

SAMR, In Practice

Ruben R. Puentedura, Ph.D.

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

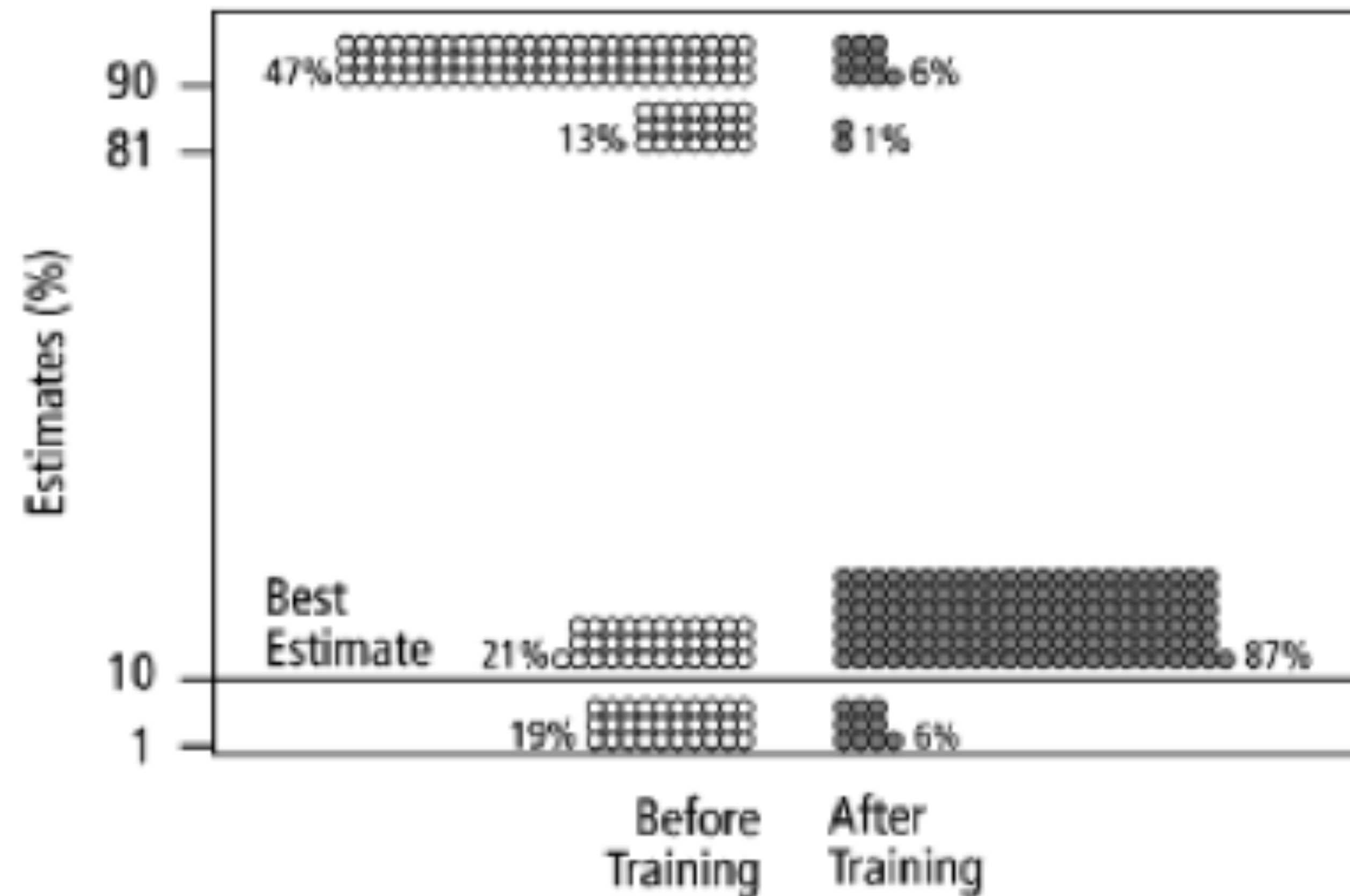


Fig. 2. Estimates by 160 gynecologists of the probability that a woman has breast cancer given a positive mammogram, before and after receiving training in how to translate conditional probabilities into natural frequencies.

