

Sustainability, Shared Practices and the Teacher Experience

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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

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

Bookmarks



RSS Feeds

Discussions



Microblogging

Blogging

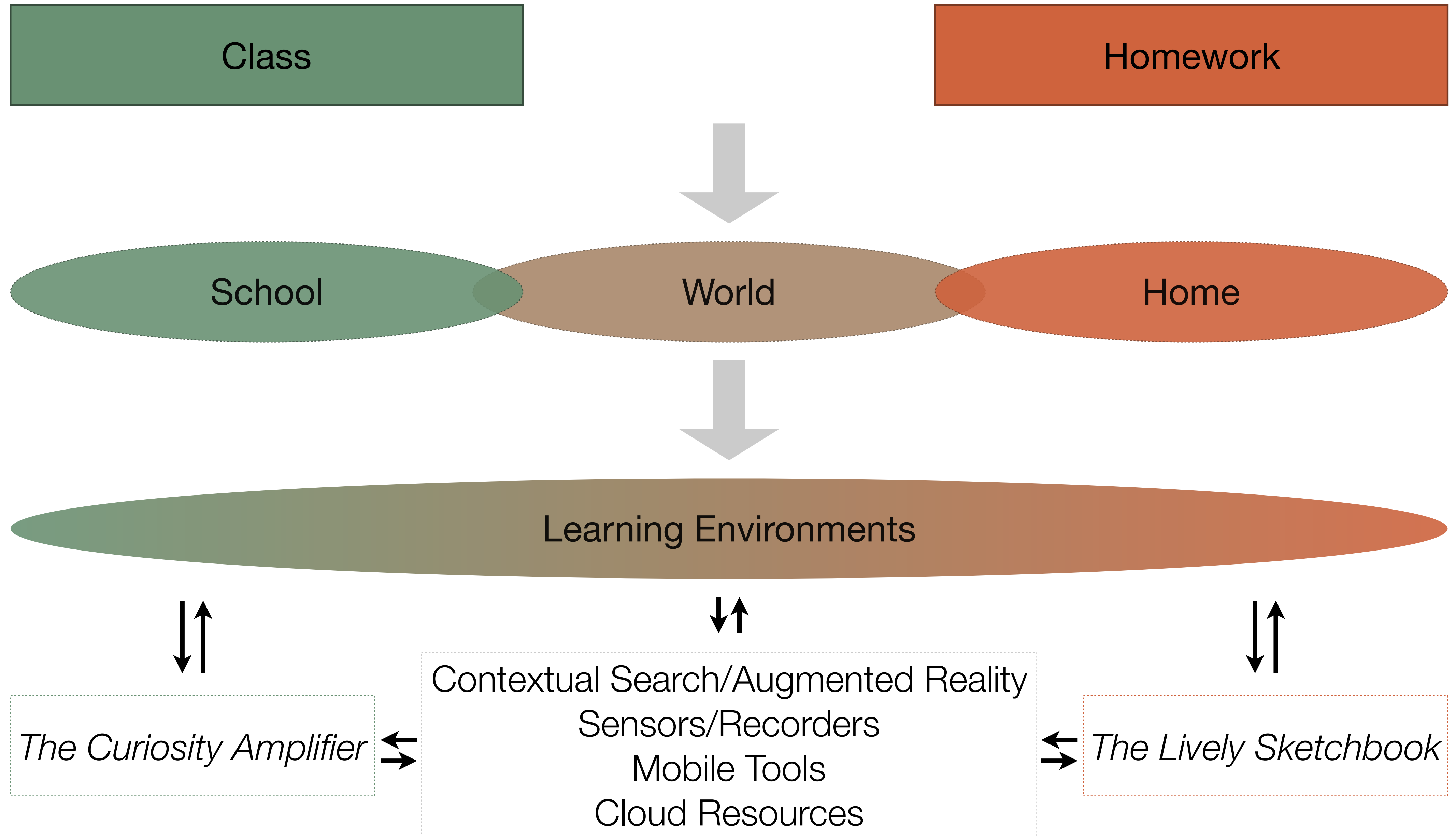


Wikis

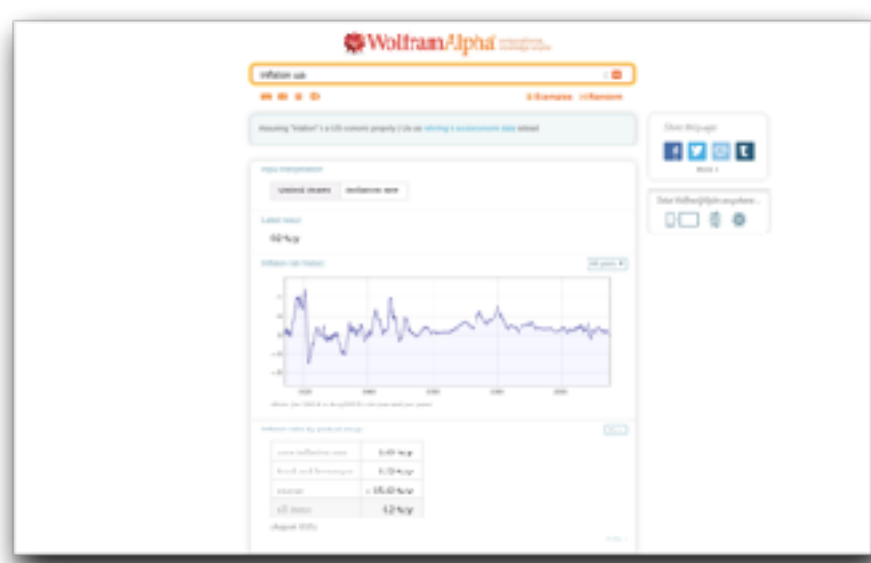
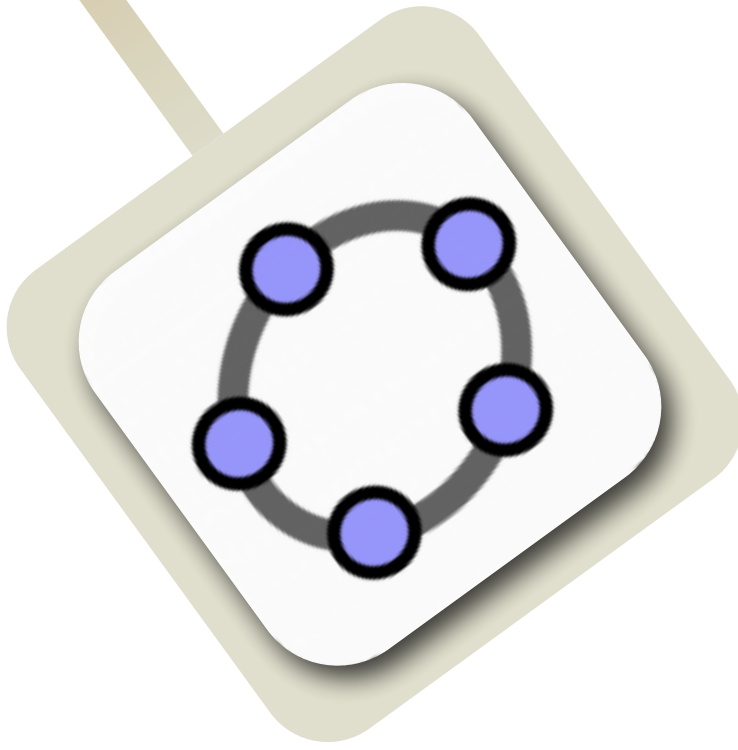
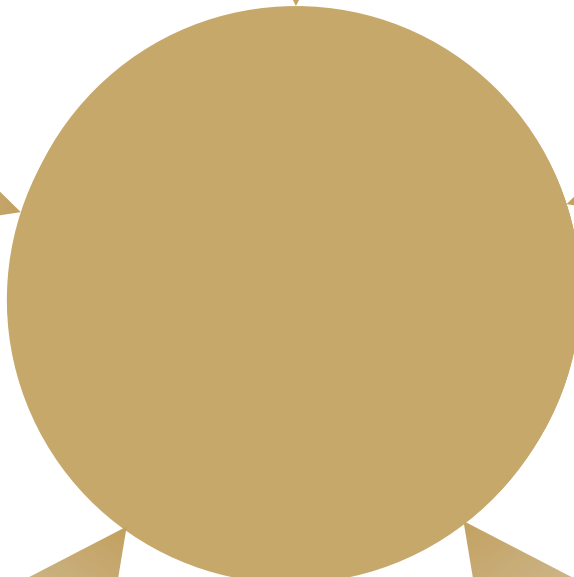
Telepresence



