

# SAMR, the EdTech Quintet, and Shared Practices: An Introduction

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Ruben R. Puentedura, Ph.D.

## Transformation

### **Redefinition**

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

### **Modification**

*Tech allows for significant task redesign*

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### **Augmentation**

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## Enhancement

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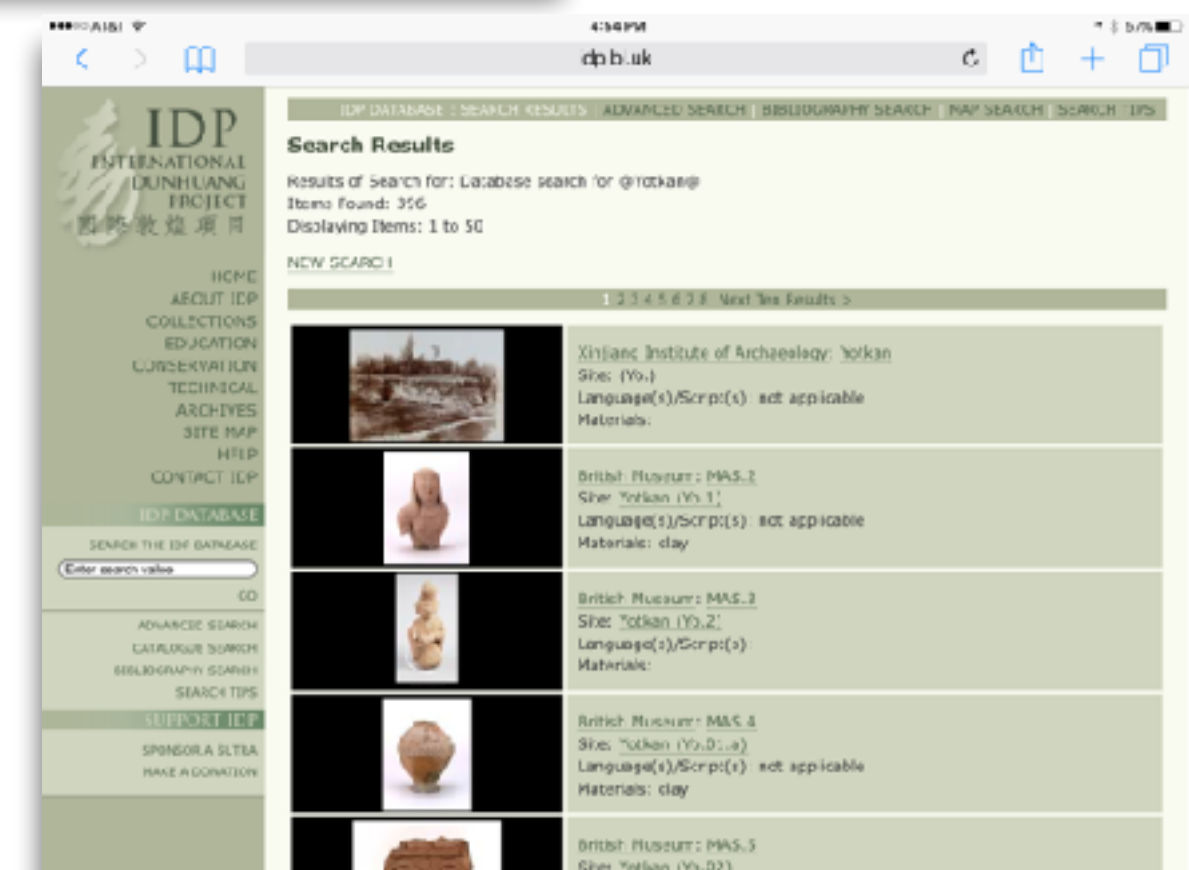
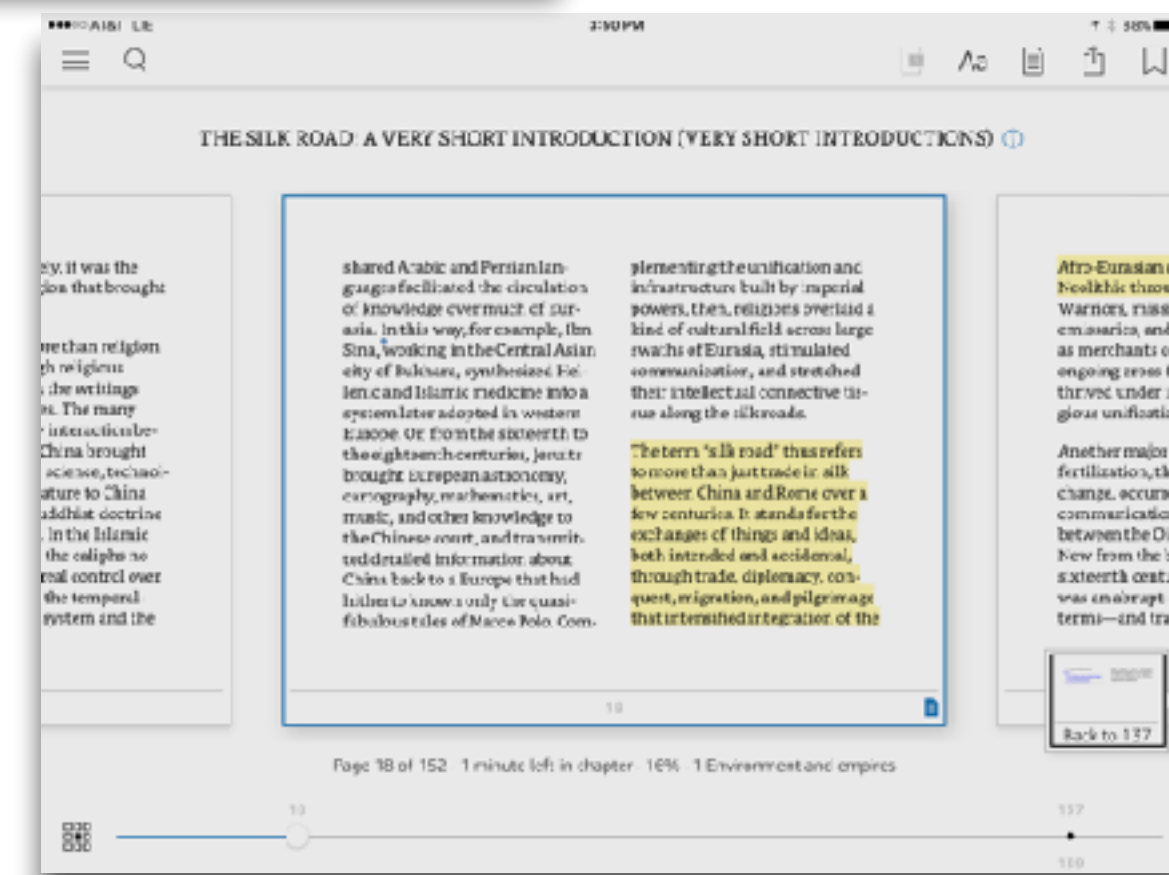
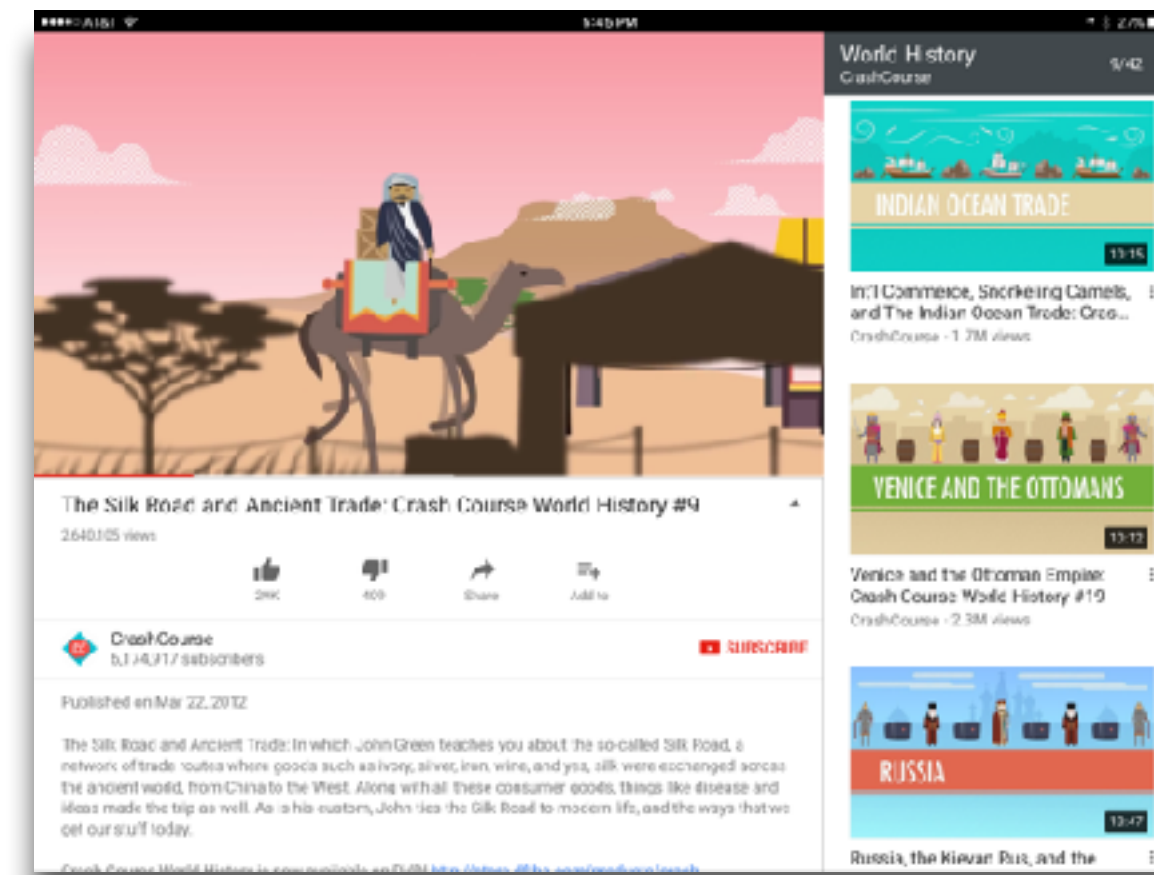
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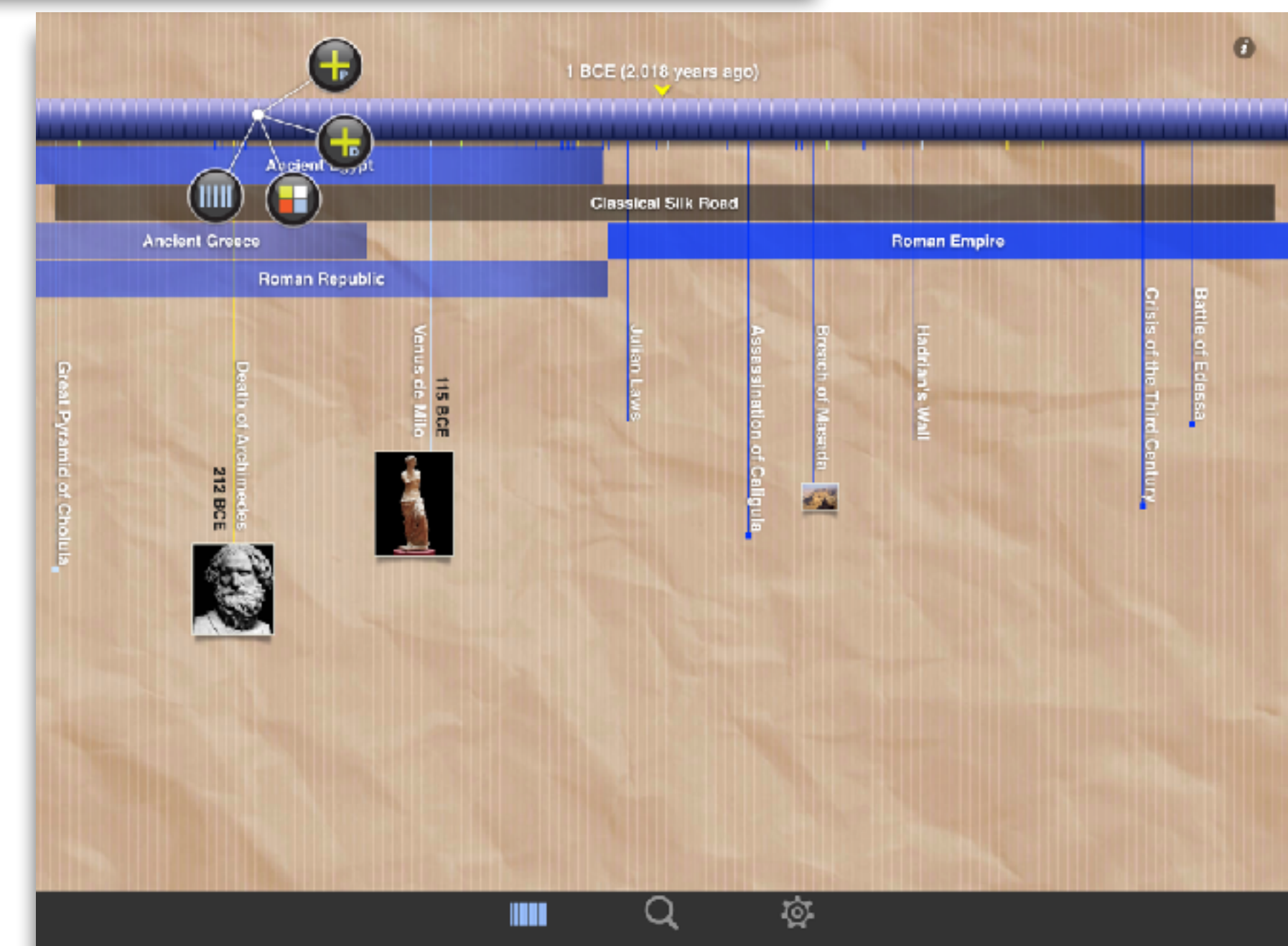