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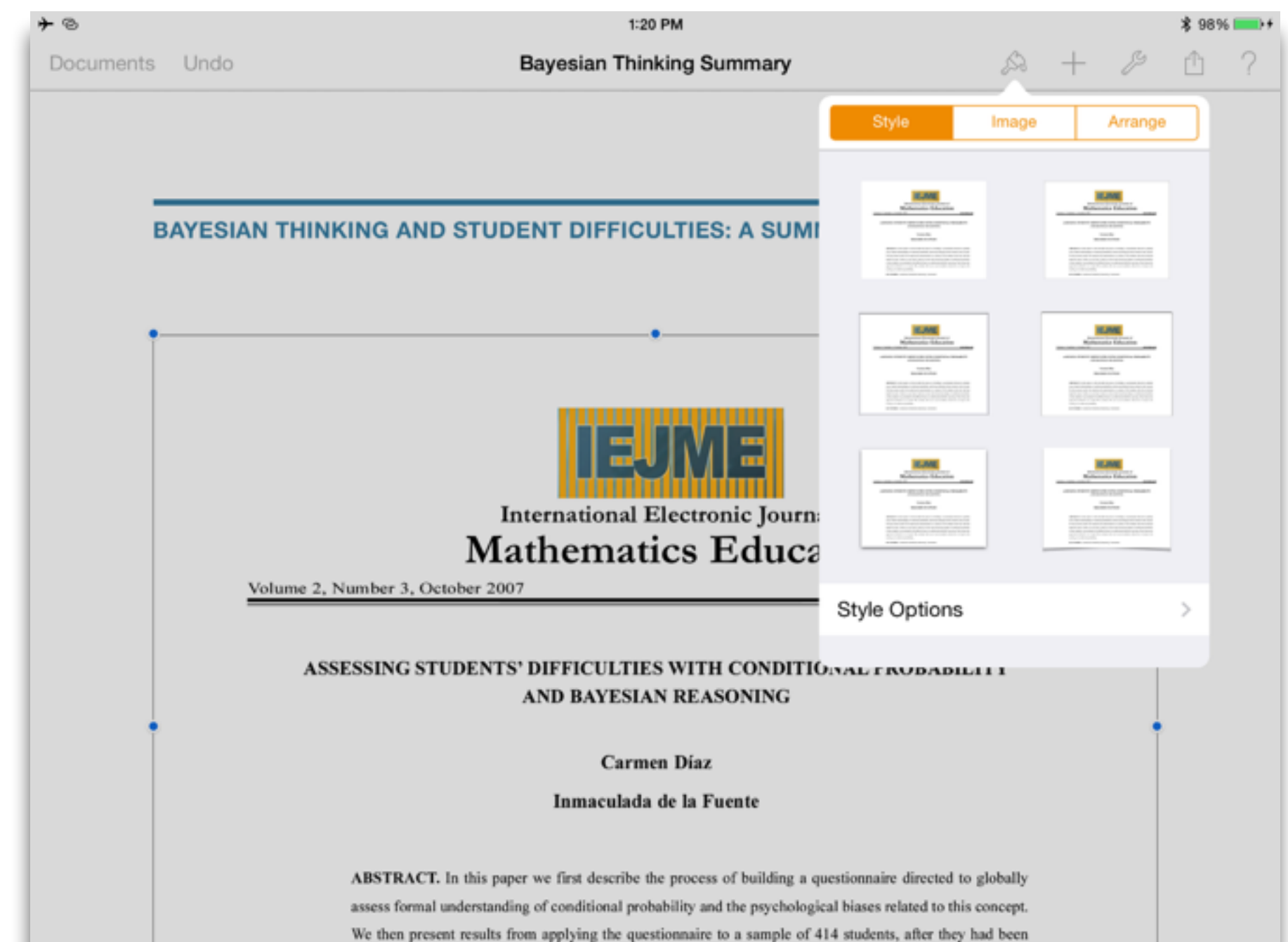
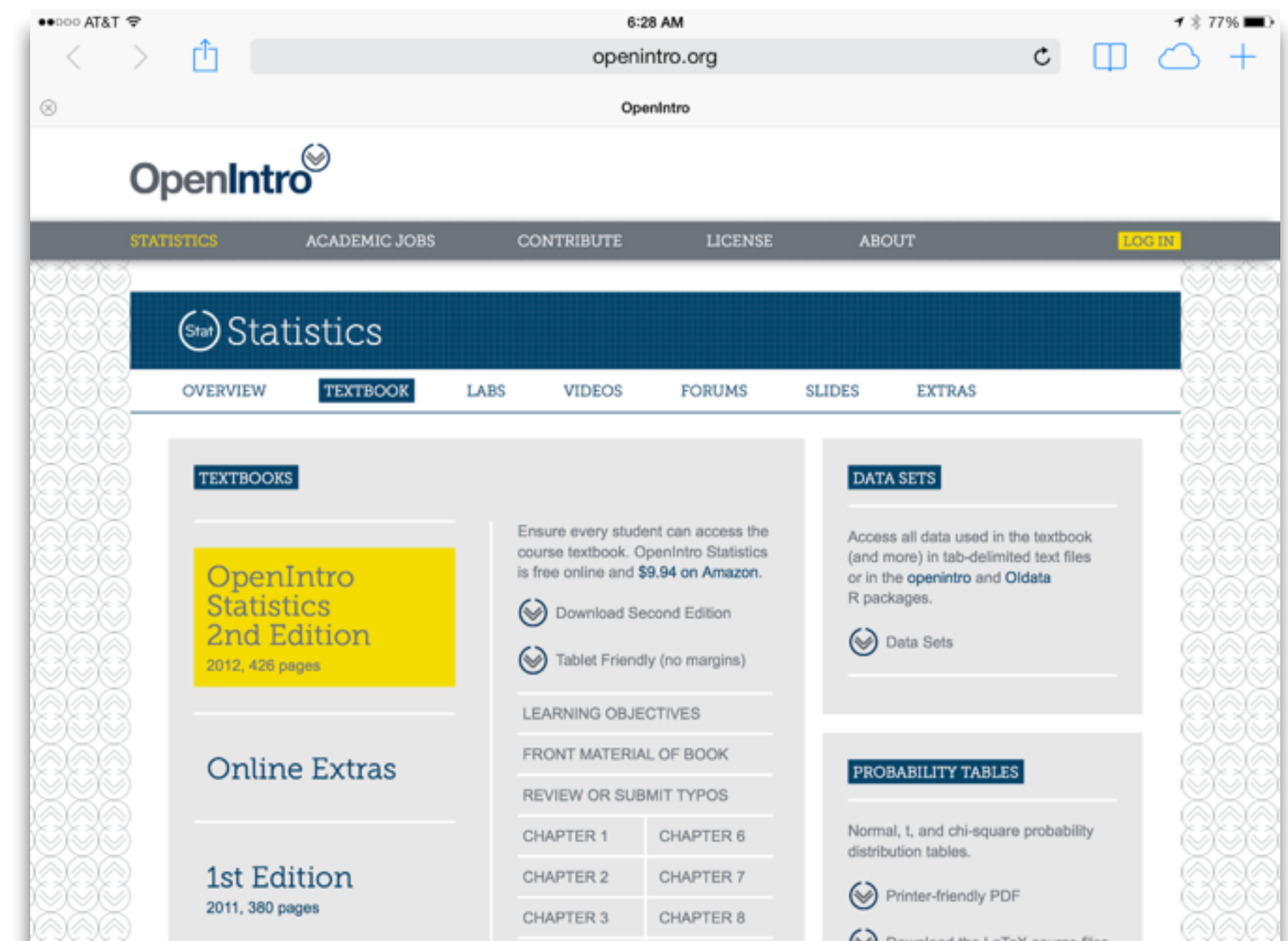
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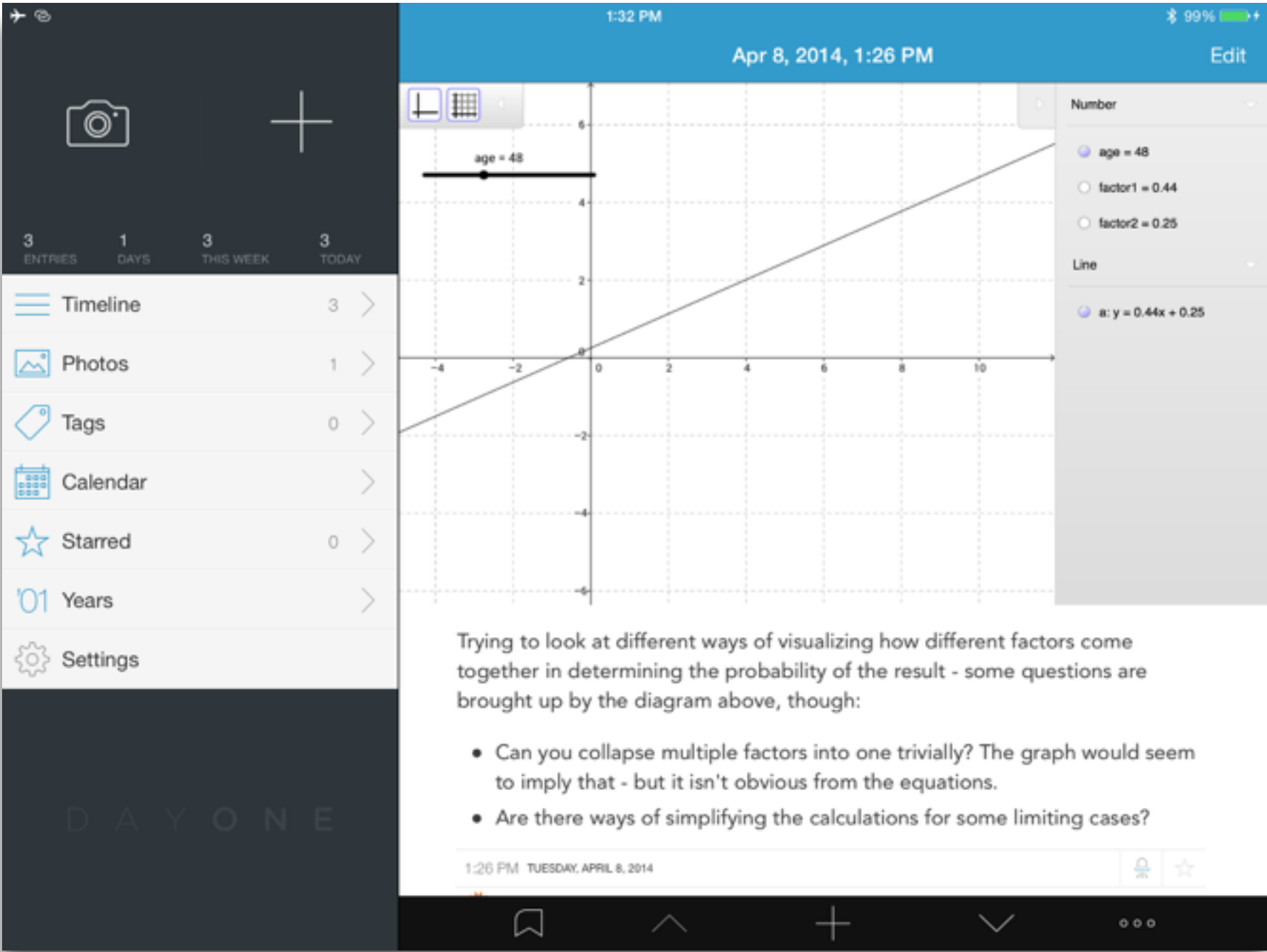
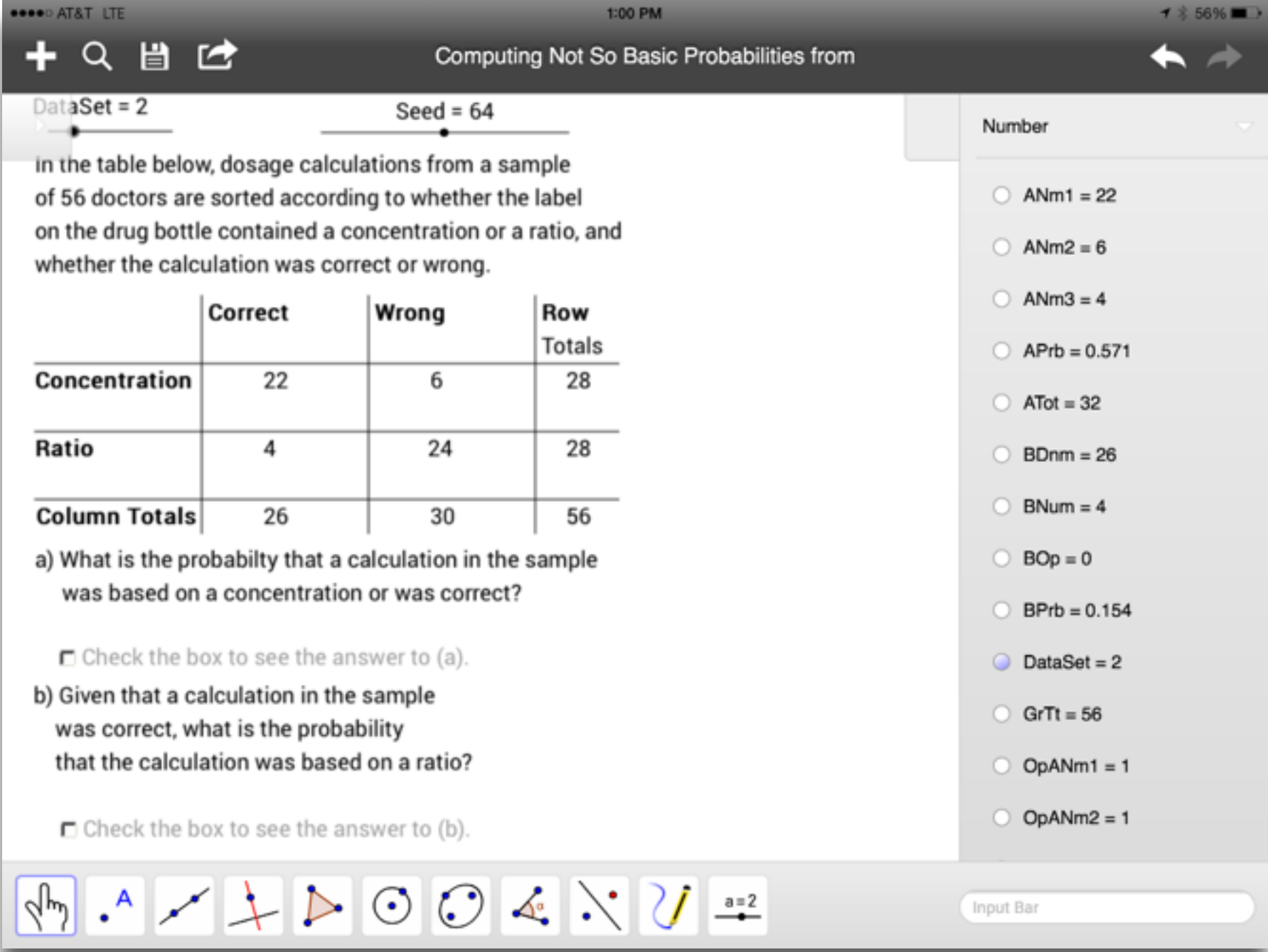
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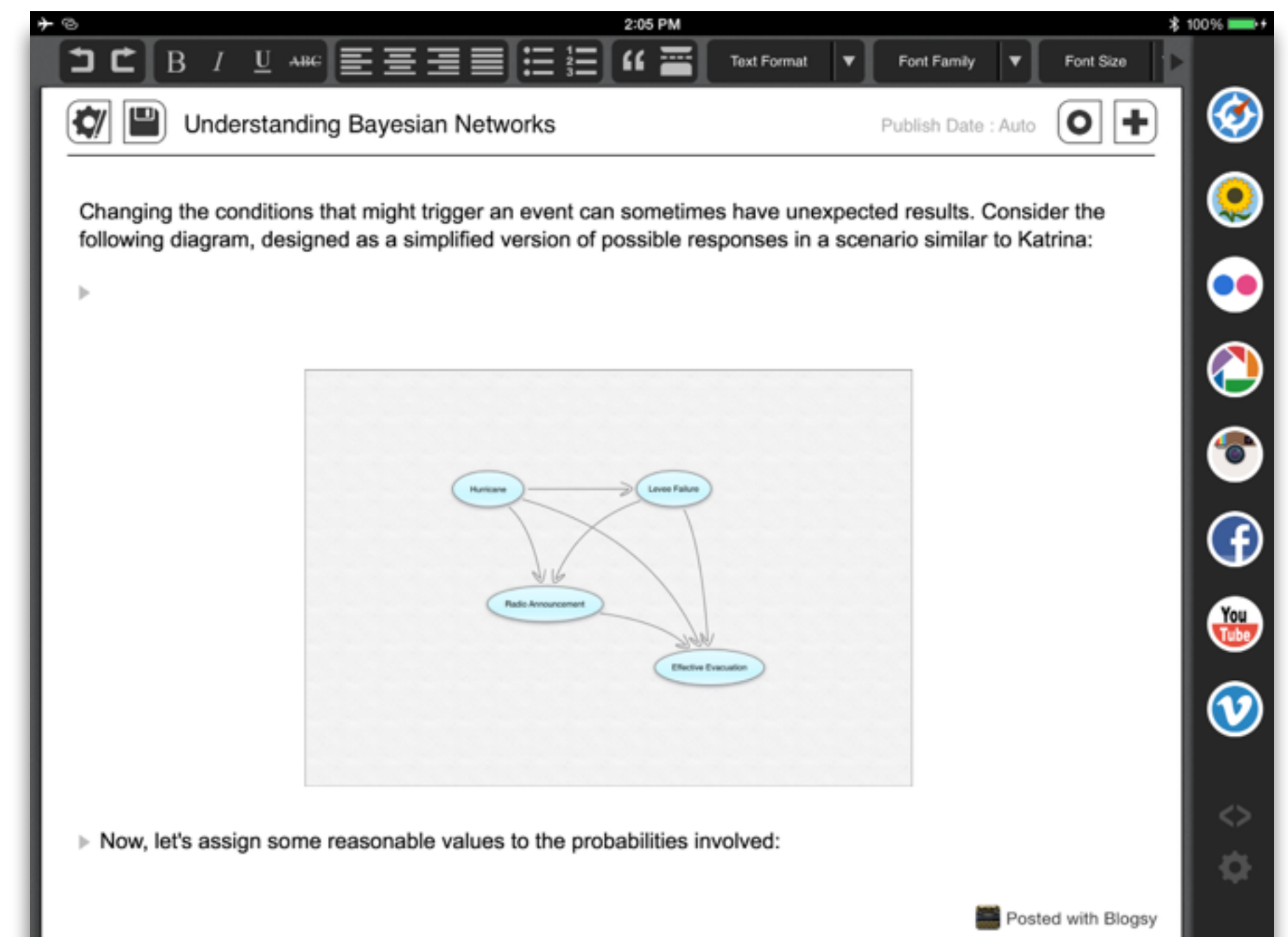
