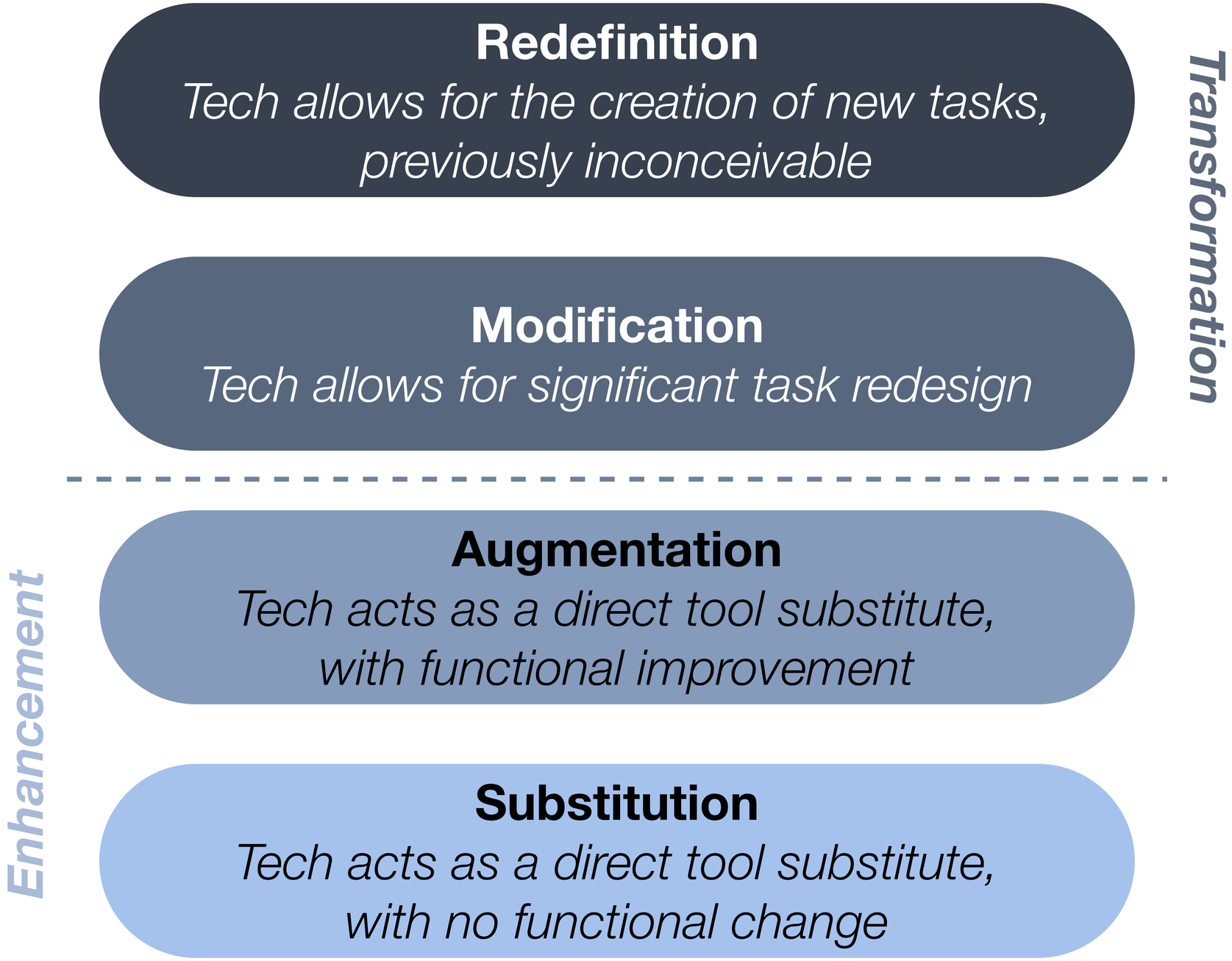
Arts Learning and the EdTech Quintet

Ruben R. Puentedura, Ph.D.

