SAMR, In Practice

Ruben R. Puente, Ph.D.
Substitution
Tech acts as a direct tool substitute, with no functional change

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

Modification
Tech allows for significant task redesign

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

Ruben R. Puentedura, As We May Teach: Educational Technology, From Theory Into Practice. (2009)
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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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?
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<th>Social</th>
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![Social Mobility Visualization Storytelling Gaming](image)
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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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