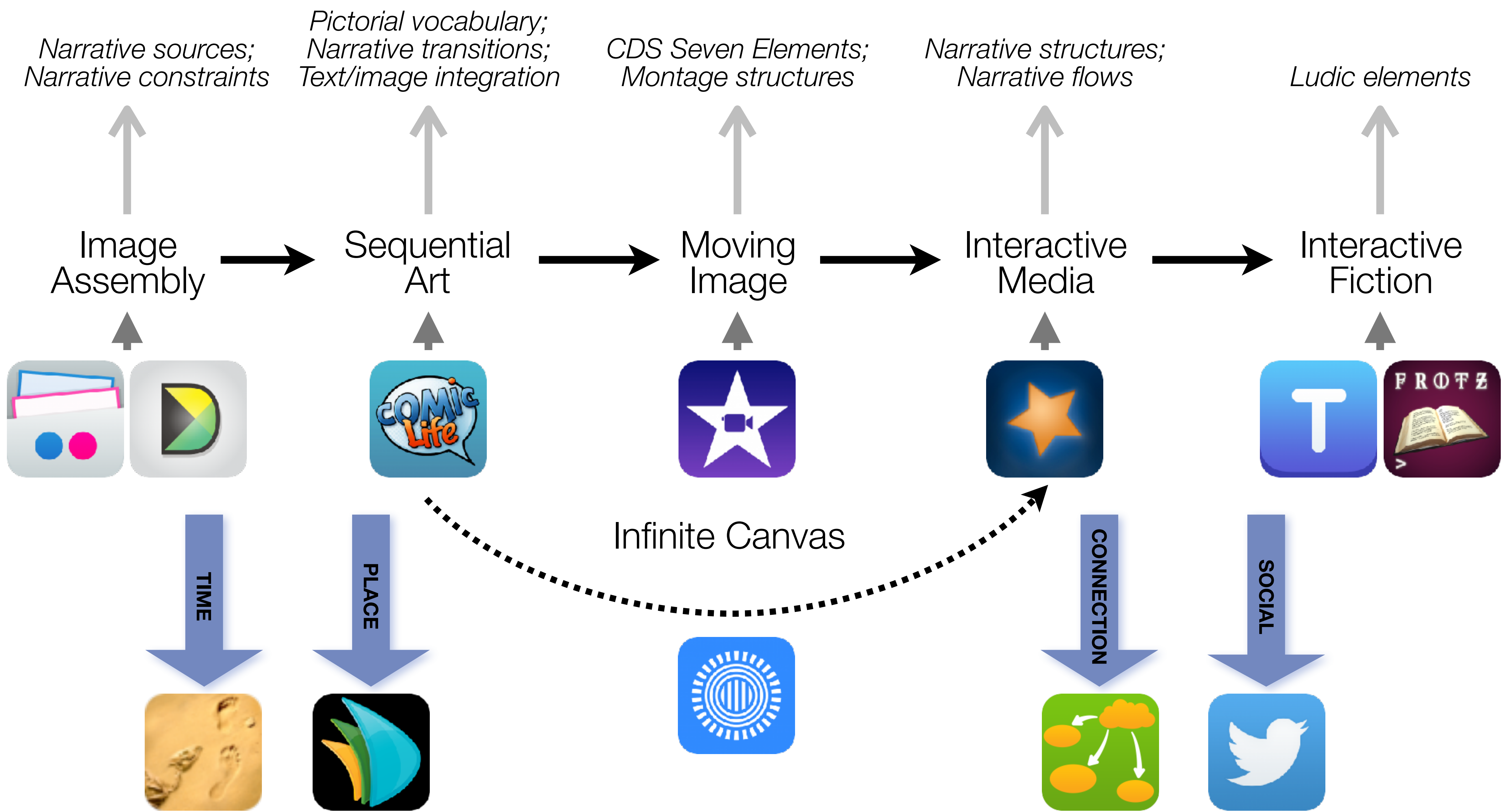
File Sharing



Visualization



Storytelling



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

S to A: The Value of Shared Practices

- Augmented Note Taking and Annotation
- Visualization Methods:
 - 5 Primary Domains: Space, Time, Networks, Text, Number
- Simple Blogging
- Simple Digital Storytelling Video
- Flipped Classroom:
 - Materials Creation
 - Peer Discussion/Instruction Methods
- Simple Interactive Fiction
- LMS Practices



741.5 COMICS PRESENTS

five card Nancy



INTRODUCTION

The Game

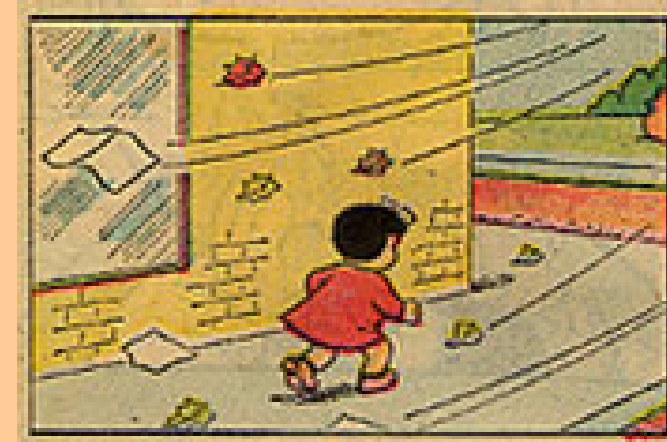
There are no panels in the sequence yet.

Click on a panel to add it to the sequence:

THE GAME



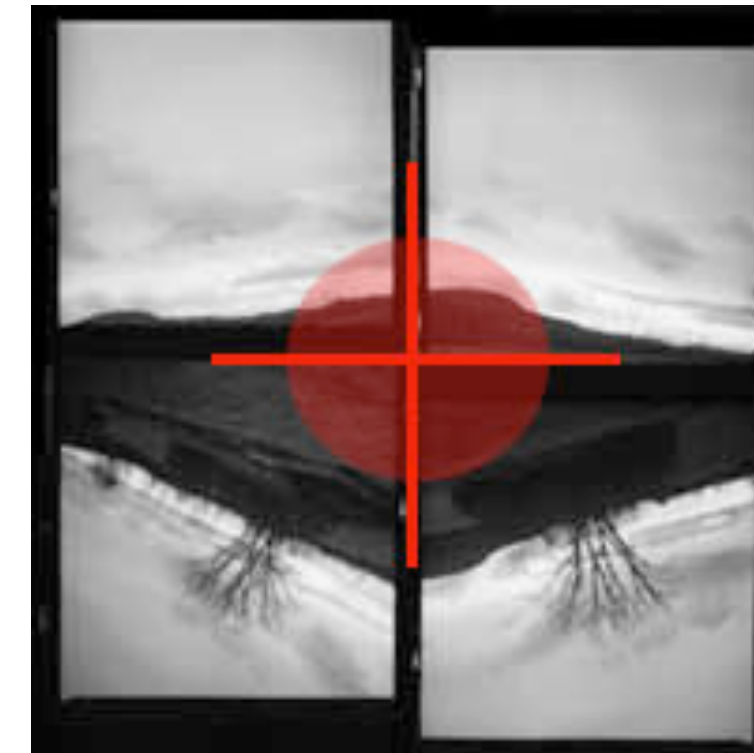
HALL OF FAME



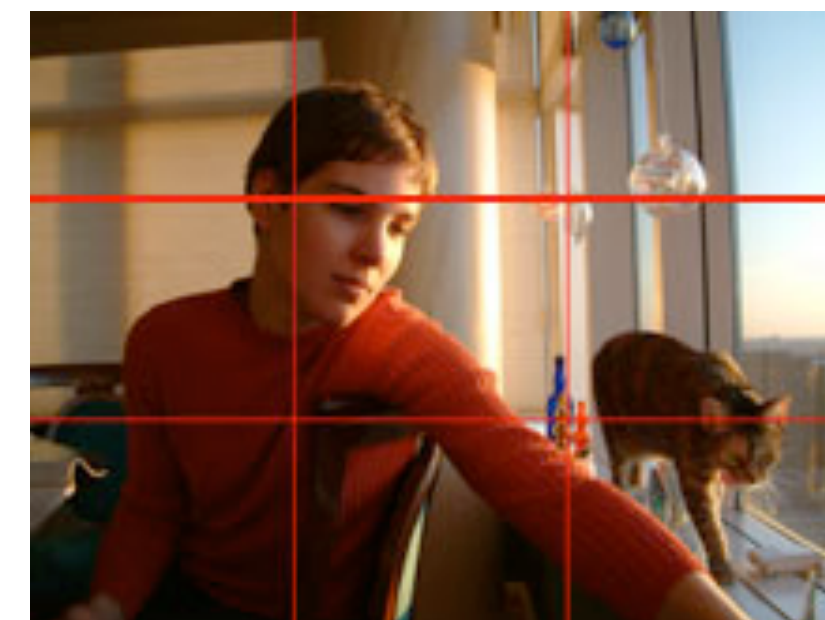
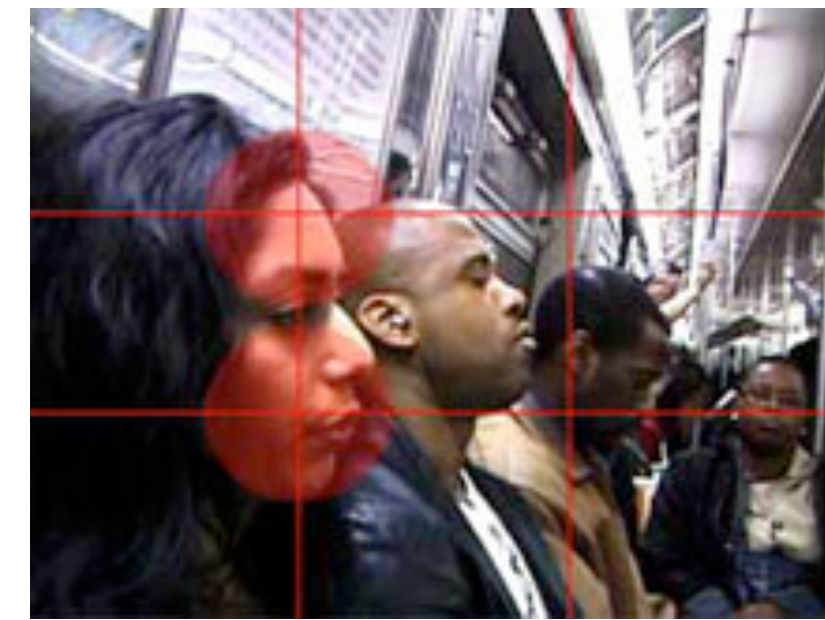