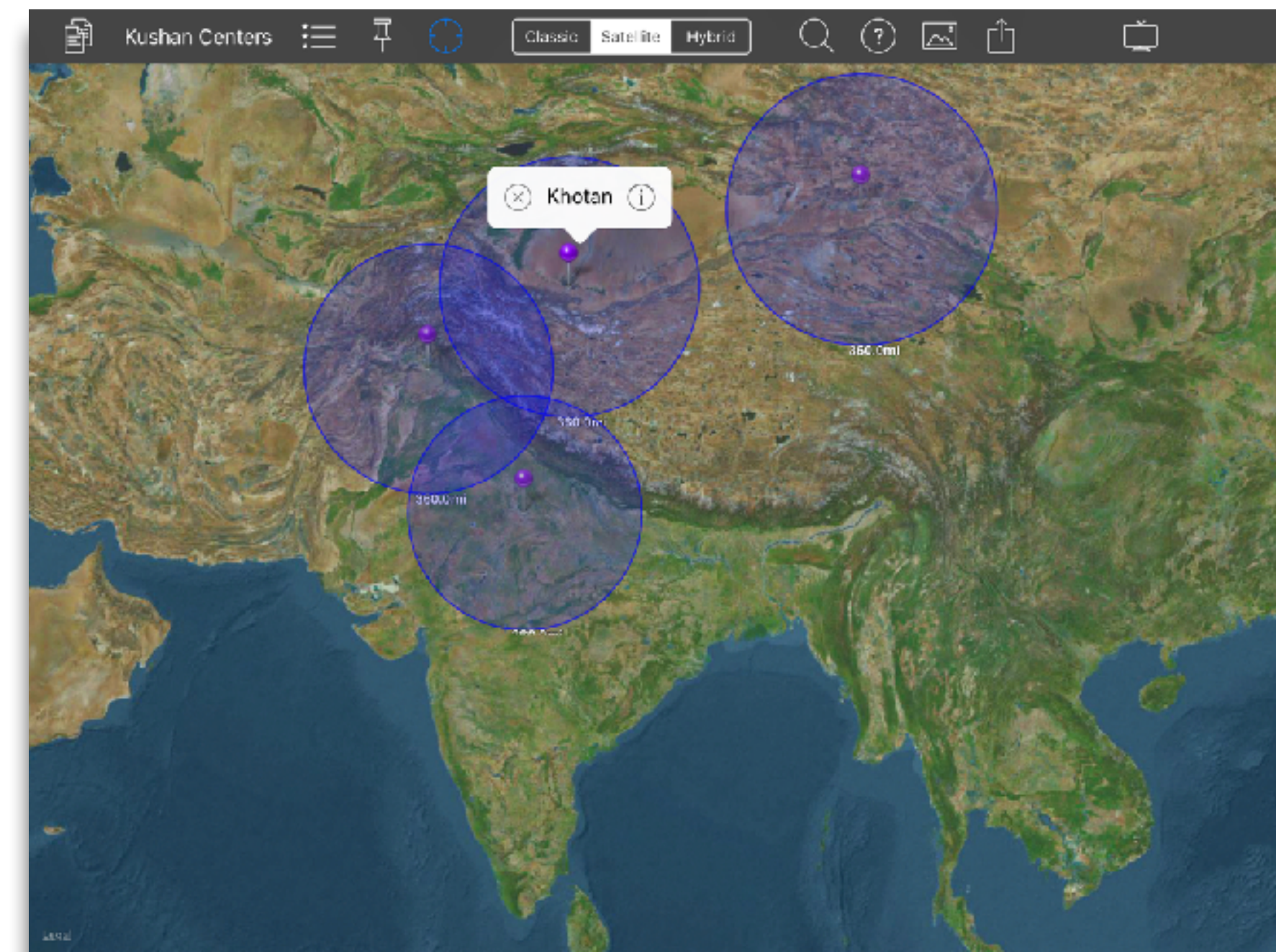
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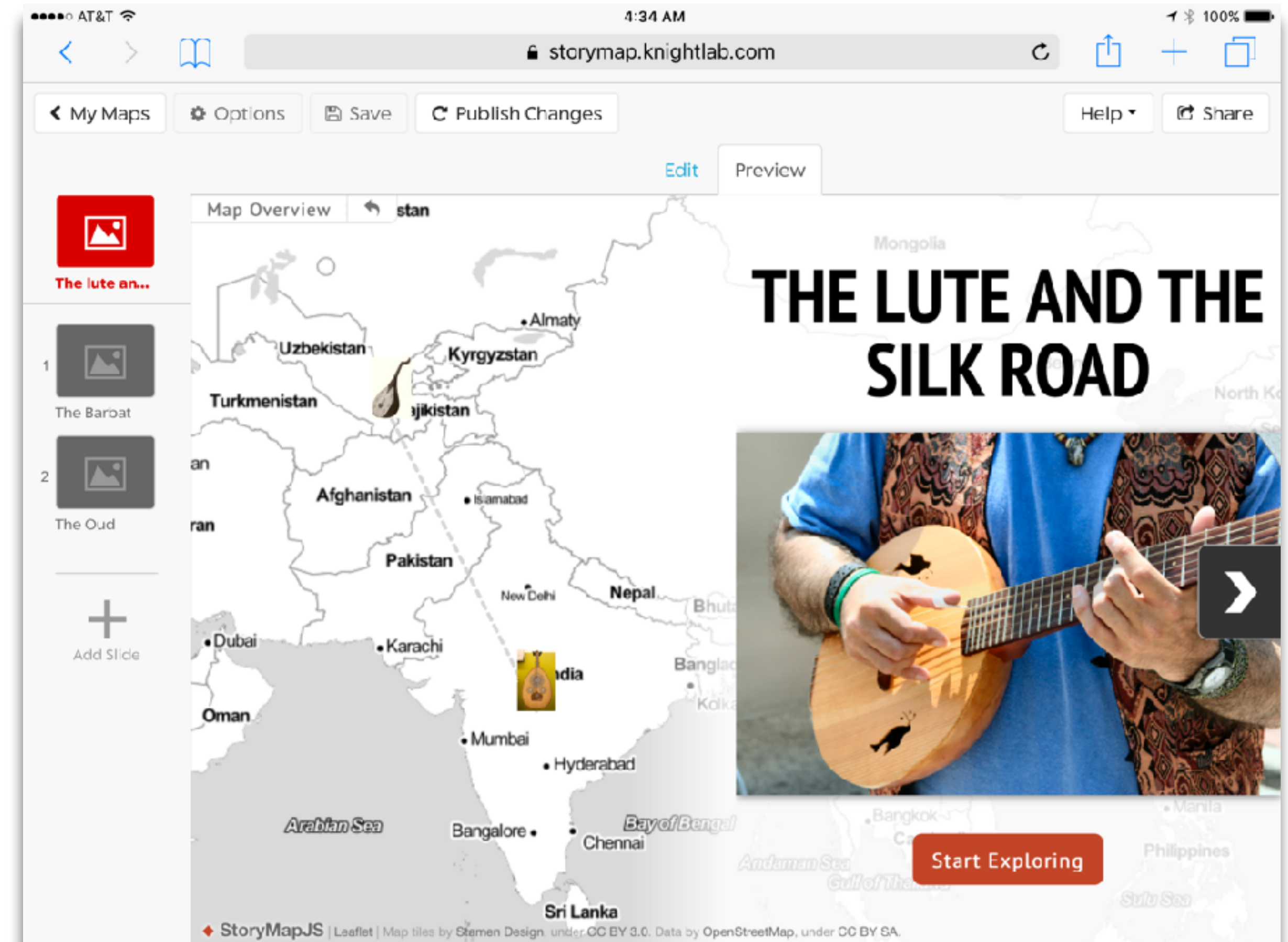
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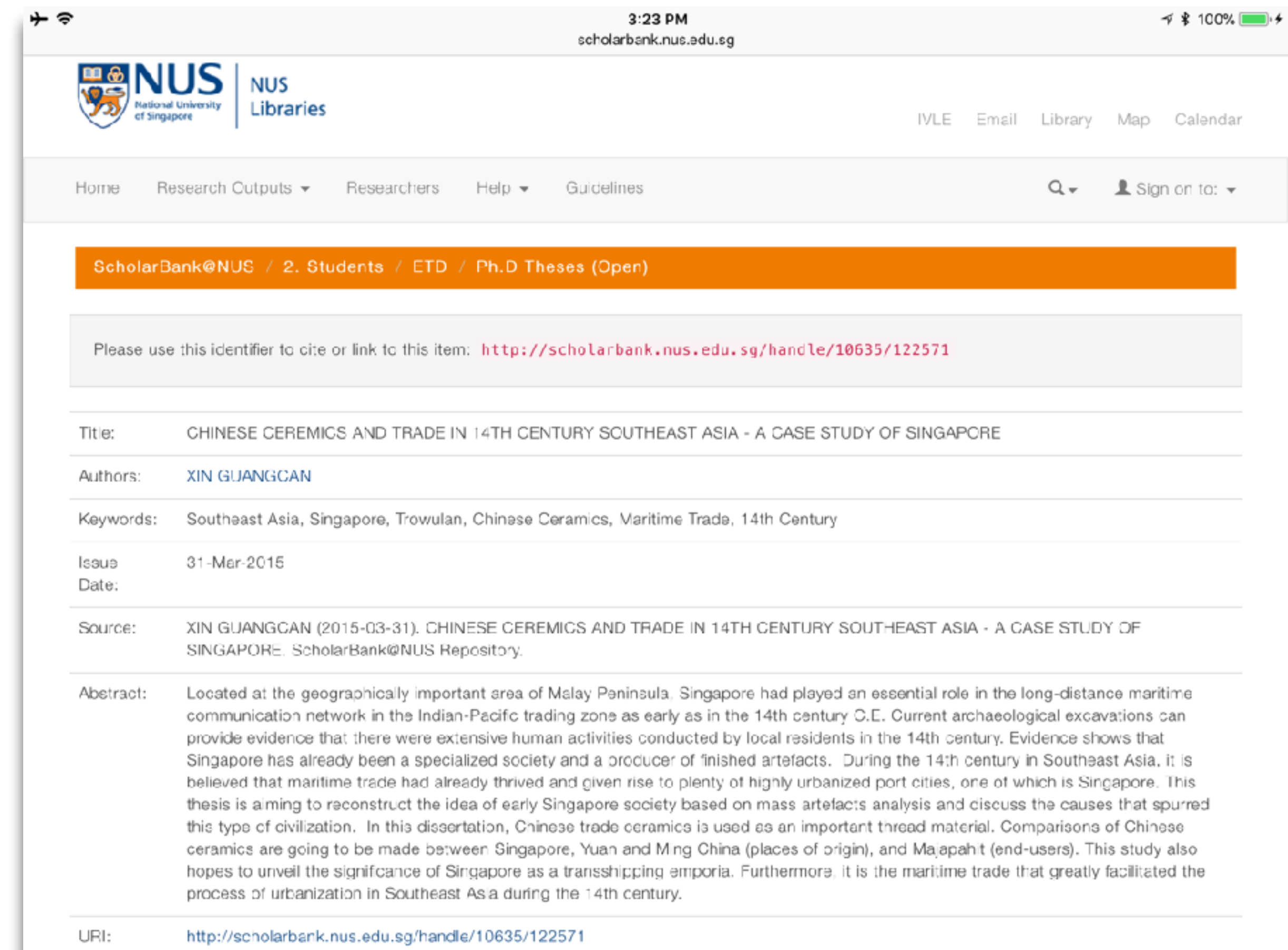
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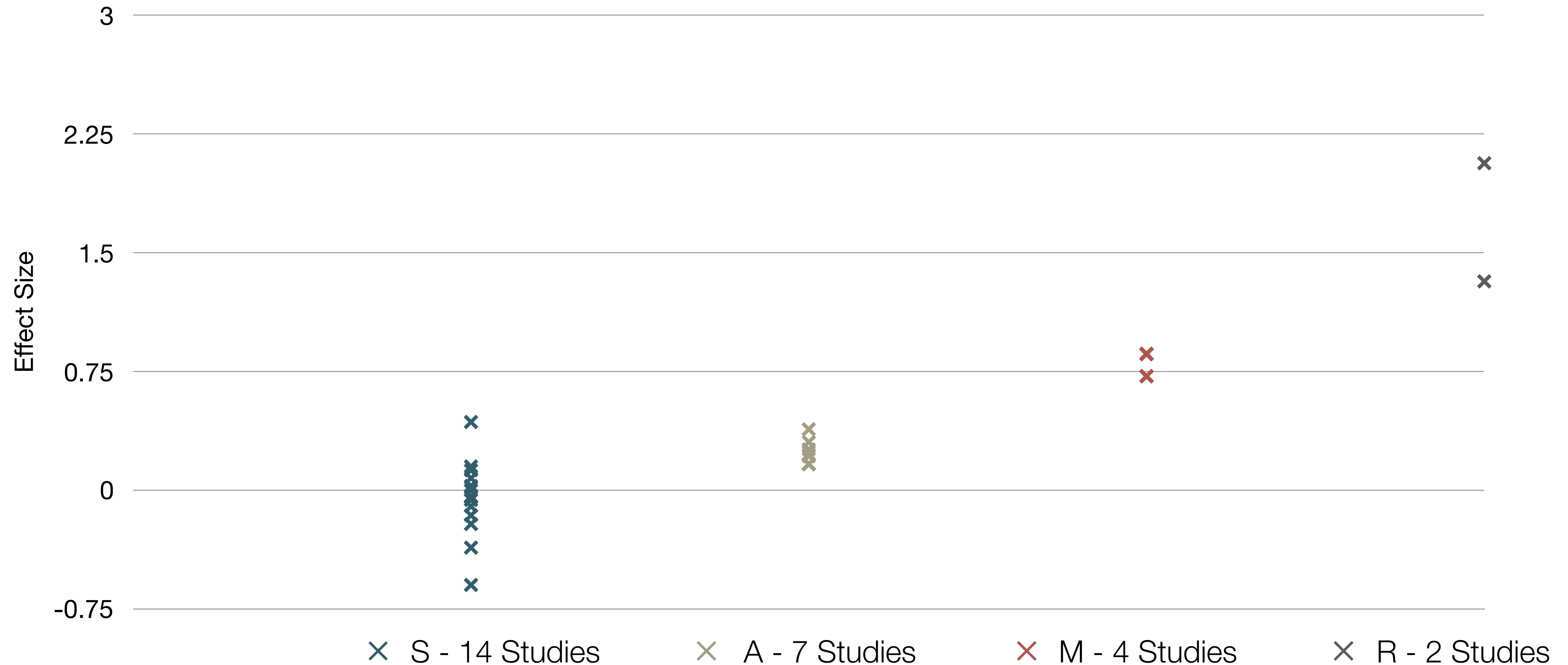


