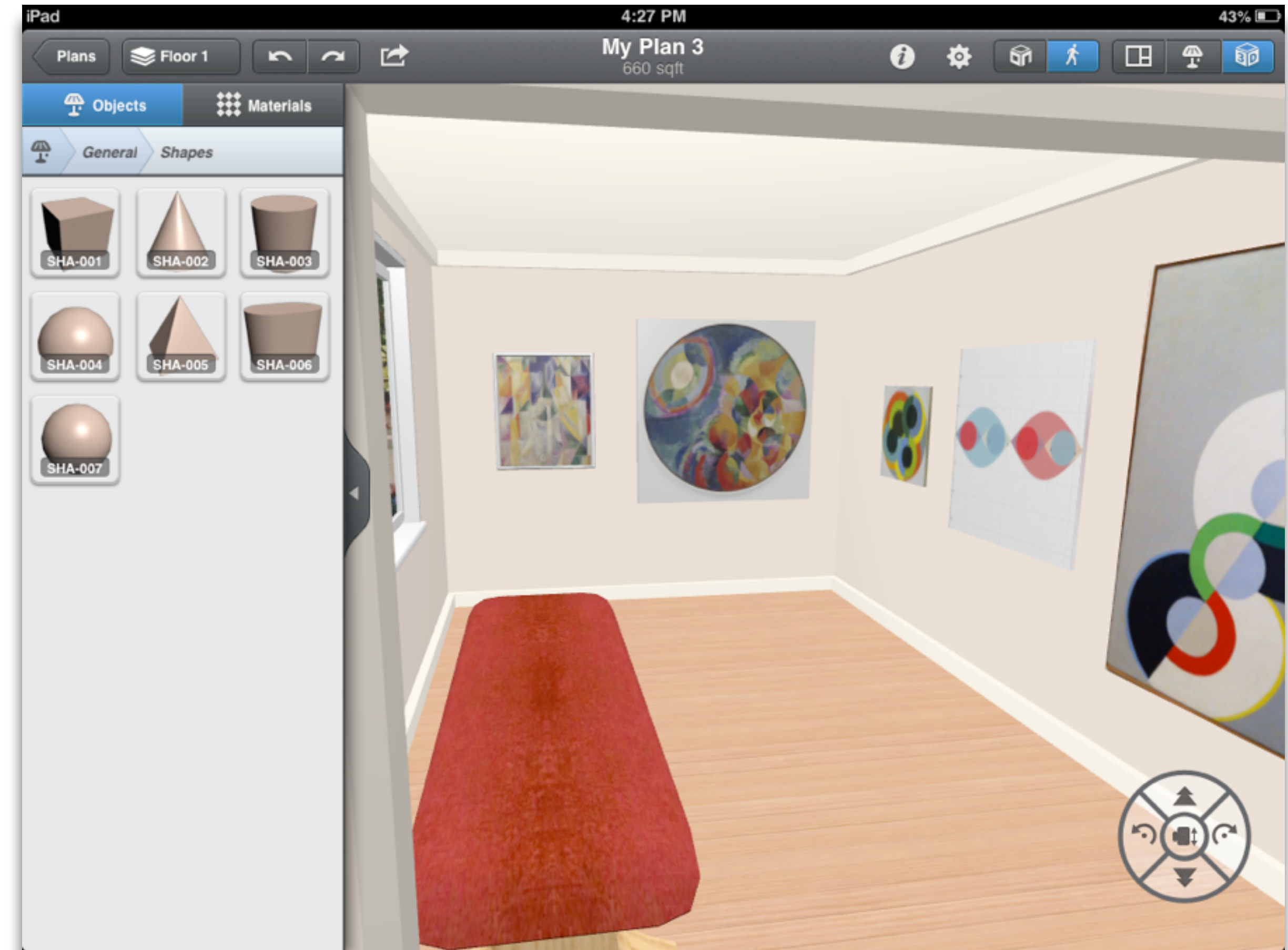
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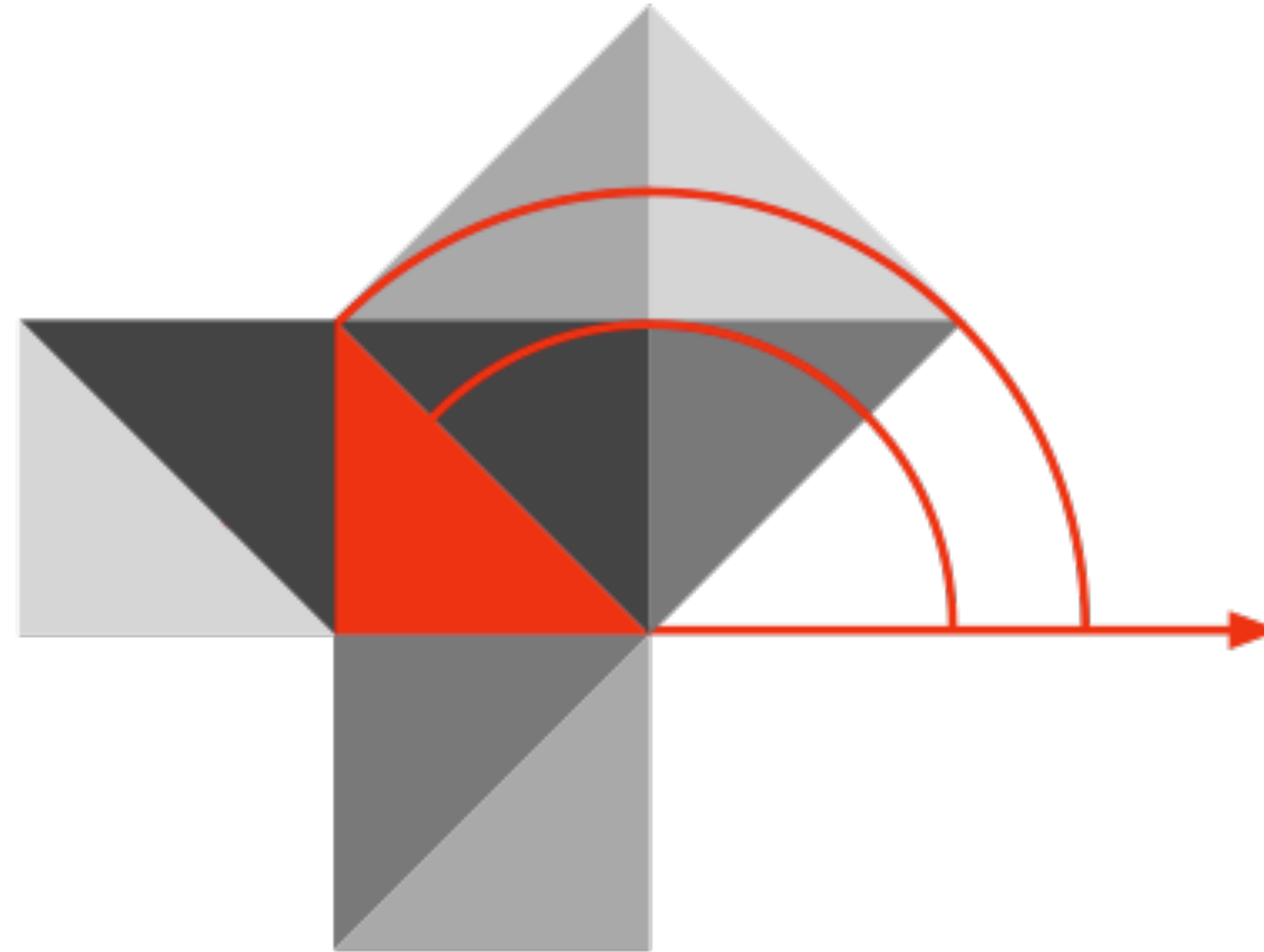
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Hippasus



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