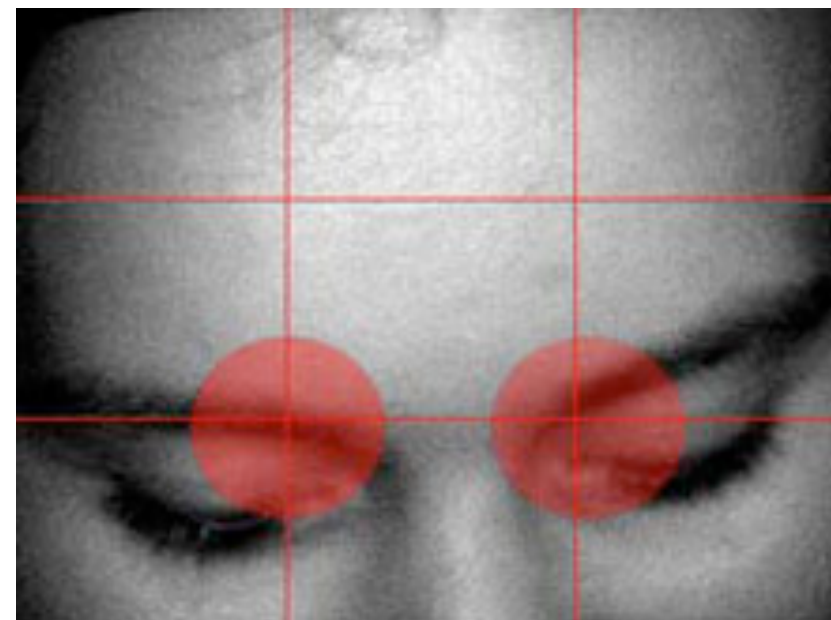
- [Draw new panels](#)
- [Reset the sequence](#)
- [Mail this sequence to a friend](#)
- [Five-Card Nancy message board](#)