The screenshot shows a mobile browser view of the NUS ScholarBank@NUS repository. The top status bar shows the time as 3:23 PM and 100% battery. The page header includes the NUS logo and 'NUS Libraries' branding. Navigation links for 'Home', 'Research Outputs', 'Researchers', 'Help', and 'Guidelines' are visible. A search bar and a 'Sign on to:' link are also present. The main content area displays the breadcrumb 'ScholarBank@NUS / 2. Students / ETD / Ph.D Theses (Open)'. Below this, a message states: 'Please use this identifier to cite or link to this item: <http://scholarbank.nus.edu.sg/handle/10635/122571>'. The metadata section lists the following details:

Title:	CHINESE CEREMICS AND TRADE IN 14TH CENTURY SCUTHEAST ASIA - A CASE STUDY OF SINGAPORE
Authors:	XIN GUANGCAN
Keywords:	Southeast Asia, Singapore, Trowulan, Chinese Ceramics, Maritime Trade, 14th Century
Issue Date:	31-Mar-2015
Source:	XIN GUANGCAN (2015-03-31). CHINESE CEREMICS AND TRADE IN 14TH CENTURY SOUTHEAST ASIA - A CASE STUDY OF SINGAPORE. ScholarBank@NUS Repository.
Abstract:	Located at the geographically important area of Malay Peninsula, Singapore had played an essential role in the long-distance maritime communication network in the Indian-Pacific trading zone as early as in the 14th century C.E. Current archaeological excavations can provide evidence that there were extensive human activities conducted by local residents in the 14th century. Evidence shows that Singapore has already been a specialized society and a producer of finished artefacts. During the 14th century in Southeast Asia, it is believed that maritime trade had already thrived and given rise to plenty of highly urbanized port cities, one of which is Singapore. This thesis is aiming to reconstruct the idea of early Singapore society based on mass artefacts analysis and discuss the causes that spurred this type of civilization. In this dissertation, Chinese trade ceramics is used as an important thread material. Comparisons of Chinese ceramics are going to be made between Singapore, Yuan and Ming China (places of origin), and Maapahit (end-users). This study also hopes to unveil the significance of Singapore as a transshipping emporia. Furthermore, it is the maritime trade that greatly facilitated the process of urbanization in Southeast Asia during the 14th century.
URI:	<a href="http://scholarbank.nus.edu.sg/handle/10635/122571">http://scholarbank.nus.edu.sg/handle/10635/122571</a>