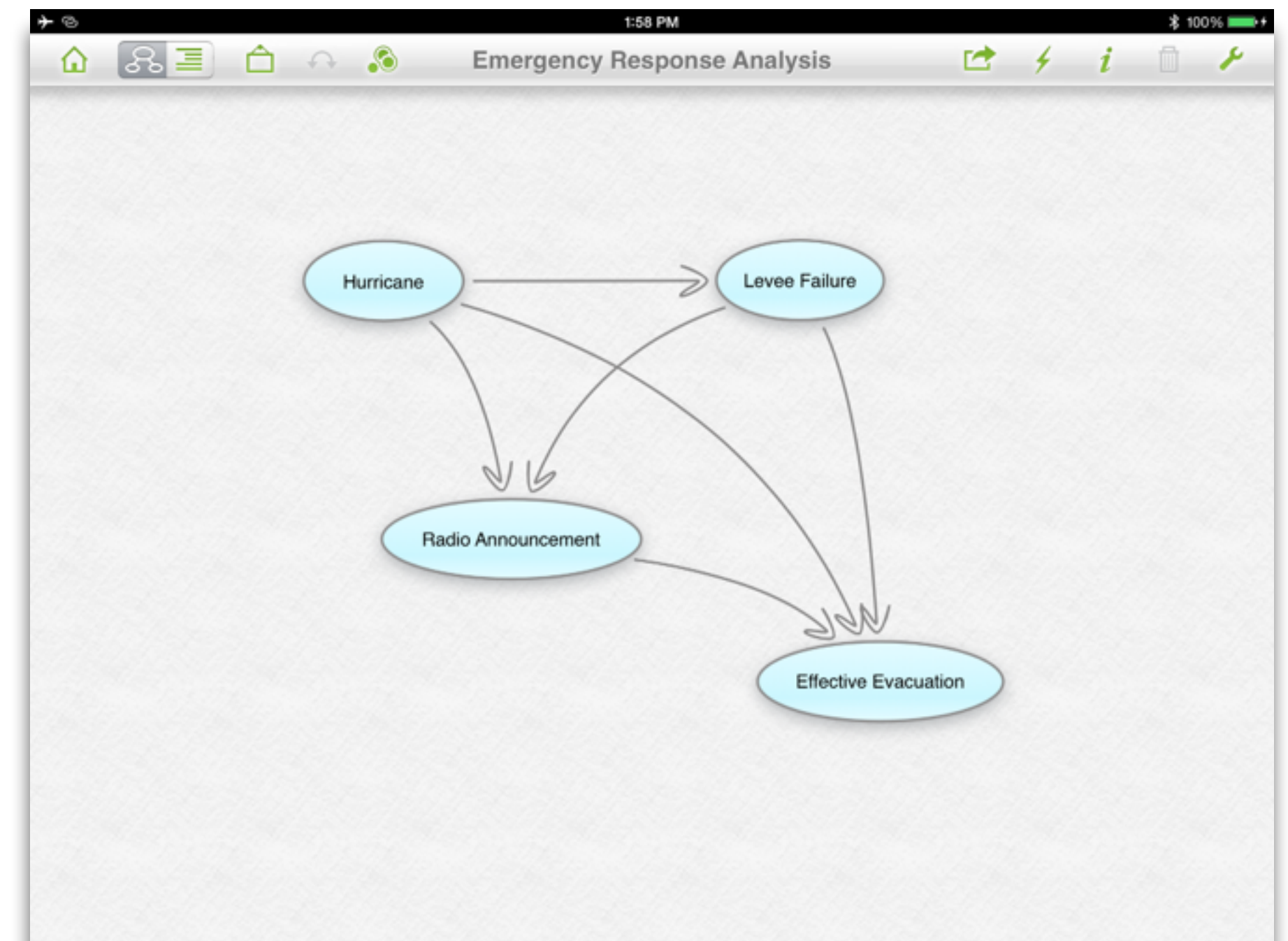
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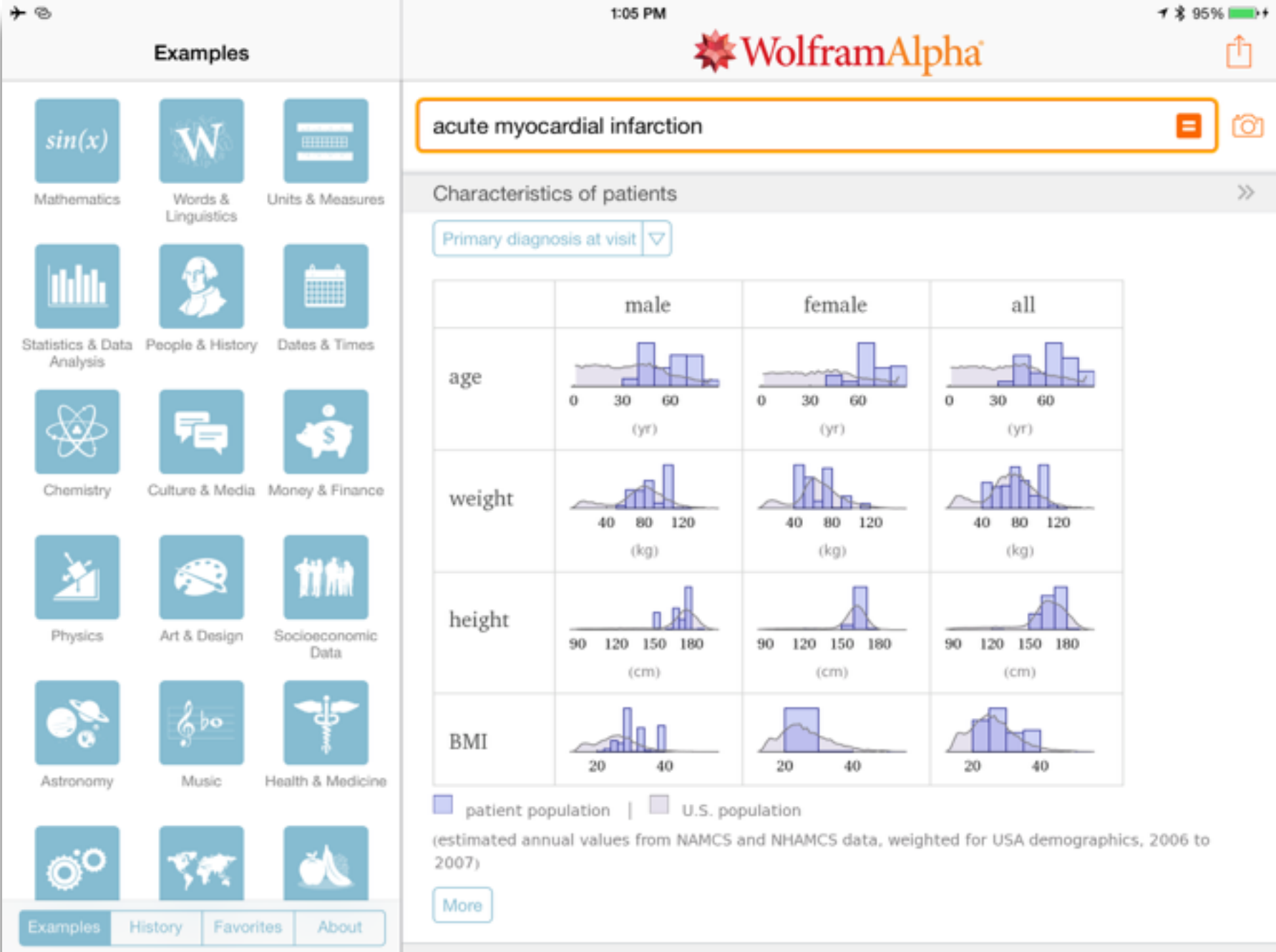
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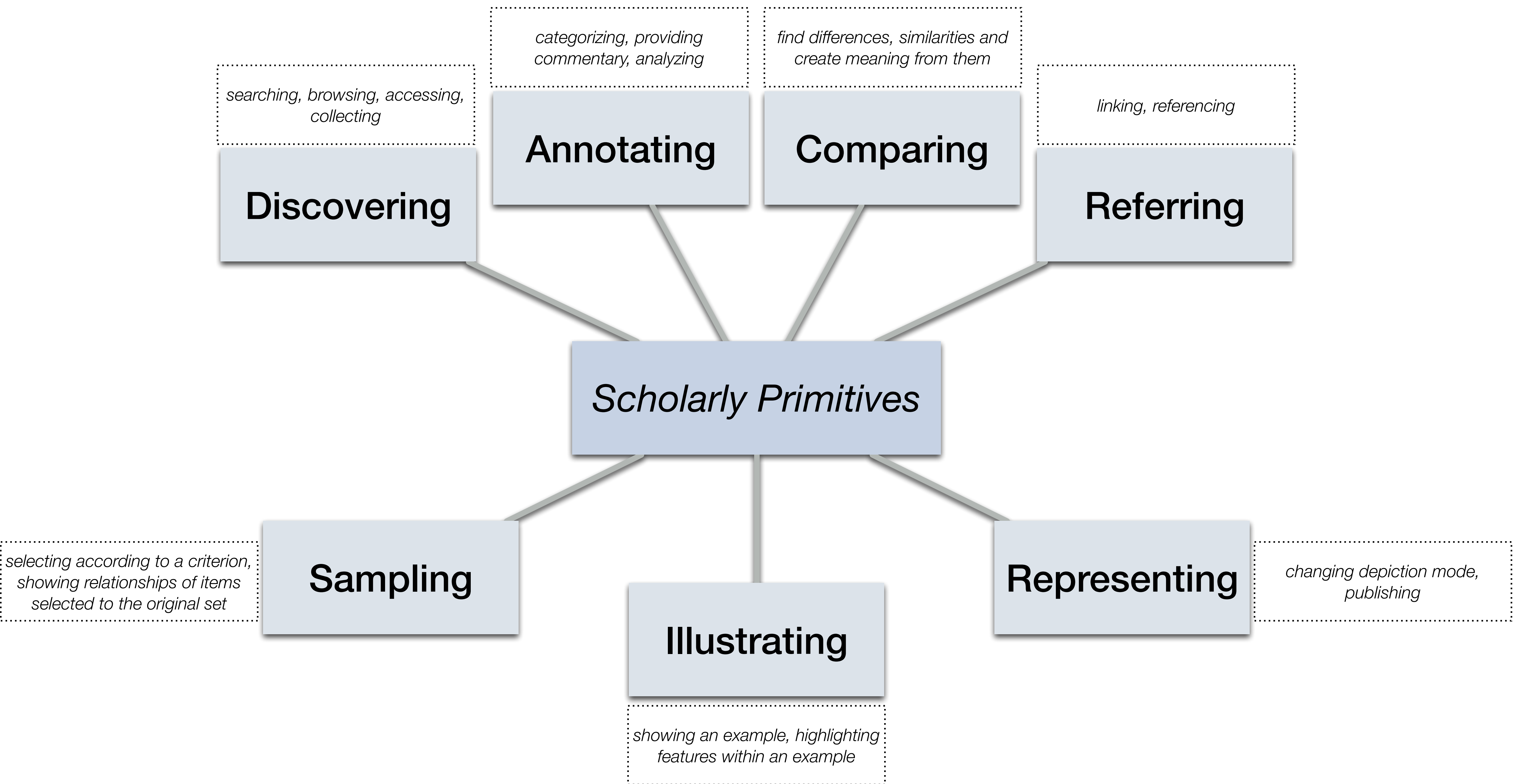
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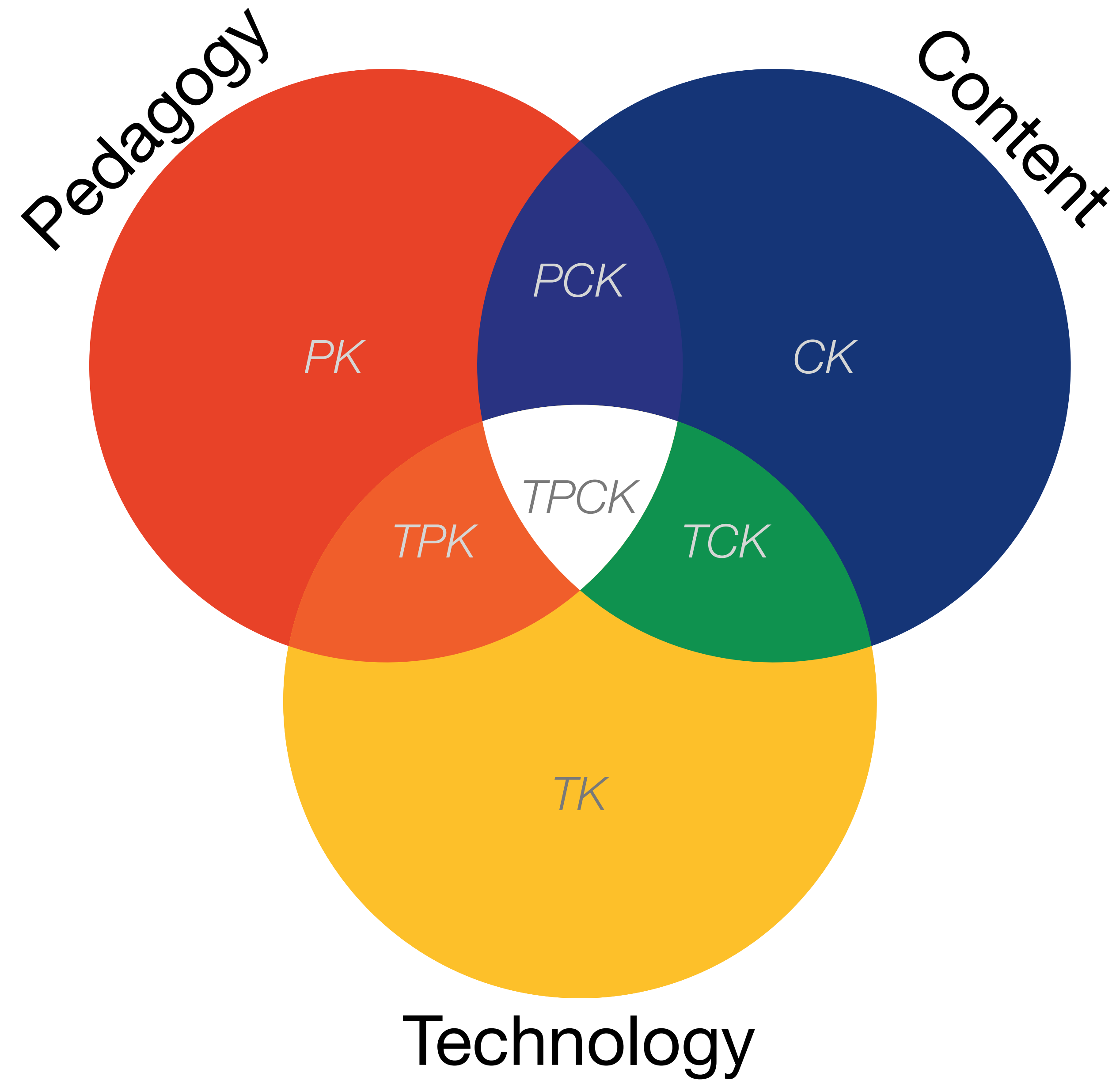