Meaning and the Camera Frame

The Power of the Center(s)



The Rule of Thirds



Lines of Direction



Leading the Action



Common Shots

- Big Close-Up



- Close-Up



- Medium Shot



- Long Shot



Scott McCloud: Two Key Frameworks

MOST **PANEL-TO-PANEL** TRANSITIONS IN COMICS CAN BE PLACED IN ONE OF SEVERAL DISTINCT CATEGORIES. THE FIRST CATEGORY-- WHICH WE'LL CALL **MOMENT-TO-MOMENT**--REQUIRES VERY LITTLE CLOSURE.

1.

NEXT ARE THOSE TRANSITIONS FEATURING A SINGLE **SUBJECT** IN DISTINCT **ACTION-TO-ACTION** PROGRESSIONS.

2.

THE NEXT TYPE TAKES US FROM **SUBJECT-TO-SUBJECT** WHILE STAYING WITHIN A SCENE OR IDEA. NOTE THE DEGREE OF **READER INVOLVEMENT** NECESSARY TO RENDER THESE TRANSITIONS **MEANINGFUL**.

3.

DEDUCTIVE REASONING IS OFTEN REQUIRED IN READING COMICS SUCH AS IN THESE **SCENE-TO-SCENE** TRANSITIONS, WHICH TRANSPORT US ACROSS **SIGNIFICANT DISTANCES OF TIME AND SPACE**.

4.

A **FIFTH** TYPE OF TRANSITION, WHICH WE'LL CALL **ASPECT-TO-ASPECT**, BYPASSES **TIME** FOR THE MOST PART AND SETS A **WANDERING EYE** ON DIFFERENT **ASPECTS** OF A PLACE, IDEA, OR MOOD.