# SAMR and the Use of Tablets in Education



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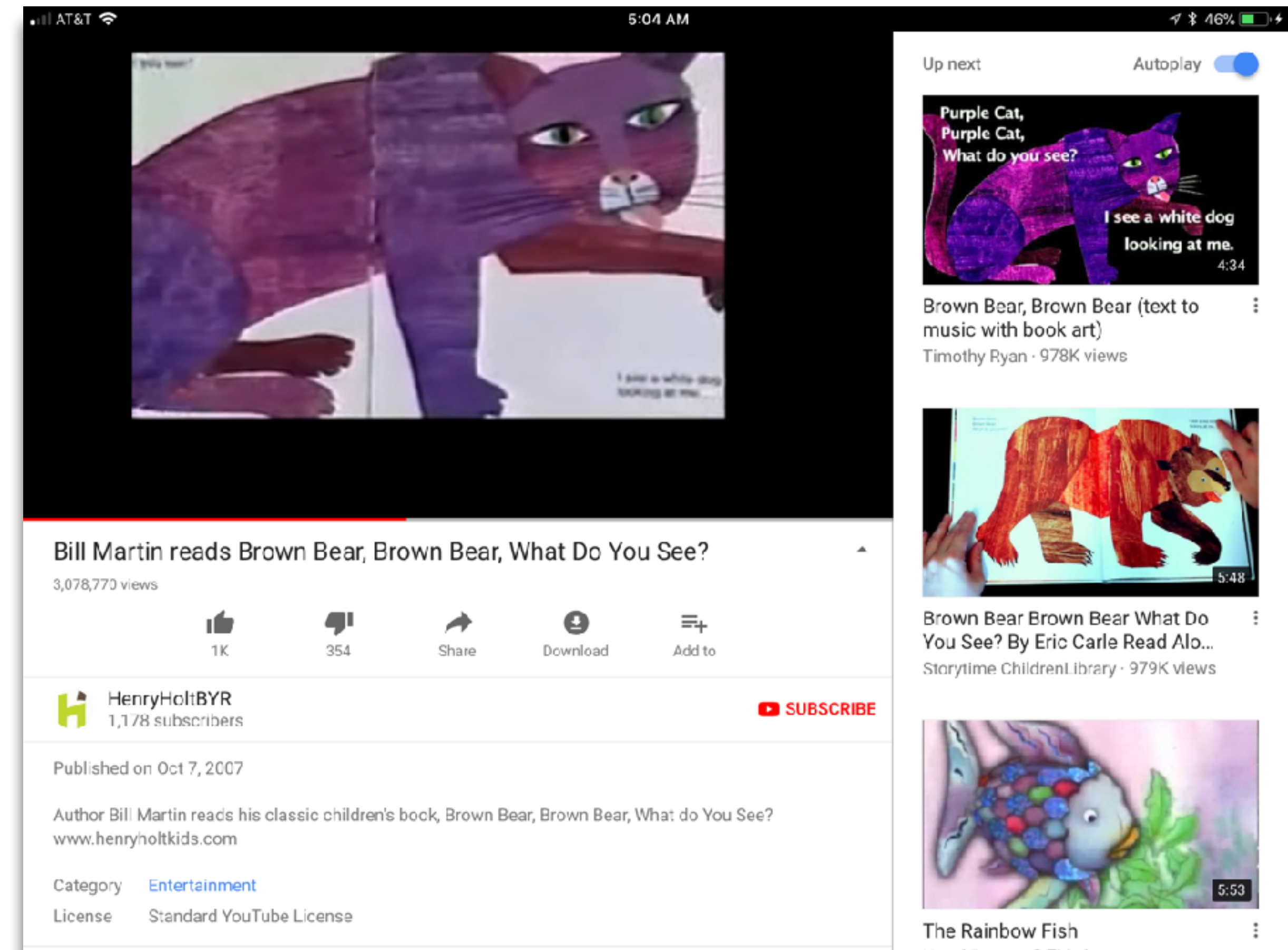
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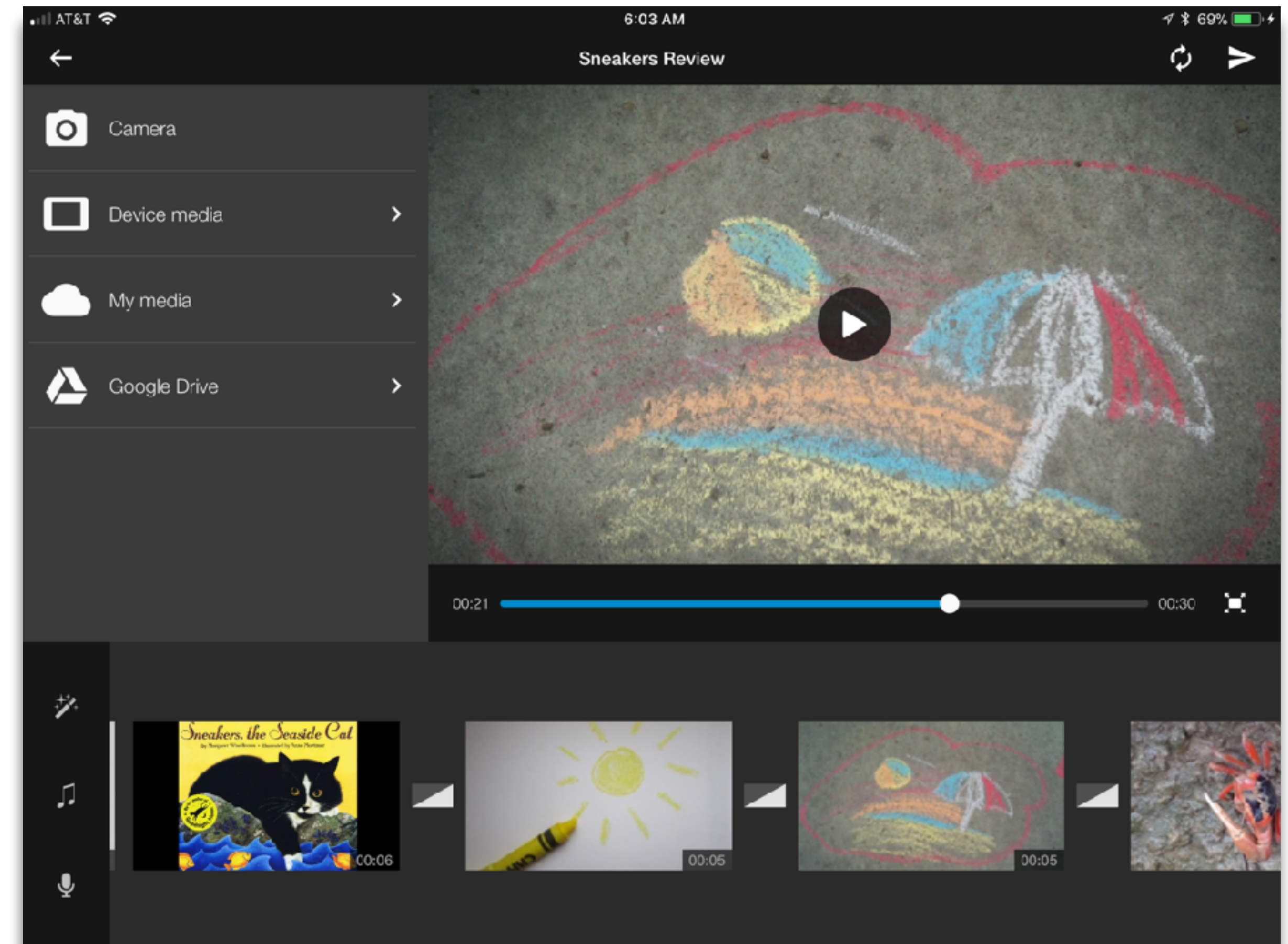
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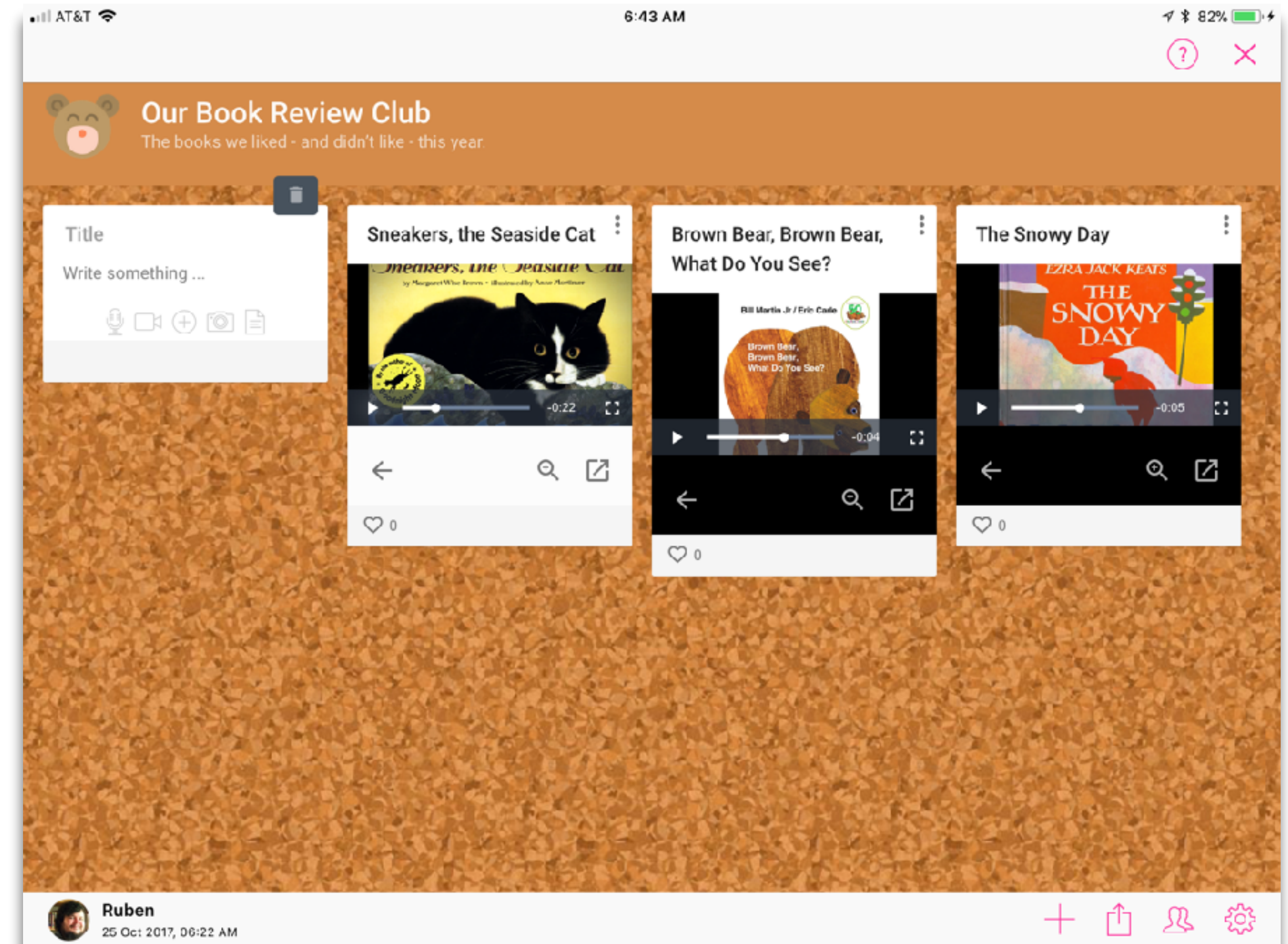