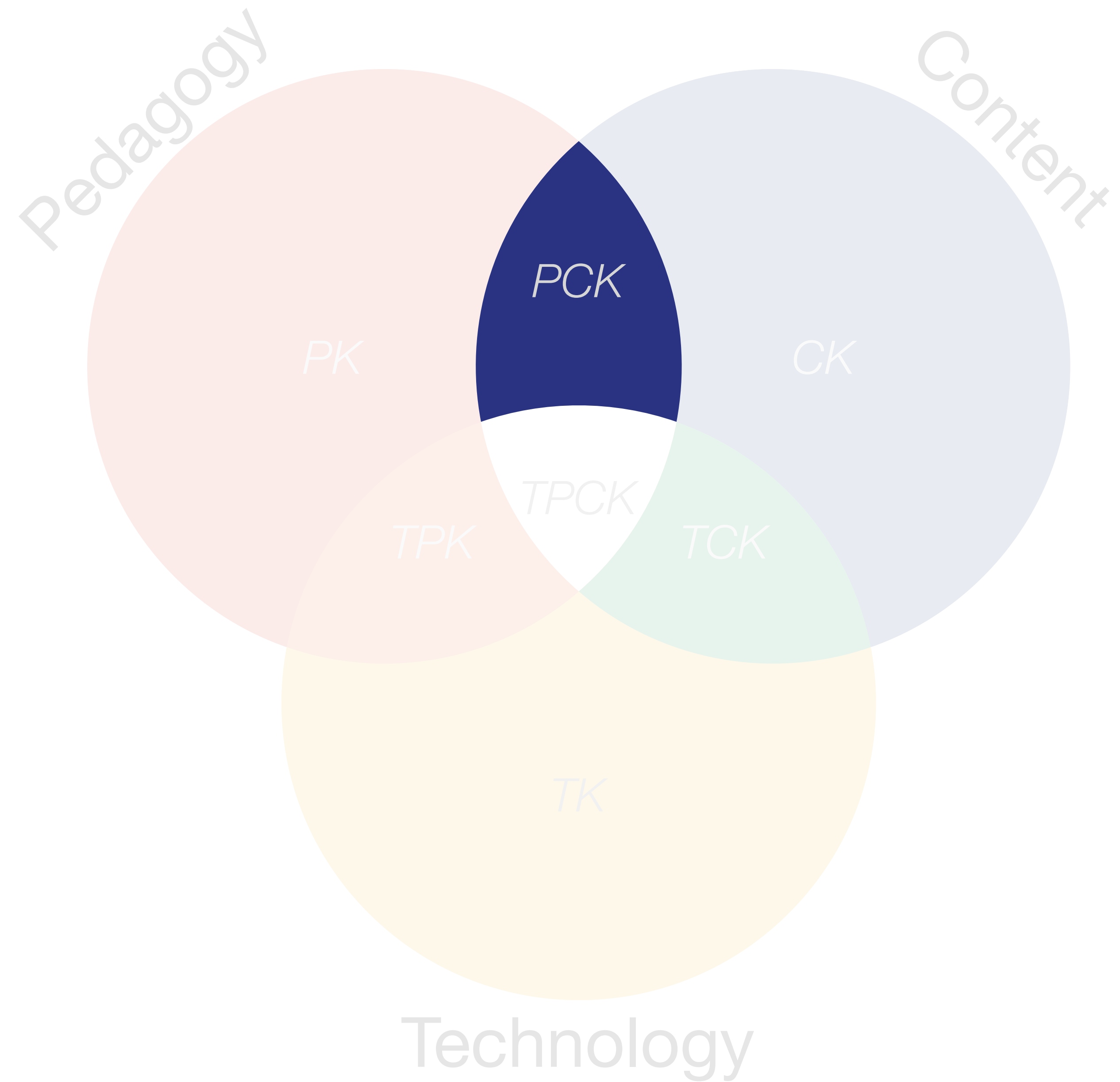
The screenshot shows a presentation slide titled "Stent Policy Analysis". The slide contains a table of independent predictors for 30-day major adverse cardiac or cerebrovascular event and 3-year survival. The table has four columns: Independent Predictor, Hazard Ratio, 95% CI, and P Value. The predictors include >1 vessel treated, Urgent procedure, Female sex, Chronic obstructive pulmonary disease, Hypertension, >1 vessel treated, NYHA functional class III or IV, Prior myocardial infarction, Age >65 yr, Chronic renal insufficiency, Valvulopathy, Family history of coronary artery disease, Hyperlipidemia, Congenital heart disease, and Peripheral vascular disease. The slide also includes the text "Will Stent Revascularization Replace Coronary Artery Bypass Grafting?" and the name "James M. Wilson, MD".