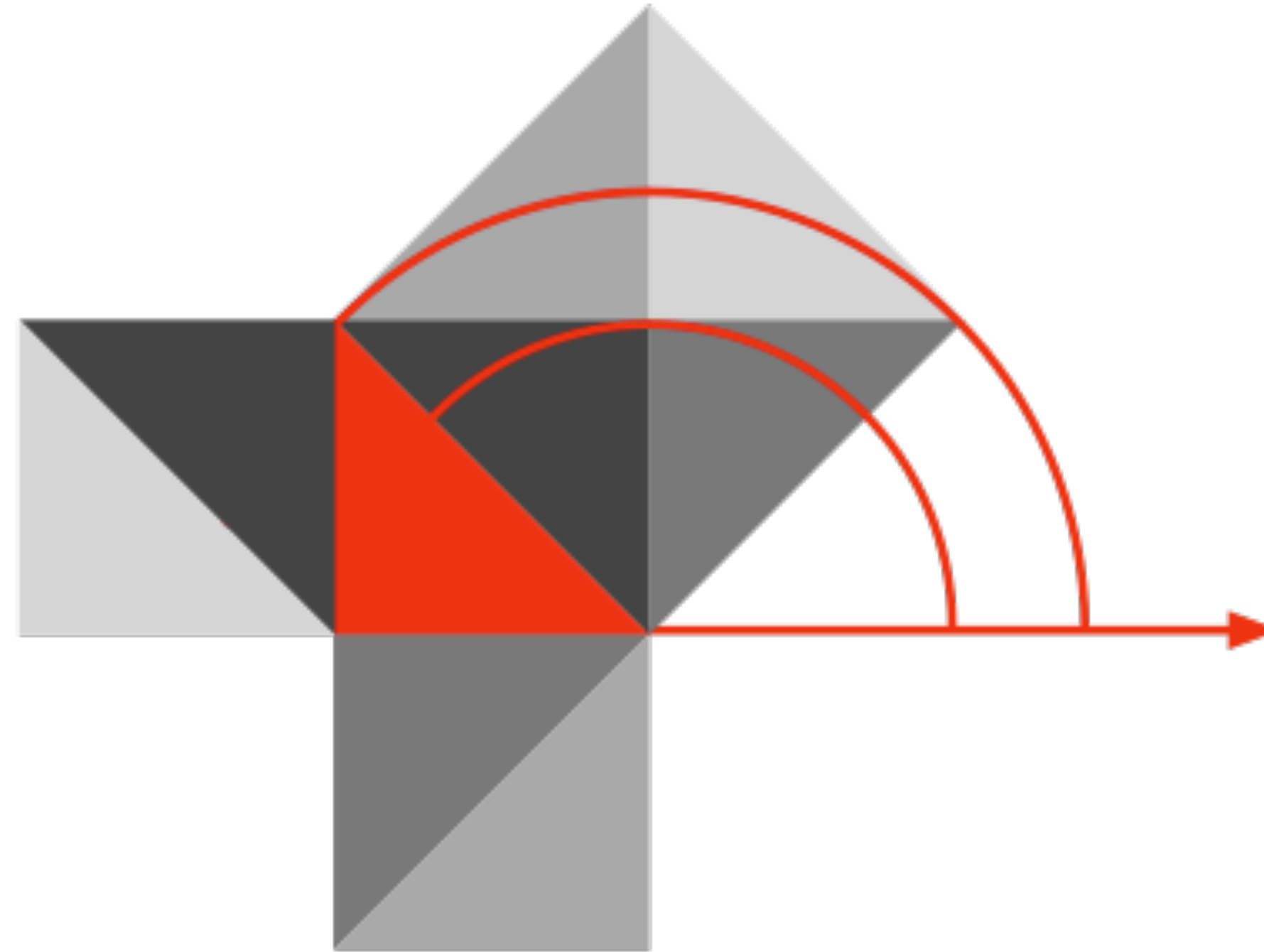
5.

AND FINALLY, THERE'S THE **NON-SEQUITUR**, WHICH OFFERS NO LOGICAL RELATIONSHIP BETWEEN PANELS **WHATSOEVER!**

6.



Hippasus



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