	Appreciate Arts & Culture	Acquire Skills & Knowledge	Articulate Thoughts & Ideas
SG Cultural Identity			
Arts x Tech			
Industry Explorations			
Life Skills			
Arts & Society			



Ruben R. Puentedura, *As We May Teach: Educational Technology, From Theory Into Practice*. (2009)

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

Ruben R. Puentedura, “Technology In Education: The First 200,000 Years” *The NMC Perspective Series: Ideas that Matter*. NMC Summer Conference, 2012.

Social

Bookmarks

RSS Feeds

Discussions

Microblogging

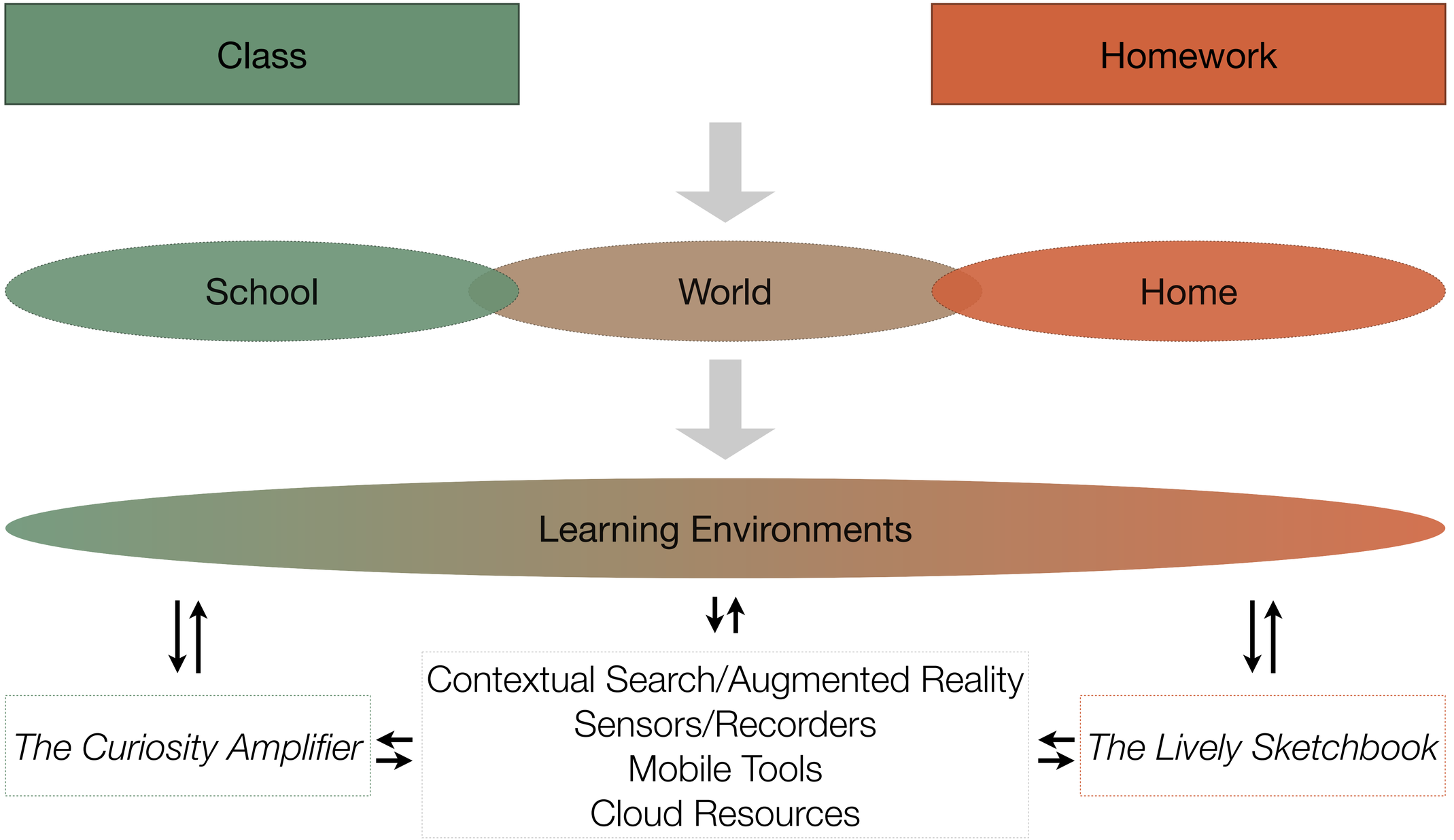
Blogging

Wikis

Telepresence

File Sharing

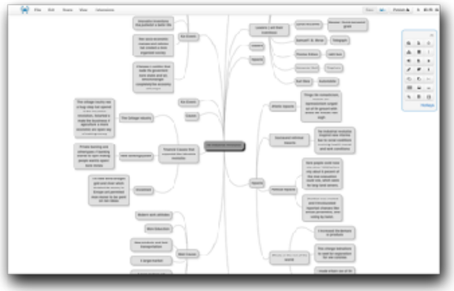
Mobility

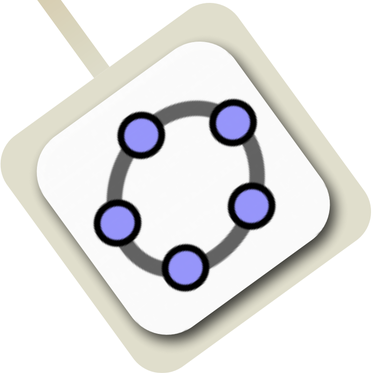


John Seely Brown. “A New Culture of Learning”. *NMC Summer Conference, Closing Keynote*. (2010)

Ruben R. Puentedura, “The Lively Sketchbook”. *Hippasus Blog*. (2010)

Visualization





Storytelling

Narrative sources;
Narrative constraints

Pictorial vocabulary;
Narrative transitions;
Text/image integration

CDS Seven Elements;
Montage structures

Narrative structures;
Narrative flows

Ludic elements

Image Assembly → Sequential Art → Moving Image → Interactive Media → Interactive Fiction

TIME

PLACE

Infinite Canvas

CONNECTION

SOCIAL

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."

Katie Salen and Eric Zimmerman. *Rules of Play: Game Design Fundamentals*. The MIT Press, 2003.

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

Defining Hybrid Modes of Learning

Hybrid Modes of Learning are those where:

- Some students attend class ***remotely online***, and some students attend class in ***face to face (f2f)*** mode;
- At least some of the instruction takes place ***synchronously*** for both groups;
- The students that are remote, and those that are f2f may change over time in ***predictable*** or ***unpredictable*** fashion - for example:
  - *Predictable*: a rotation schedule, required by classroom COVID-19 occupancy limits, where half the students are remote one week, and f2f the next;
  - *Unpredictable*: in any given week, a student may not be able to attend f2f due to COVID-19 exposure, and have to attend class remotely.

Infrastructure: Telepresence and Hybrid Modes

	S	A	M	R
Design Focus	Robust Substitutive Use of Zoom	Enhancing Telepresence	Defining Collaboration	Scaffolding Agency

Practices	• **Personal space**
	  ‣ *On/off choice*
	• **Total “on” time**
	  ‣ *Limited duration*
	• **Environmental space**
	  ‣ *Backgrounds*
	• **Space differentiation**
	  ‣ *Breakout rooms*
	• **Classroom materials**
	  ‣ *Resource libraries*
		• **Spaces**
		  ‣ *physical*
		  ‣ *conceptual*
		• **Uses**
		  ‣ *learning*
		  ‣ *social*
		  ‣ *recreational*
		• **Presence**
		  ‣ *local/remote*
		  ‣ *sync/async*
			• **Collective functions**
			  ‣ *create asymmetric actions*
			• **Local/Remote**
			  ‣ *define reciprocal options*
				• **Creating student *spaces***
				• **Supporting student *projects***
				• **Framing student *worlds***

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Arts x Tech			
Industry Explorations		Social	
Life Skills			
Arts & Society			Social