Independent Predictor	Hazard Ratio	95% CI	P Value
30-Day Major Adverse Cardiac or Cerebrovascular Event			
>1 vessel treated	1.416	1.138-1.762	0.0018
Urgent procedure	3.27	2.5-5.54	<0.0001
Female sex	1.464	1.03-2.07	0.0321
Chronic obstructive pulmonary disease	1.541	1.04-2.276	0.03
Hypertension	1.622	1.037-2.535	0.0339
3-Year Survival			
>1 vessel treated	1.252	1.072-1.462	0.0045
NYHA functional class III or IV	1.35	1.015-1.796	0.0389
Prior myocardial infarction	1.411	1.077-1.848	0.0047
Age >65 yr	2.182	1.663-2.864	<0.0001
Chronic renal insufficiency	1.963	1.481-2.602	<0.0001
Valvulopathy	1.641	1.183-2.277	0.0031
Family history of coronary artery disease	0.615	0.437-0.865	0.0039
Hyperlipidemia	0.66	0.518-0.841	0.0002
Congenital heart disease	2.312	1.692-3.16	<0.0001
Peripheral vascular disease	1.921	1.452-2.541	<0.0001

Will Stent Revascularization Replace Coronary Artery Bypass Grafting?
James M. Wilson, MD







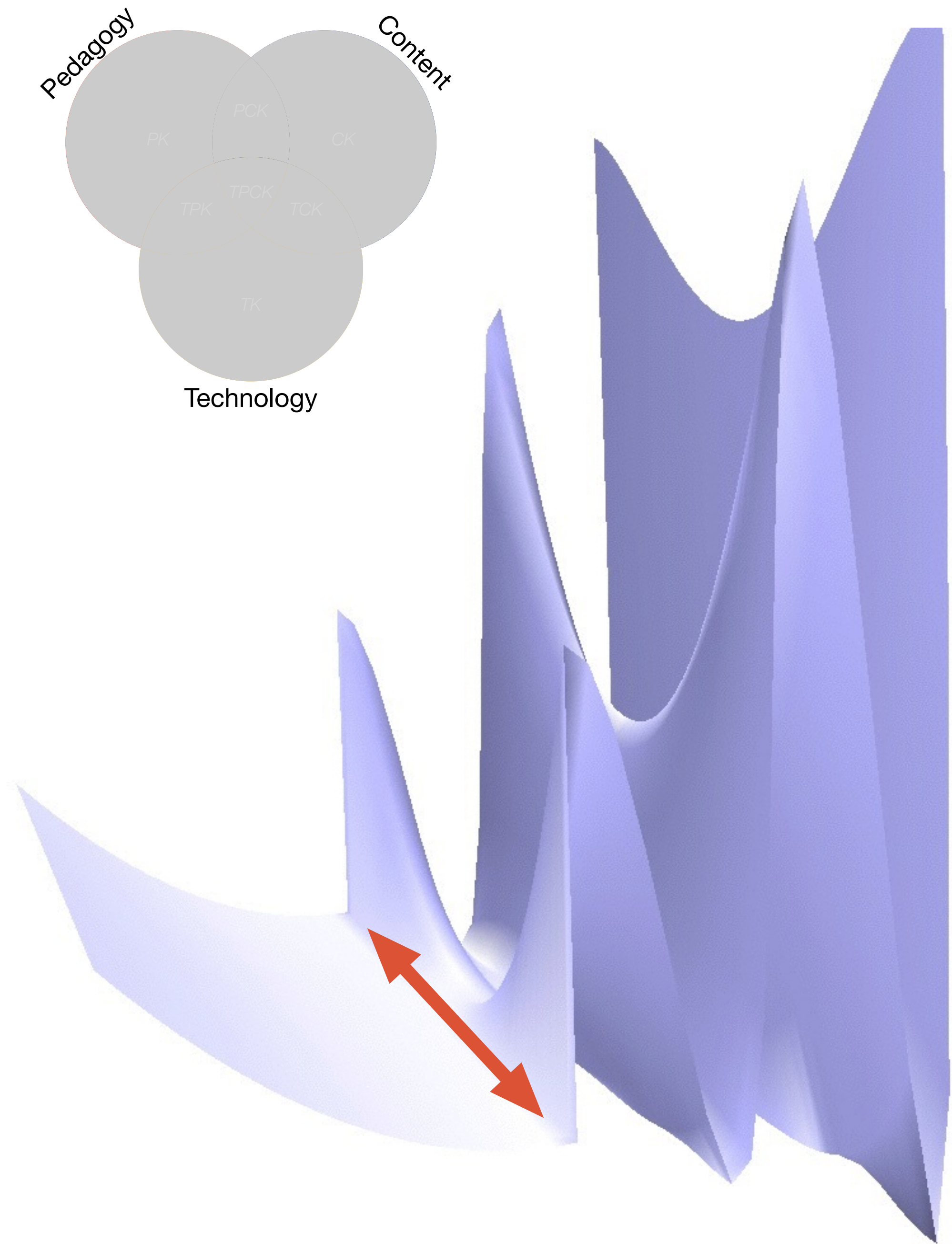


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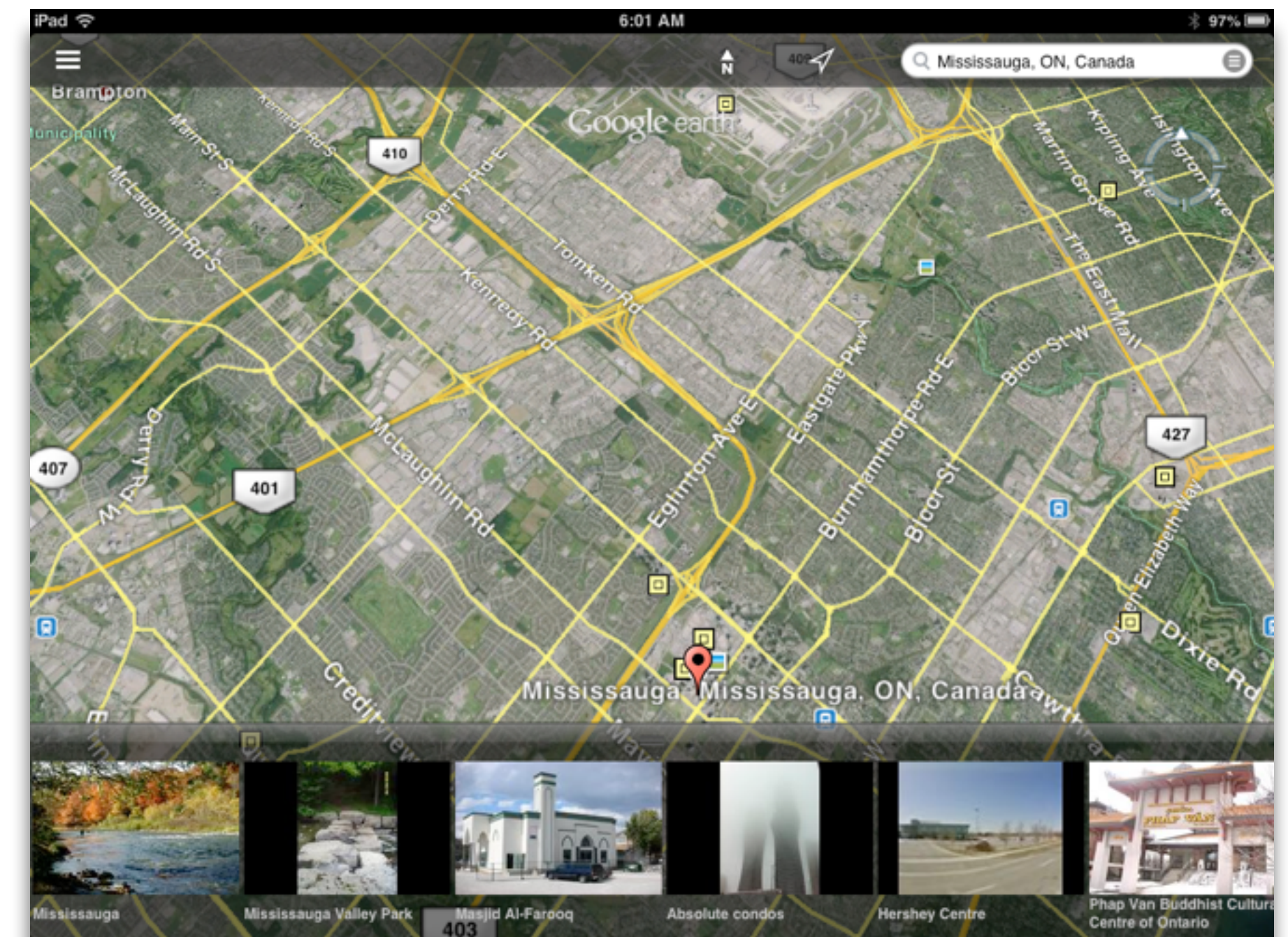
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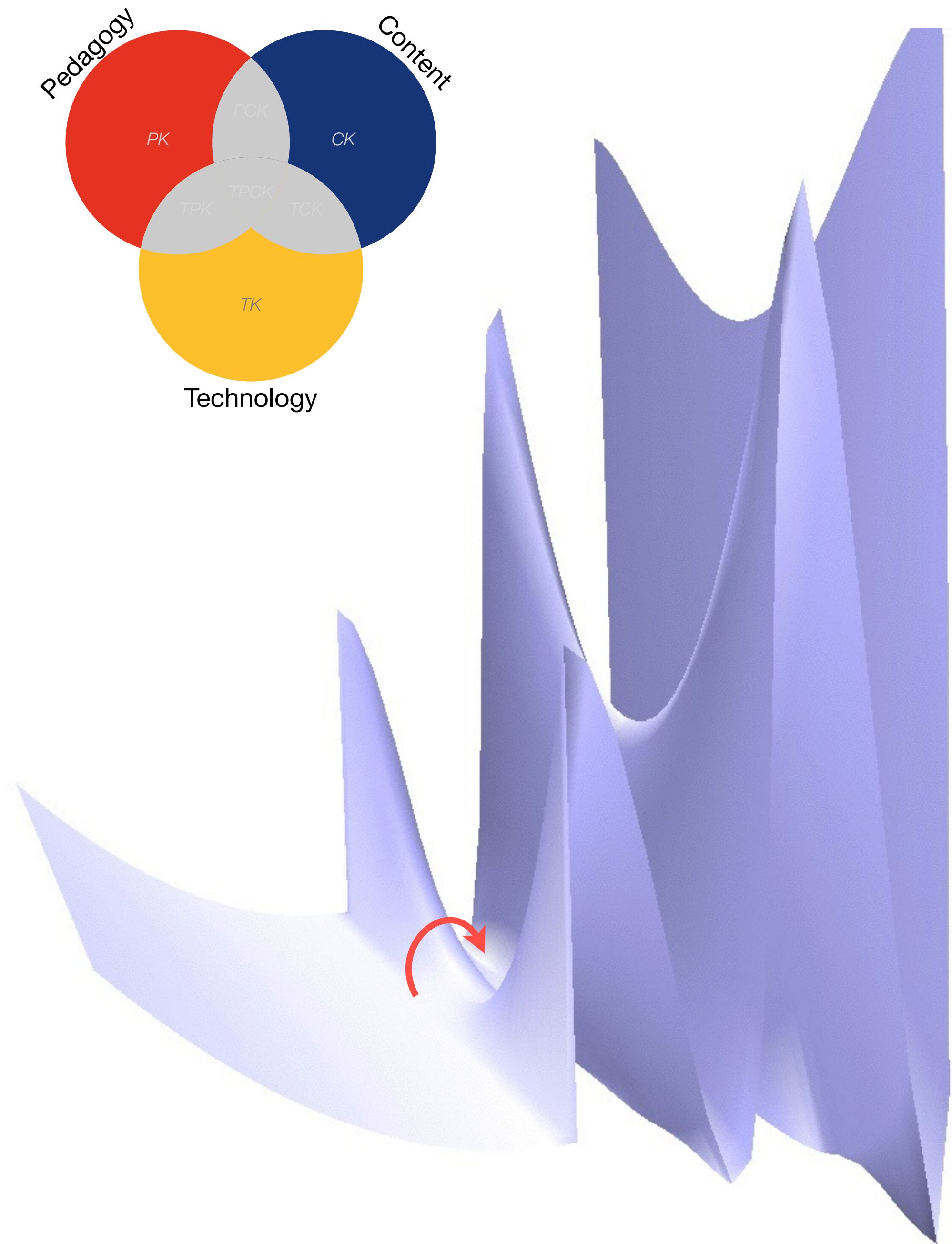