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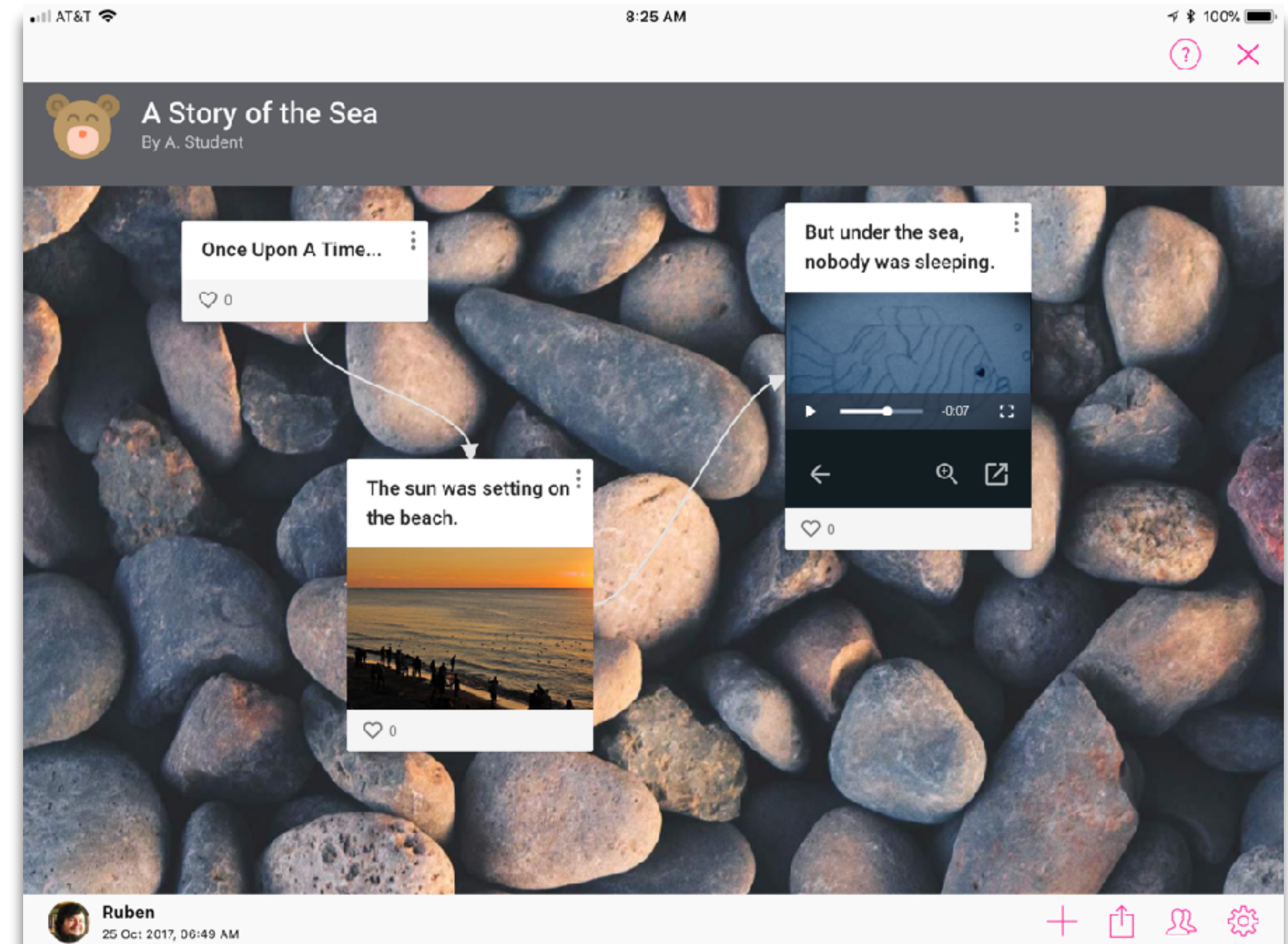
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Social	Mobility	Visualization	Storytelling	Gaming
200,000 years	70,000 years	40,000 years	17,000 years	8,000 years
				