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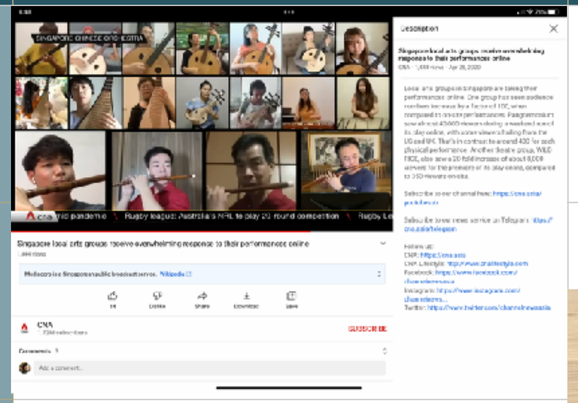
SG Cultural Identity			
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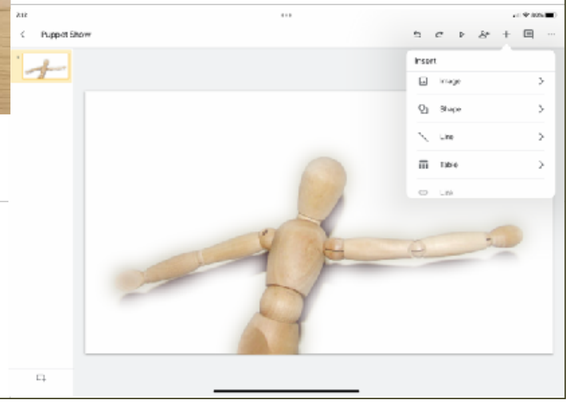
Life Skills			
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Arts & Society	Visualization		