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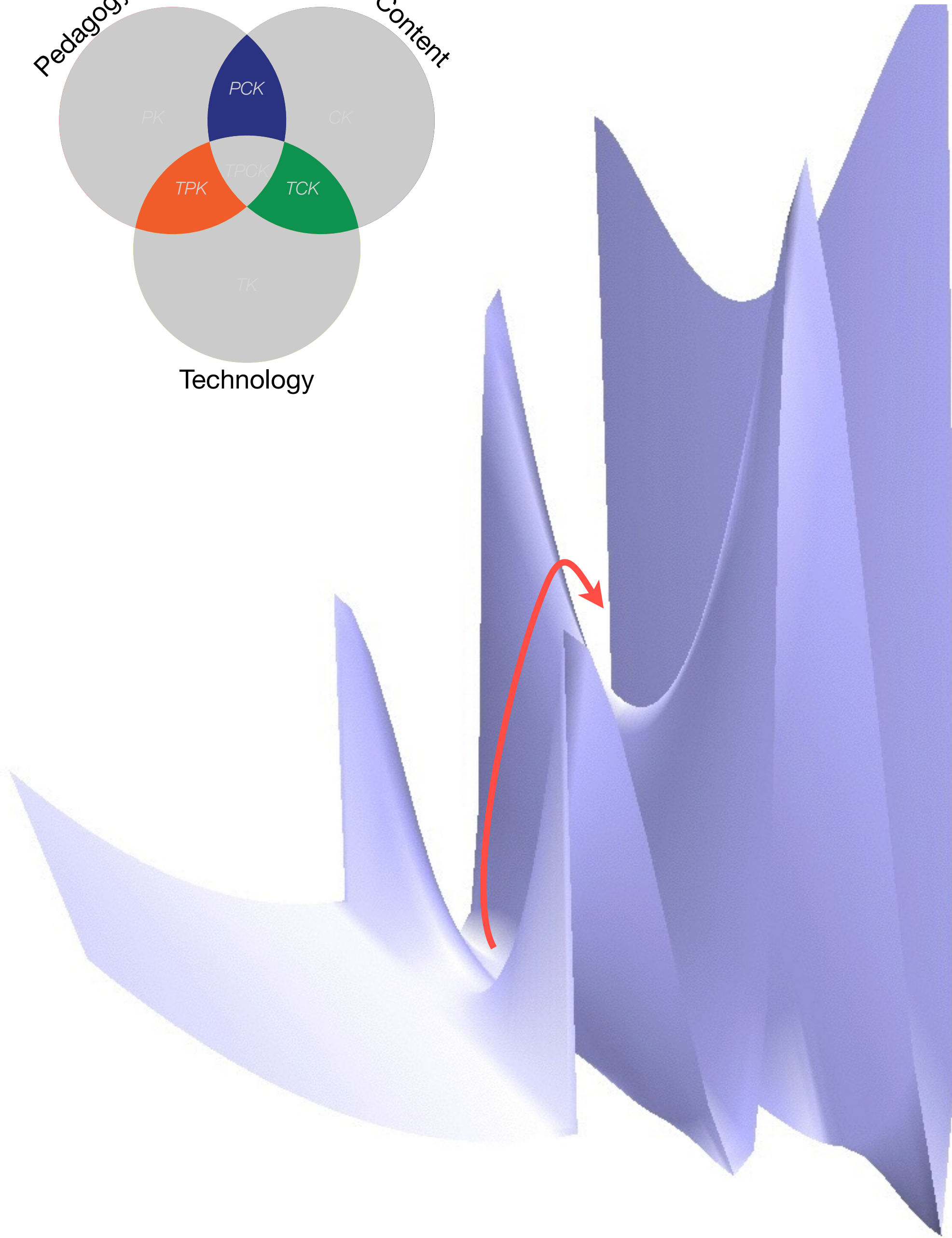
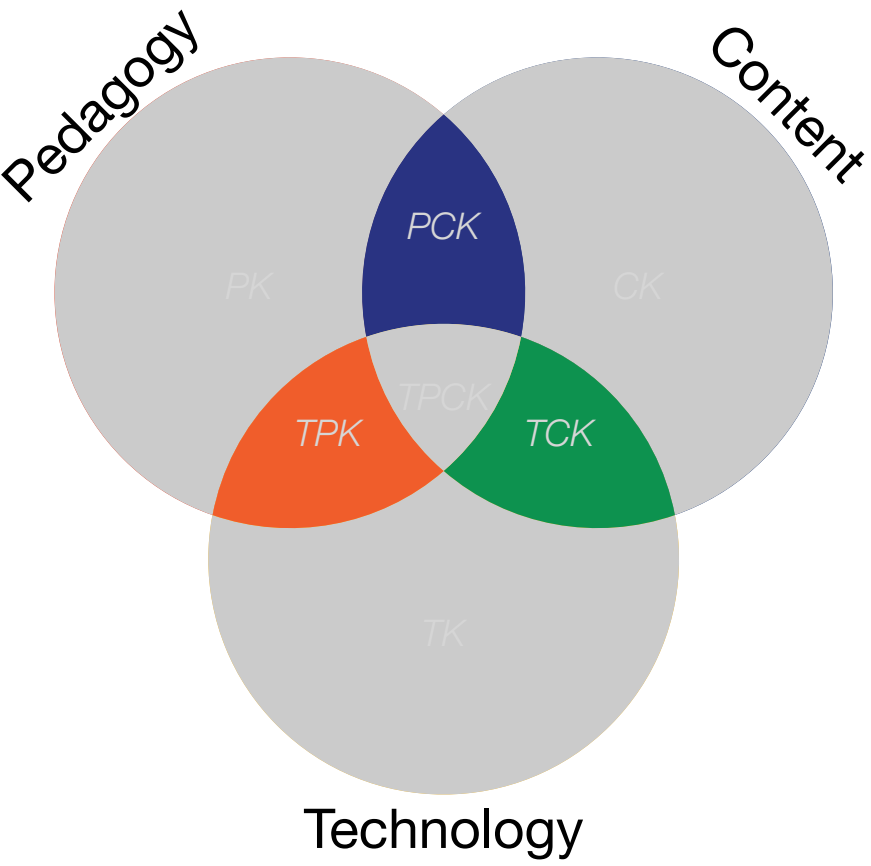


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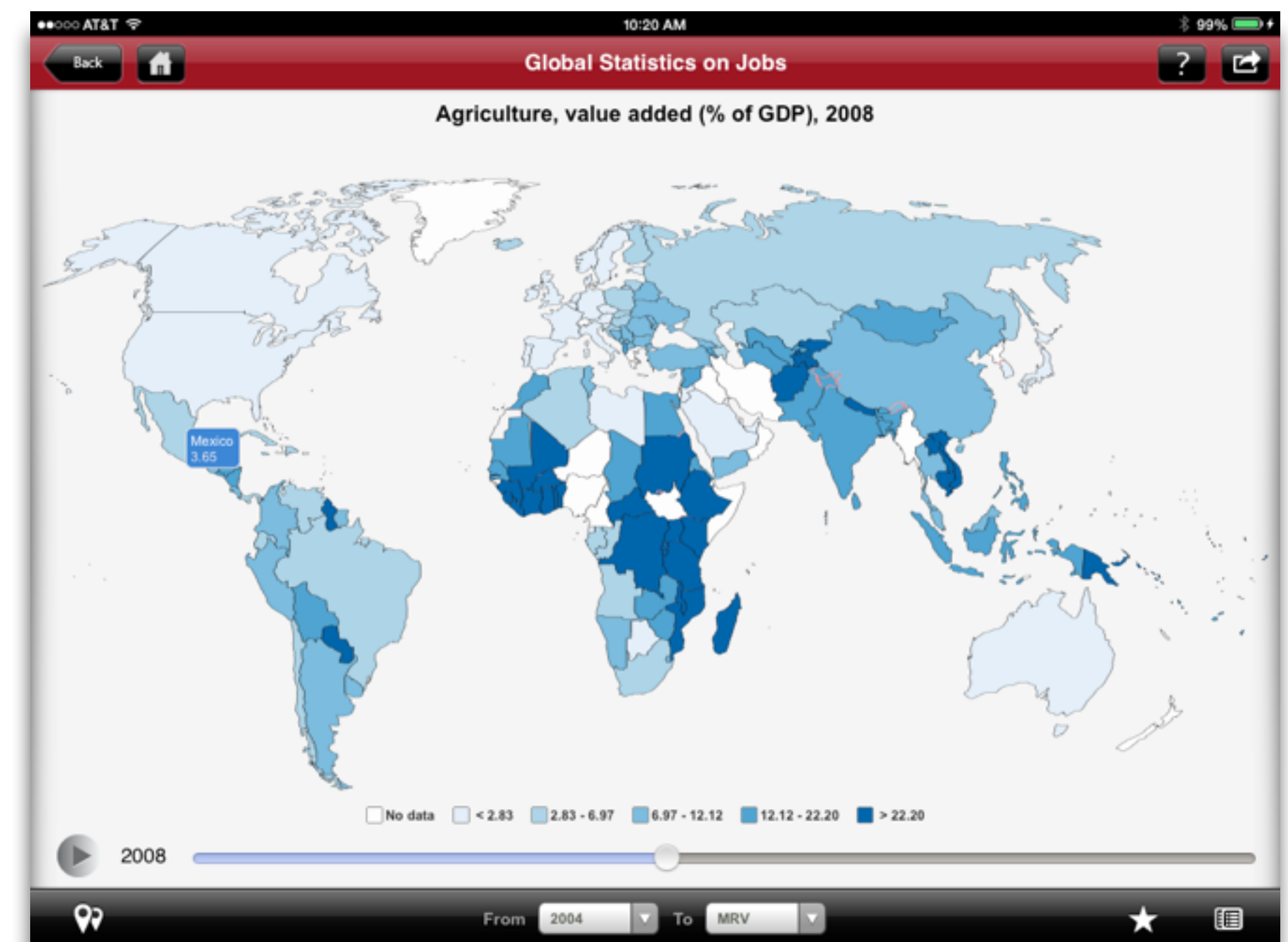
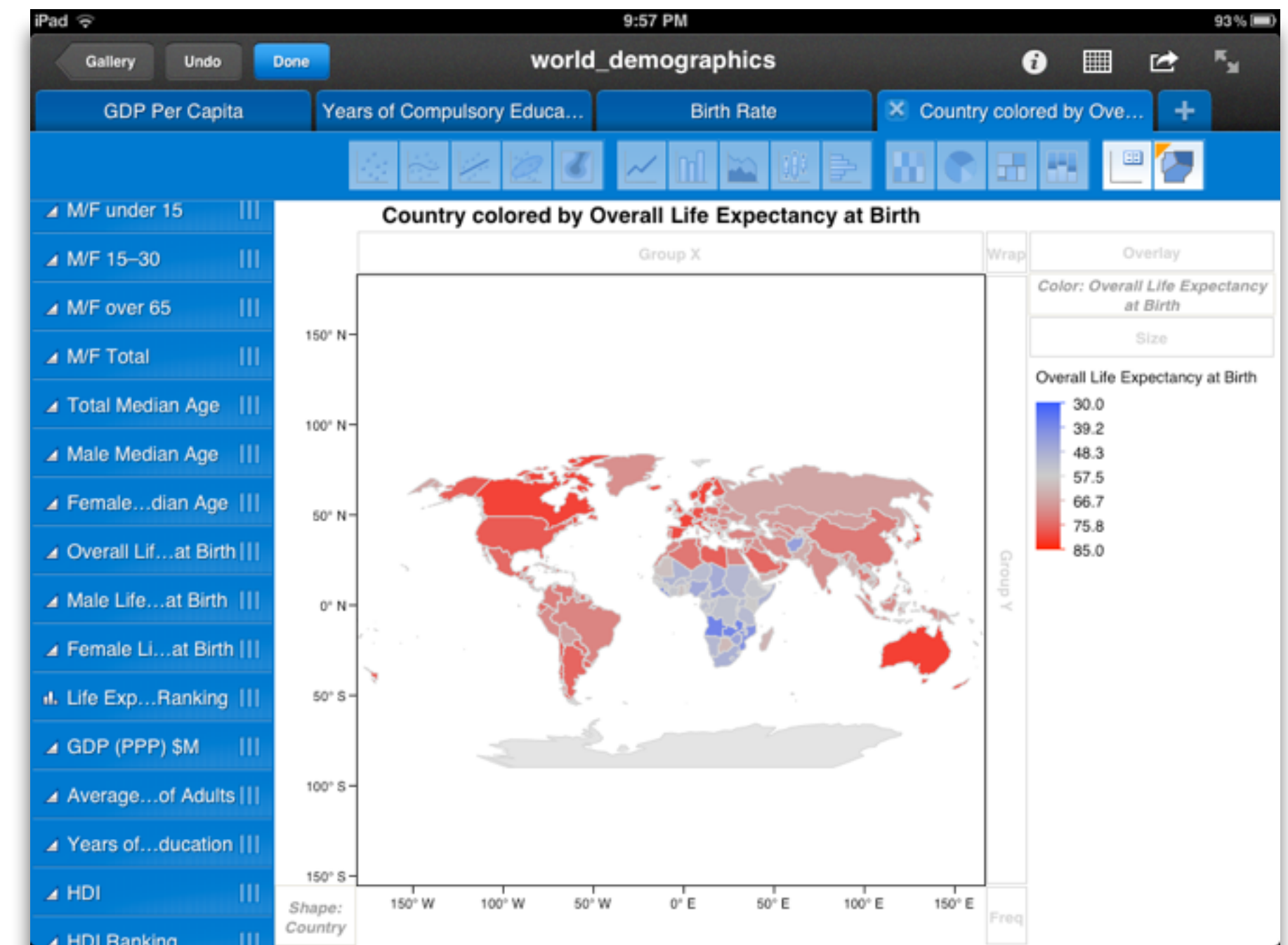
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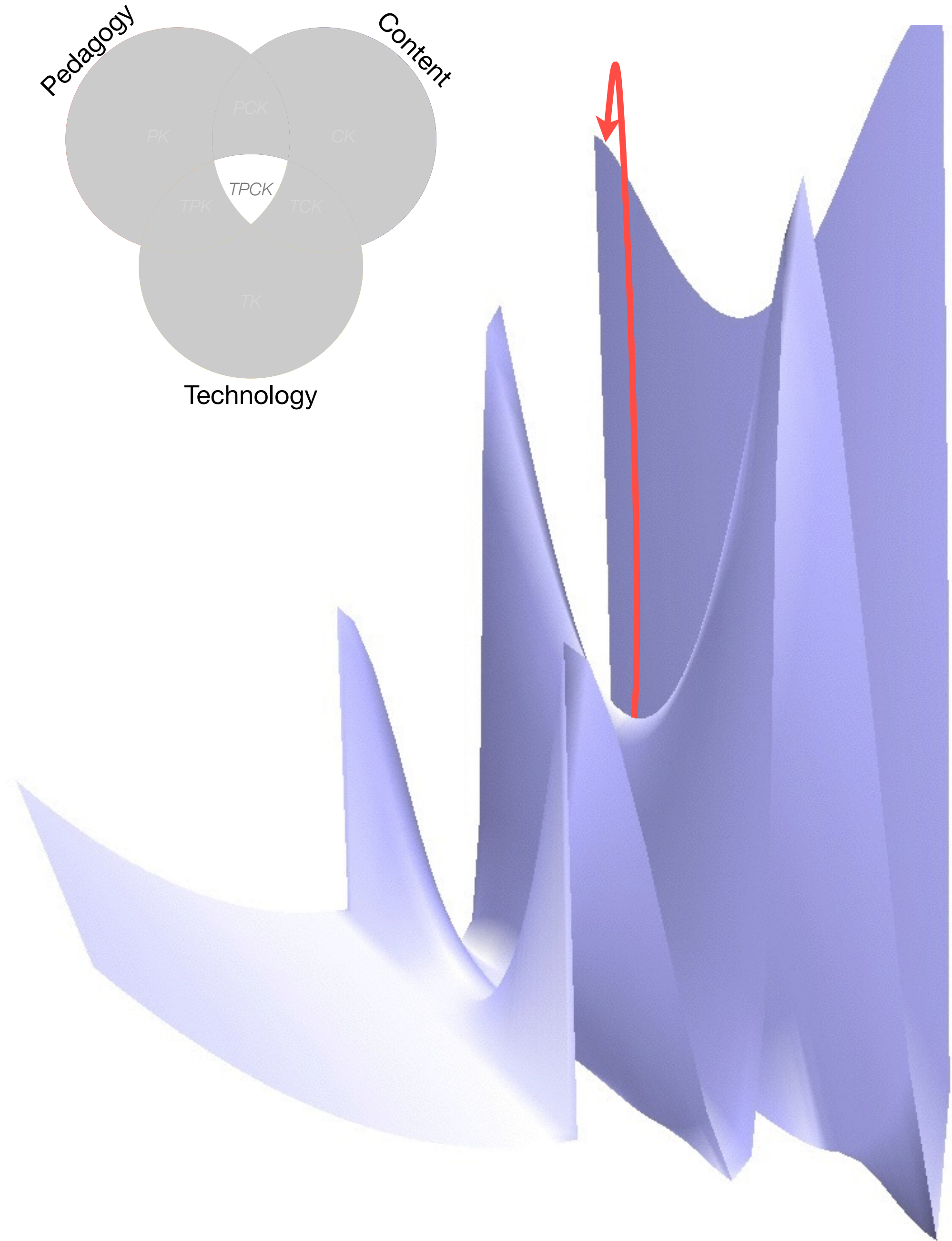