Bookmarks



RSS Feeds

Discussions



Microblogging

Blogging

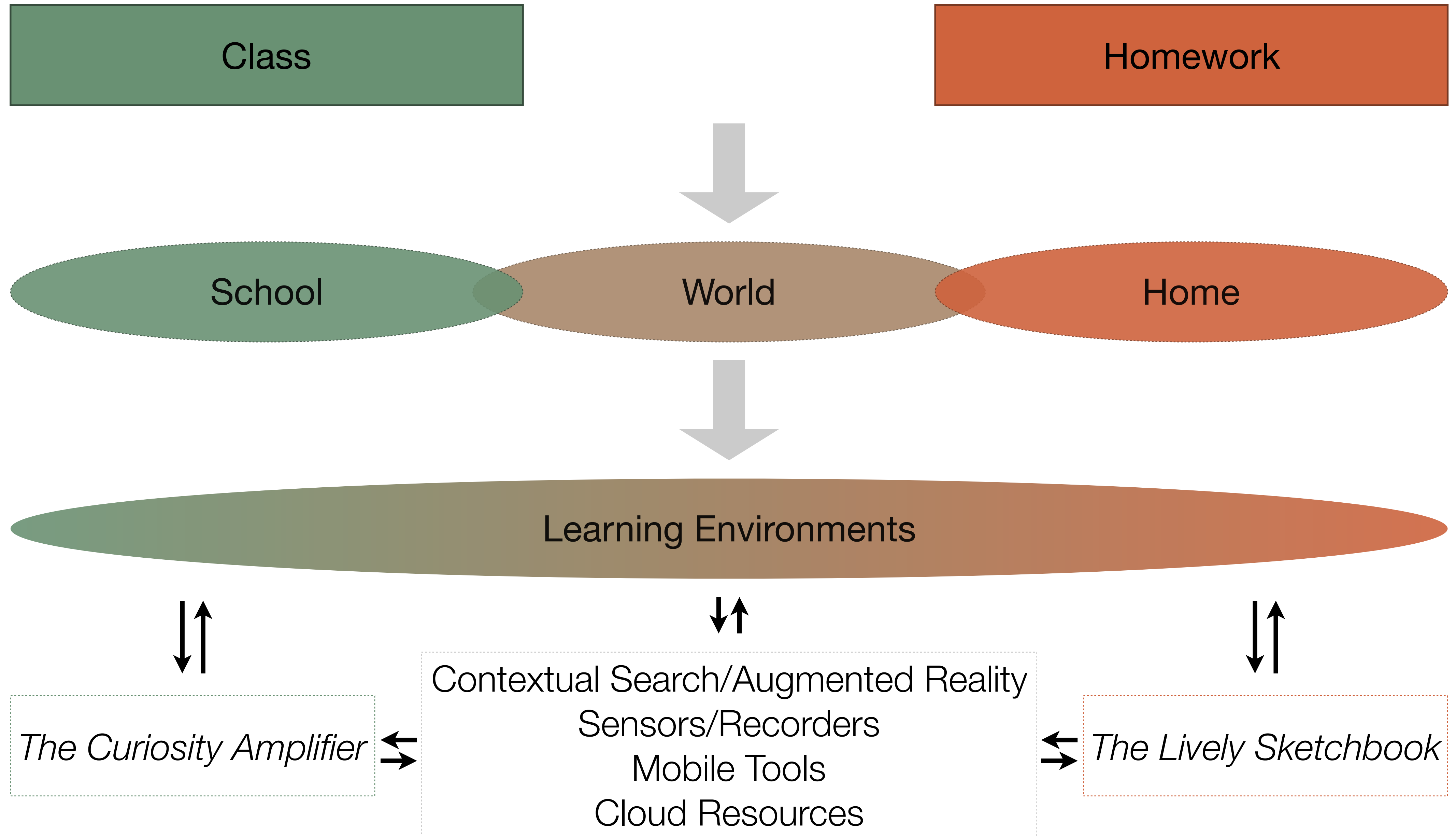


Wikis

Telepresence

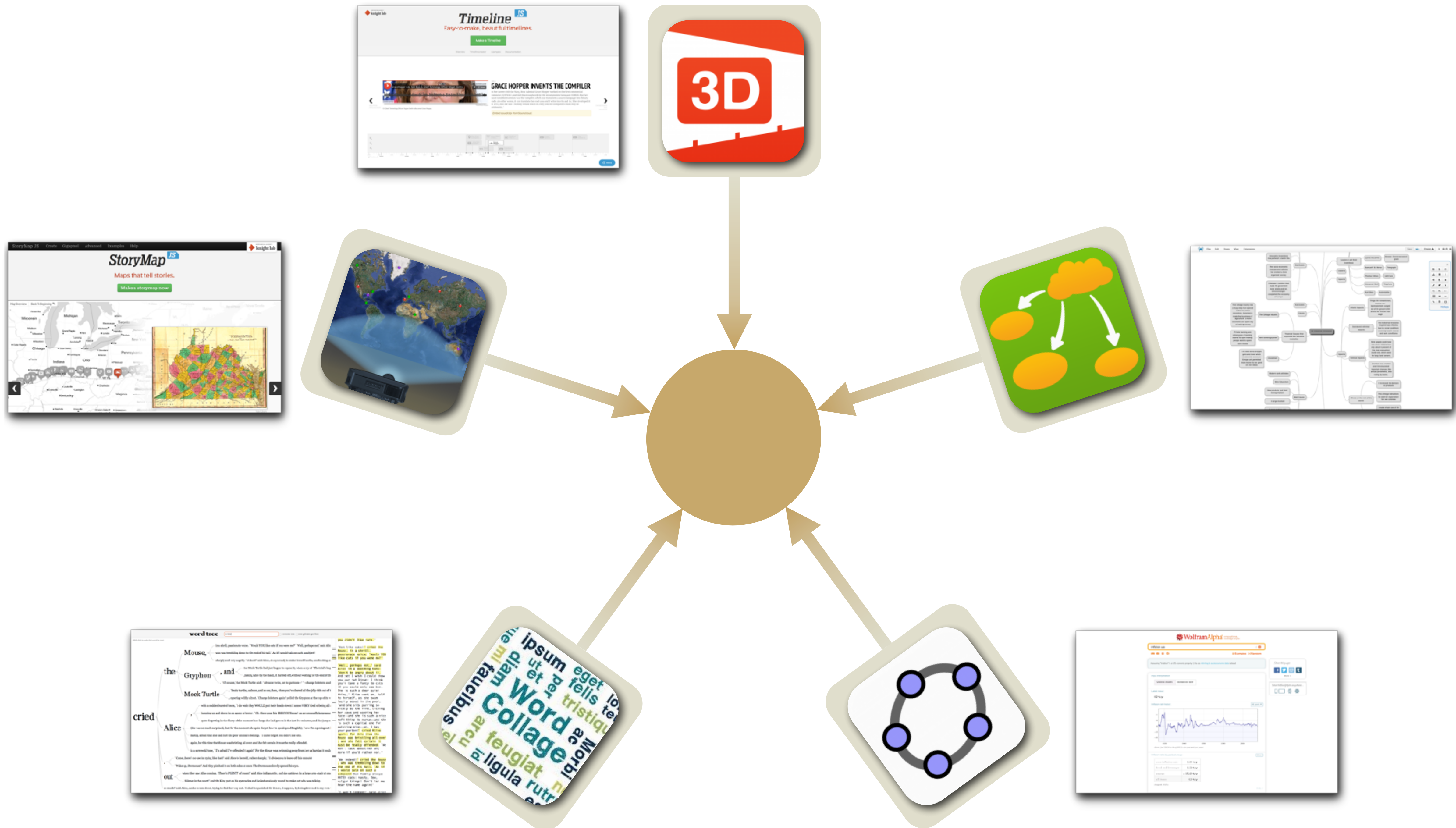


File Sharing

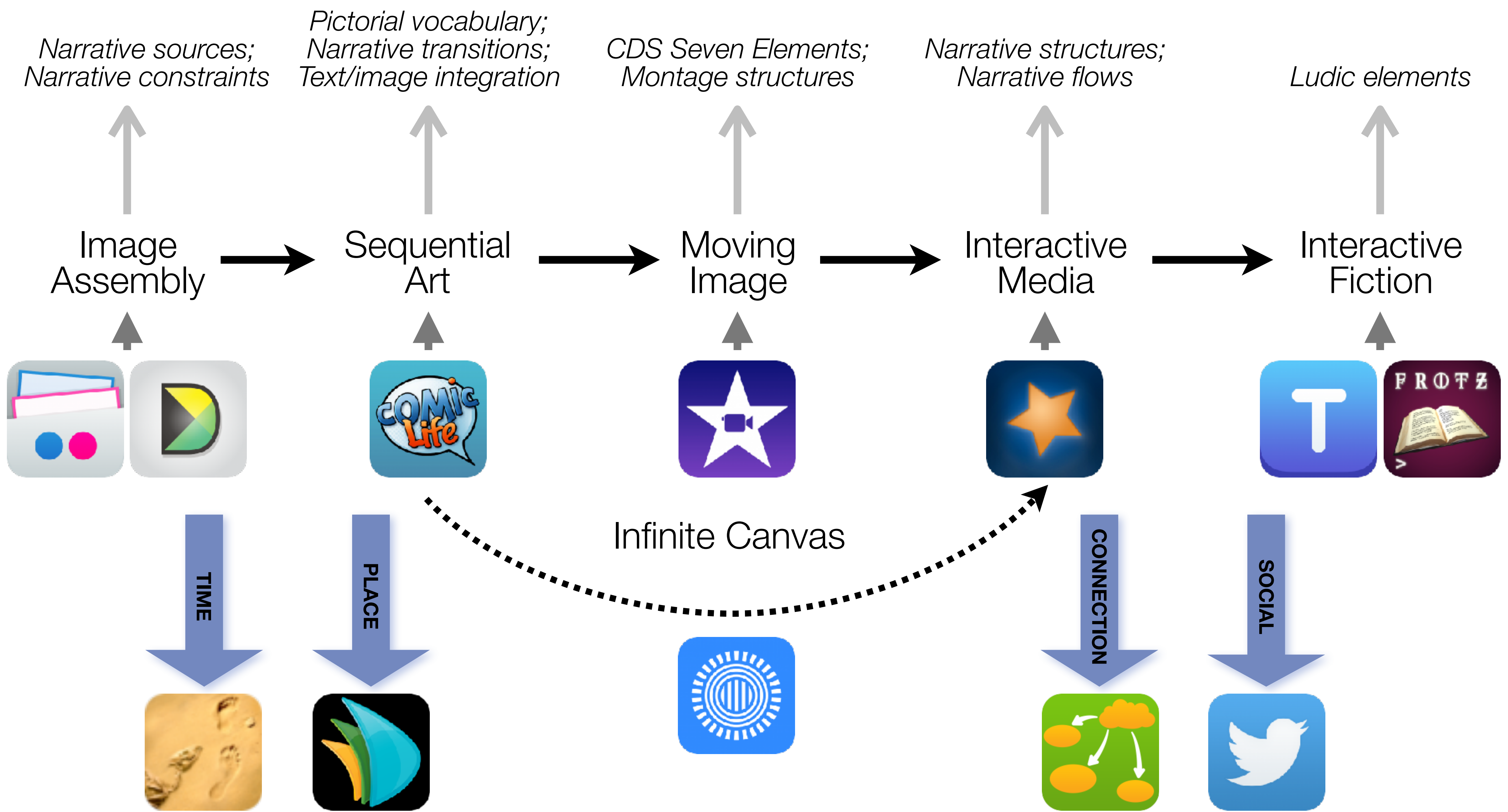




# Visualization



Storytelling





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

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“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