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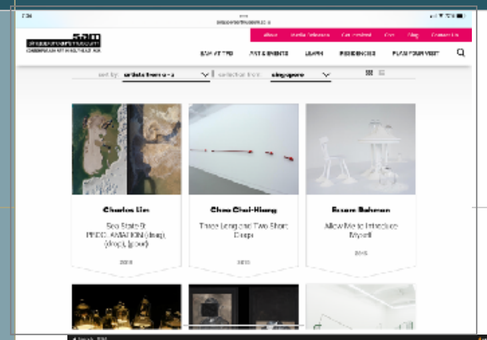
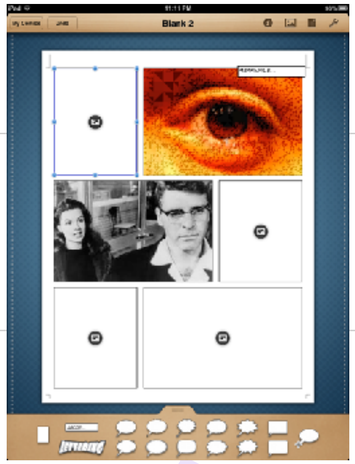
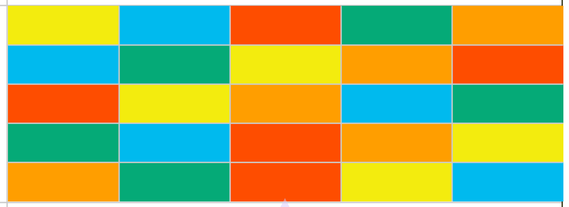
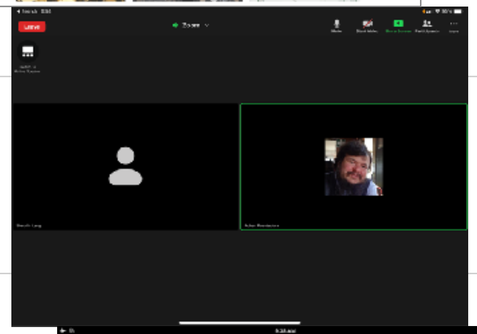
SG Cultural Identity			
Arts x Tech			
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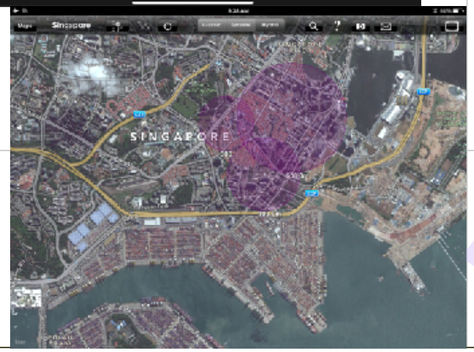
Life Skills			
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Industry Explorations	Mobility		
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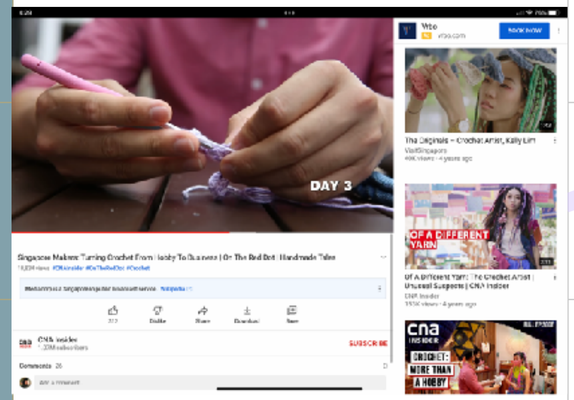
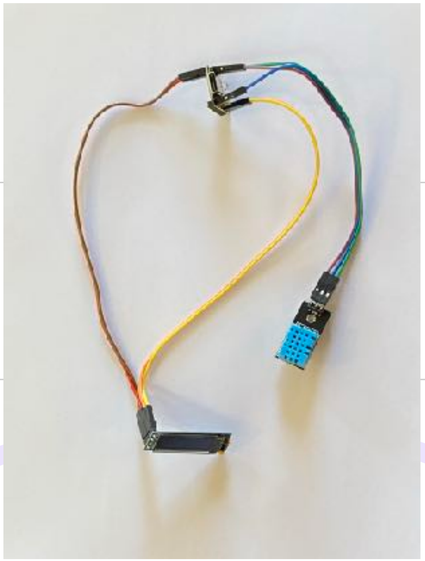
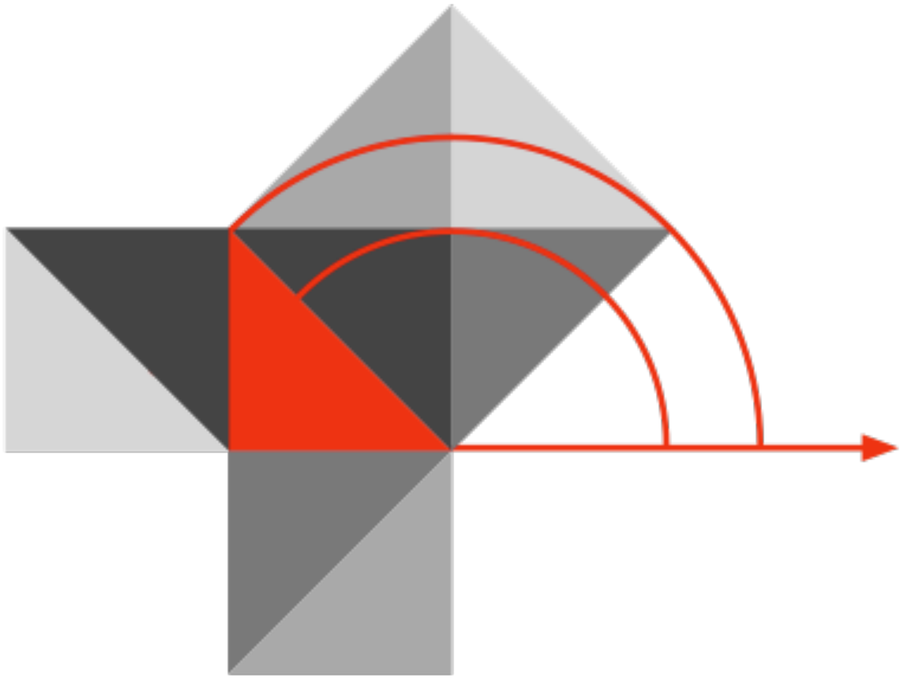
Industry Explorations			
Life Skills			
Arts & Society			

Hippasus



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