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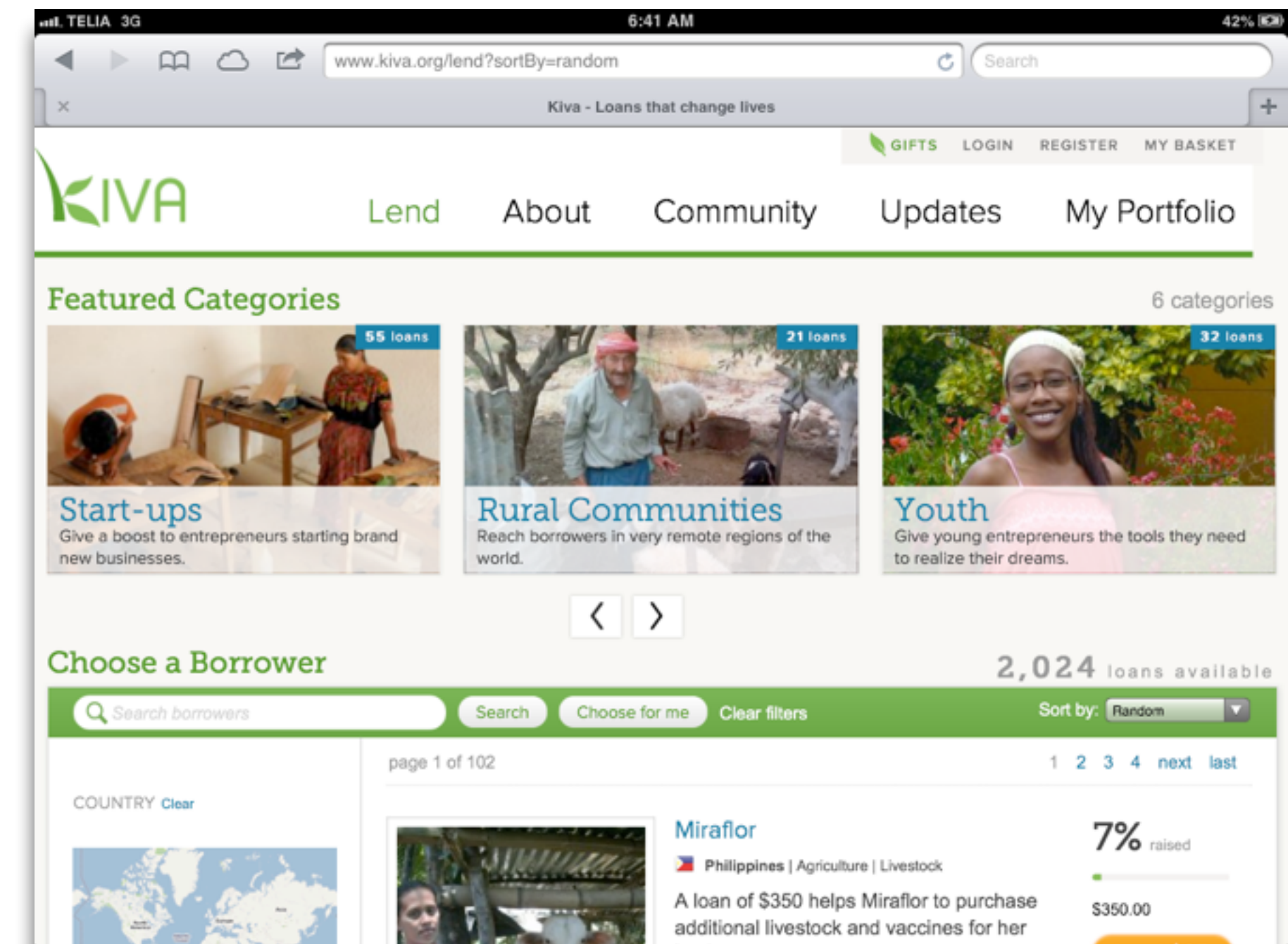
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Choosing the First SAMR Ladder Project: Three Options

- **Your Passion:**






- If you had to pick one topic from your class that best exemplifies why you became fascinated with the subject you teach, what would it be?

- **Barriers to Your Students' Progress:**

- Is there a topic in your class that a significant number of students get stuck on, and fail to progress beyond?

- **What Students Will Do In the Future:**

- Which topic from your class would, if deeply understood, best serve the interests of your students in future studies or in their lives outside school?

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

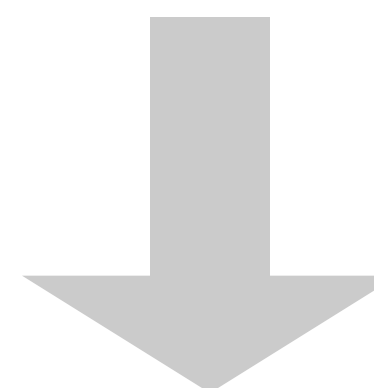


File Sharing

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

Class

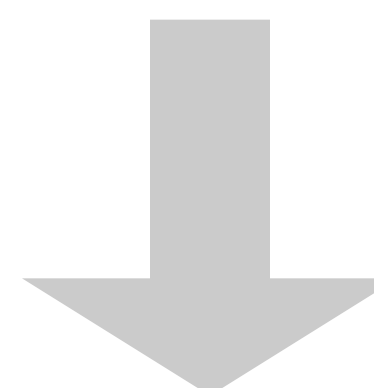
Homework



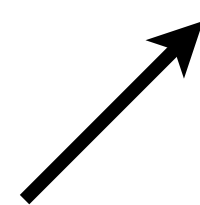
School

World

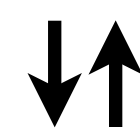
Home



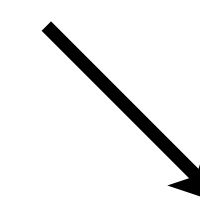
Learning Environments






Contextual Search
Augmented Reality

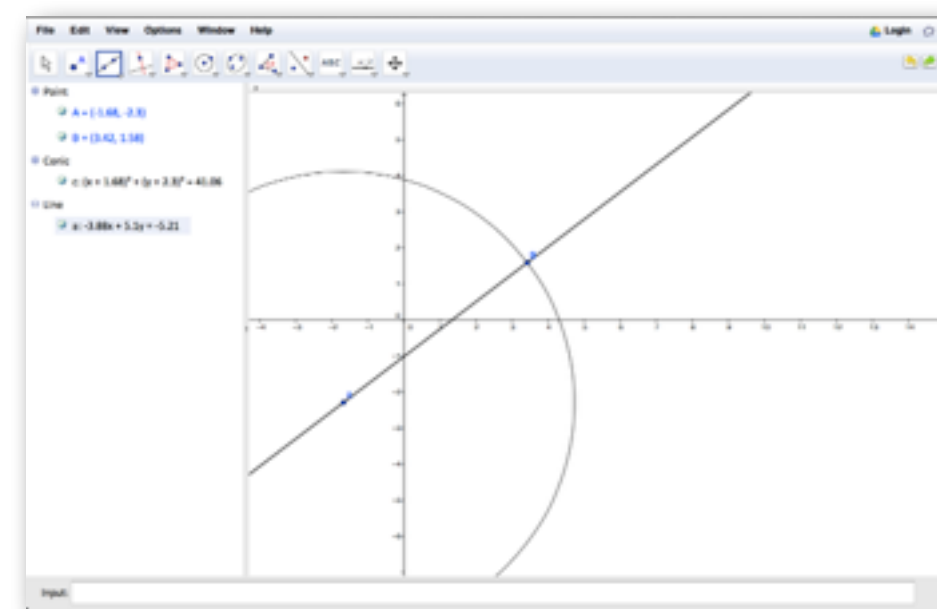
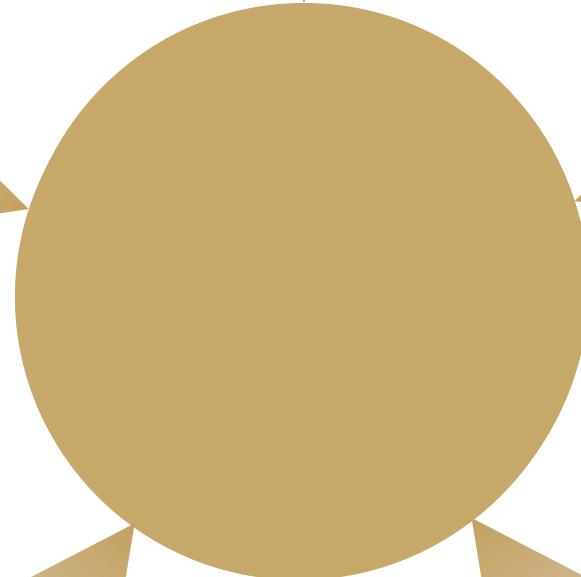
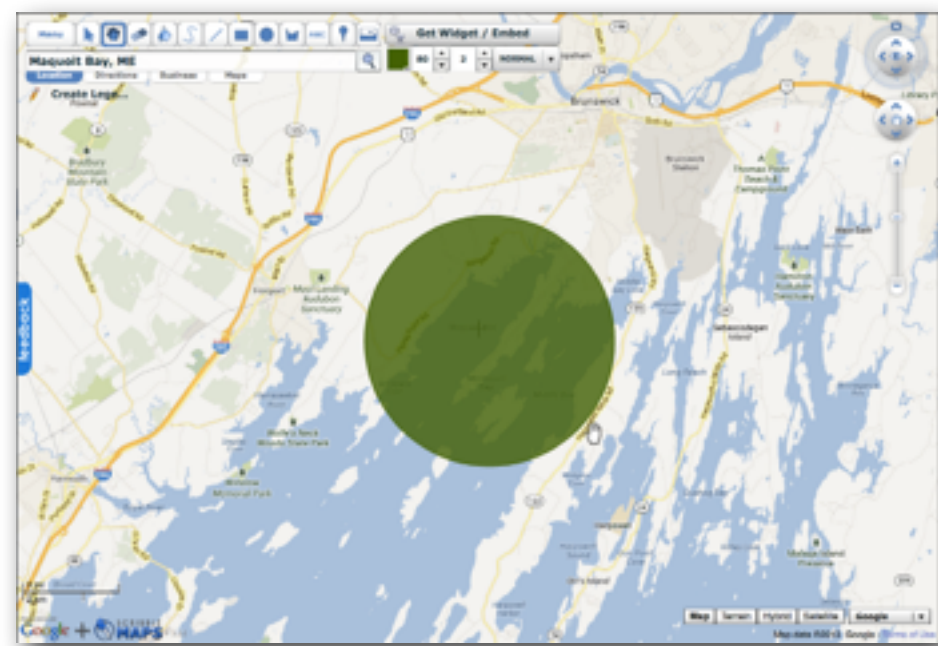
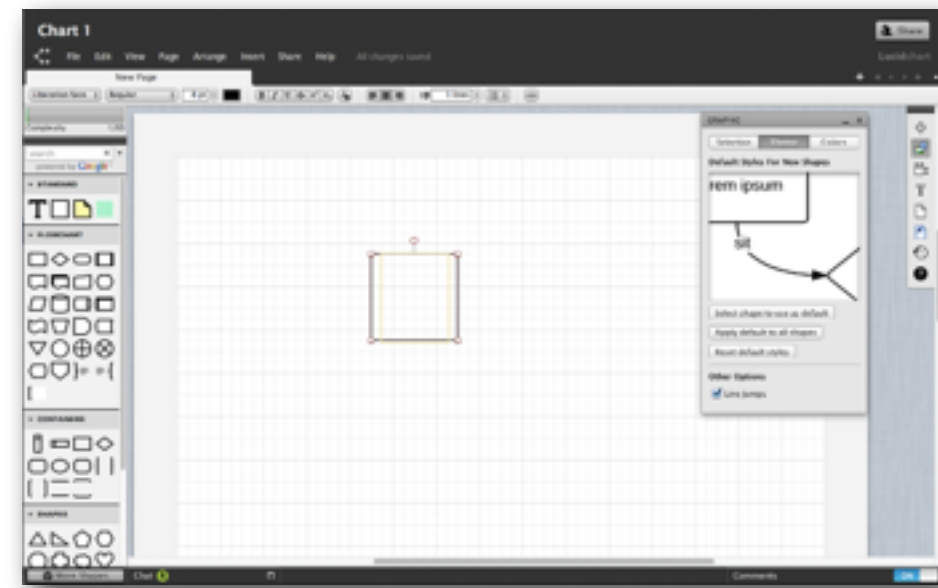


Cloud Resources
Mobile Tools

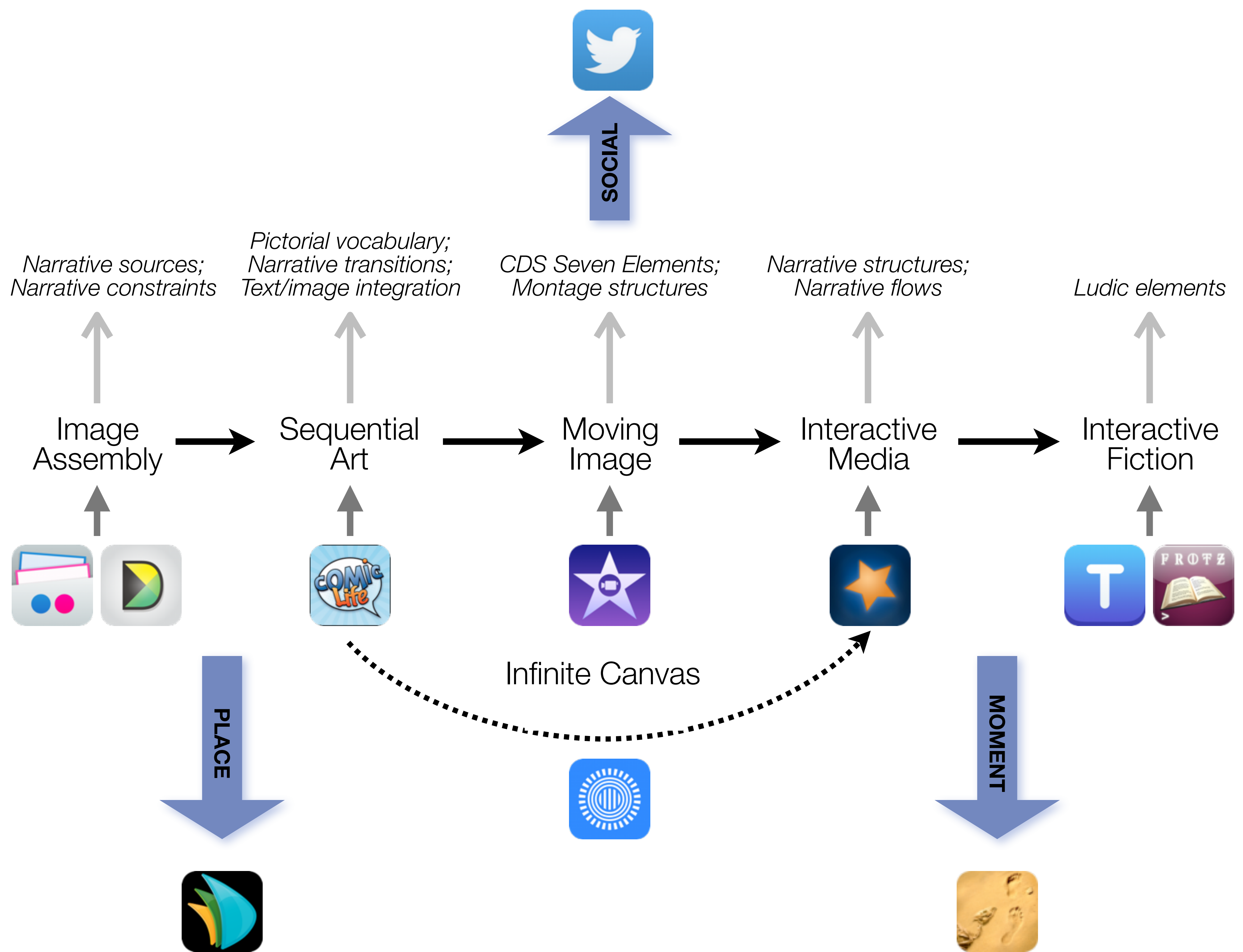


Sensors
Recorders

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

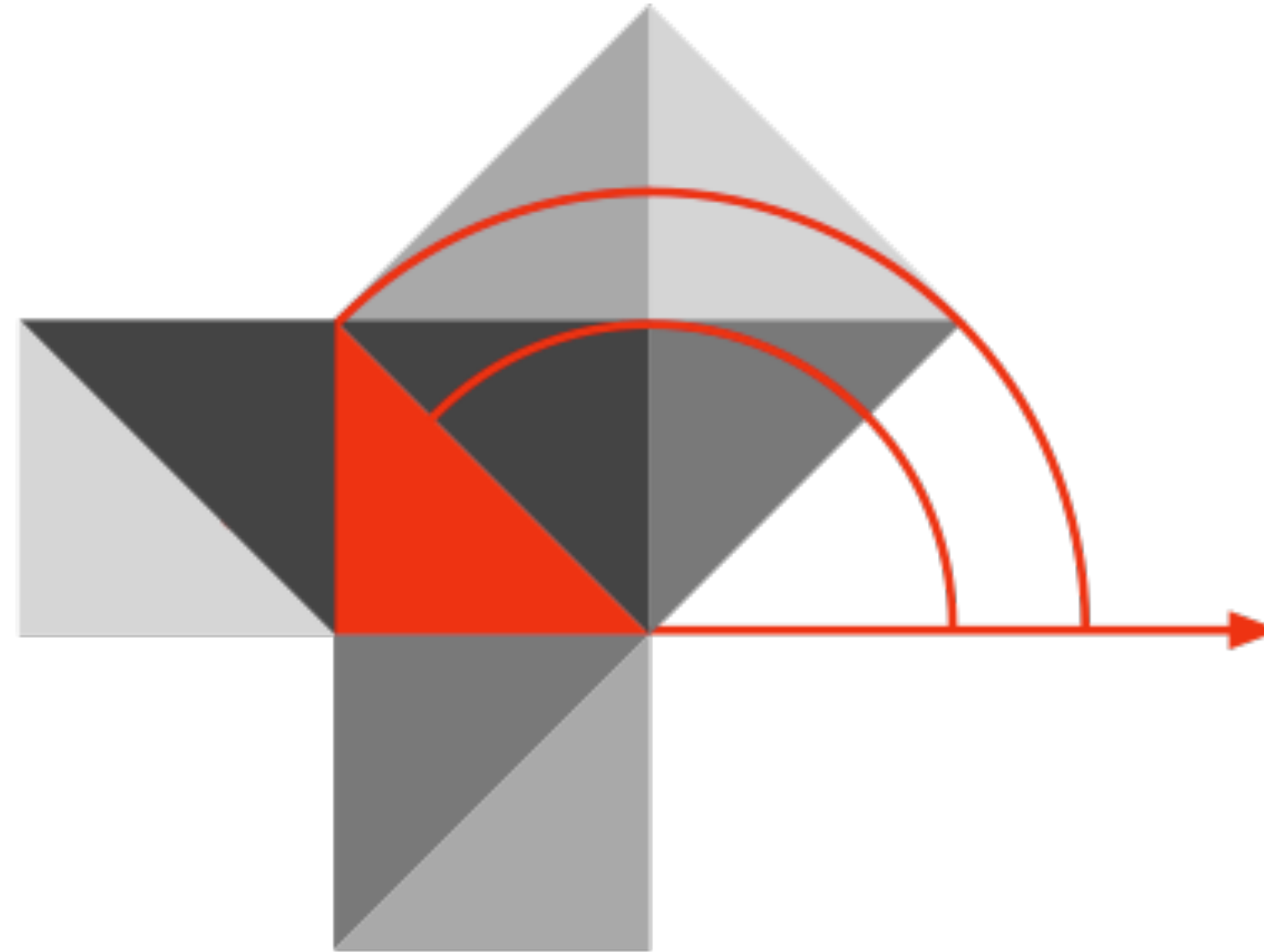
“A game is a system in which players engage in an artificial conflict, defined by rules, that results in a quantifiable outcome.”

The EdTech Quintet – Associated Practices

Social	Communication, Collaboration, Sharing
Mobility	Anytime, Anyplace Learning and Creation
Visualization	Making Abstract Concepts Tangible
Storytelling	Knowledge Integration and Transmission
Gaming	Feedback Loops and Formative Assessment

Twitter Hashtag: #SAMRvcr

Hippasus



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