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- 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



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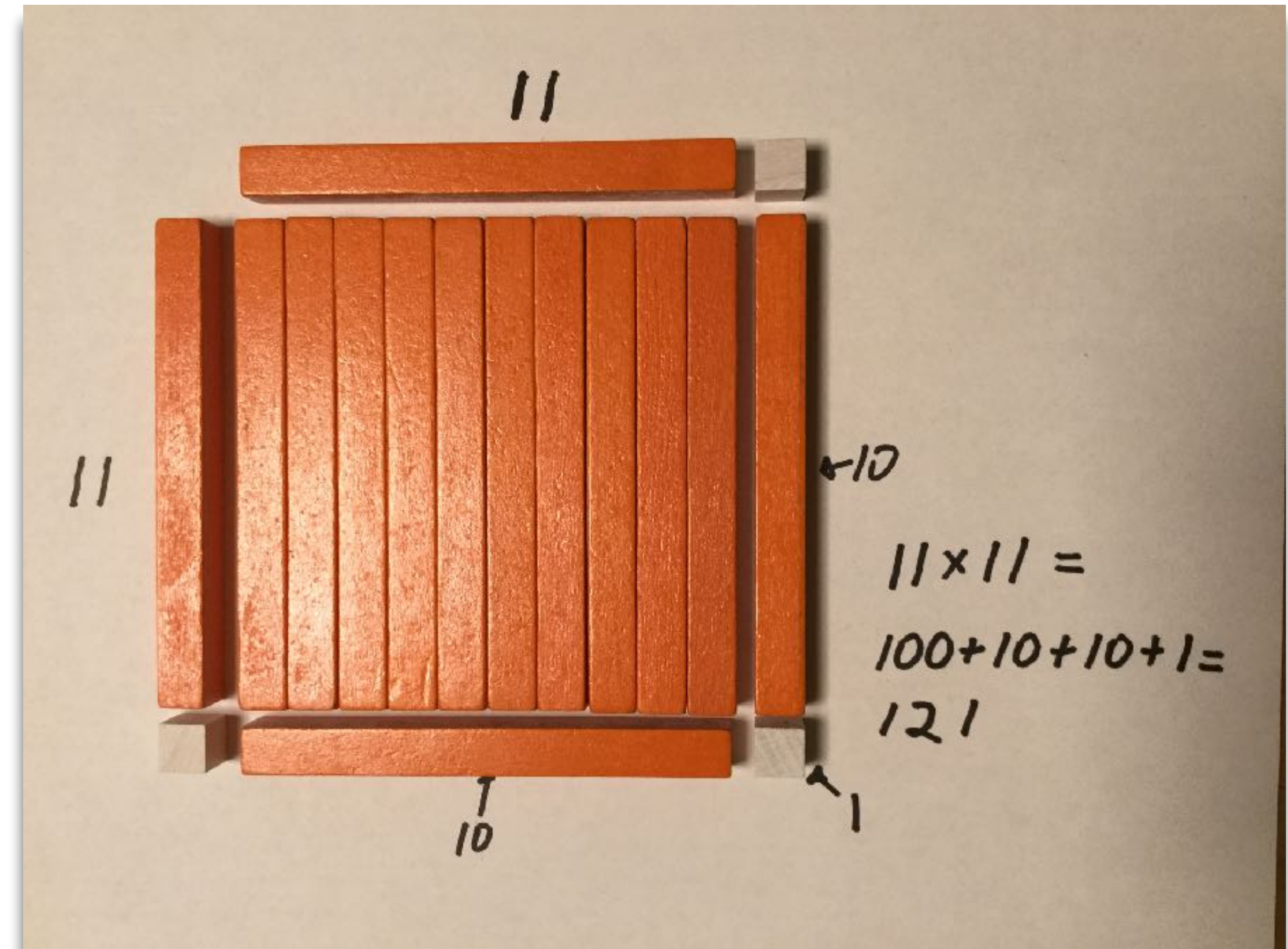
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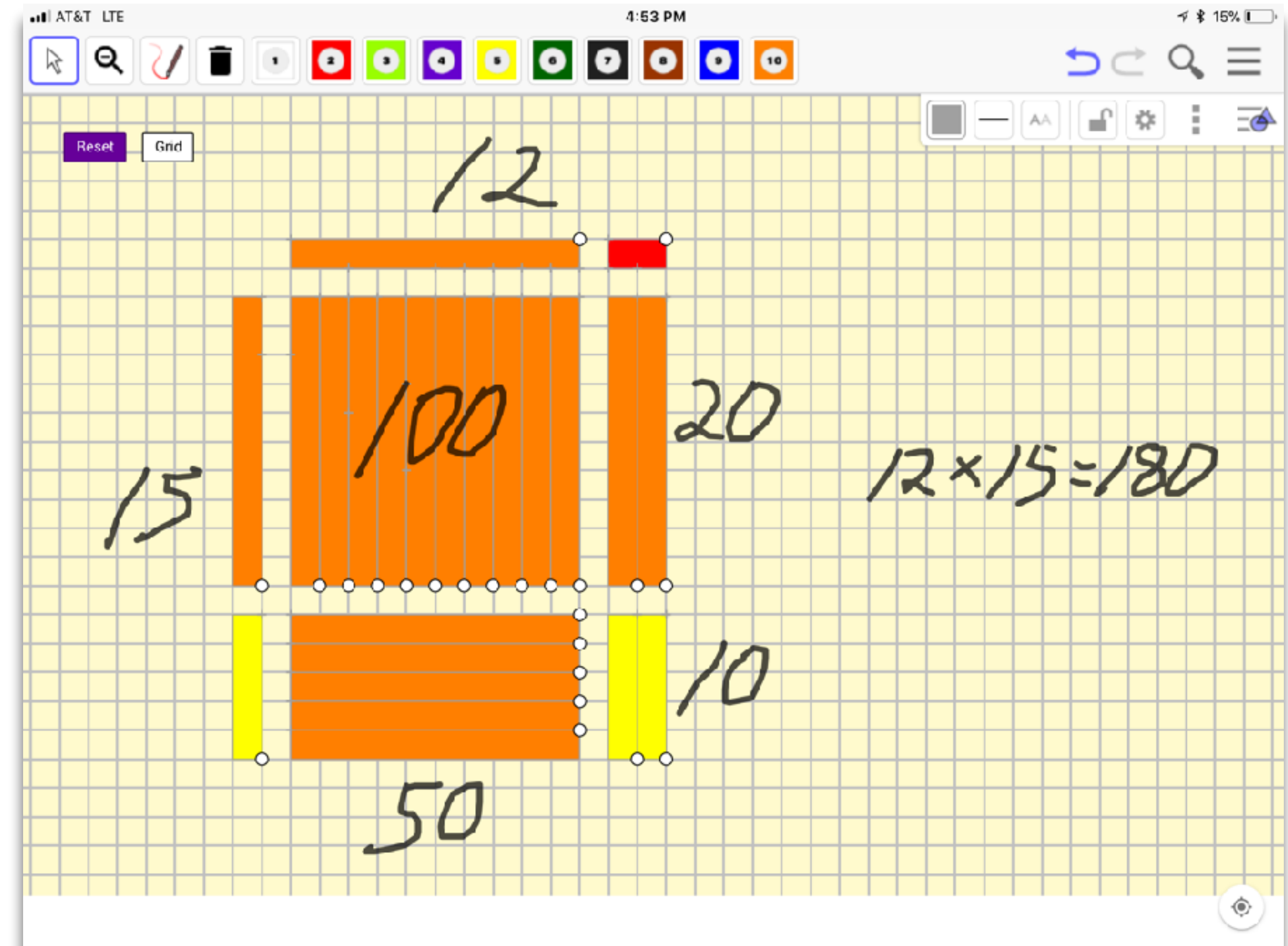
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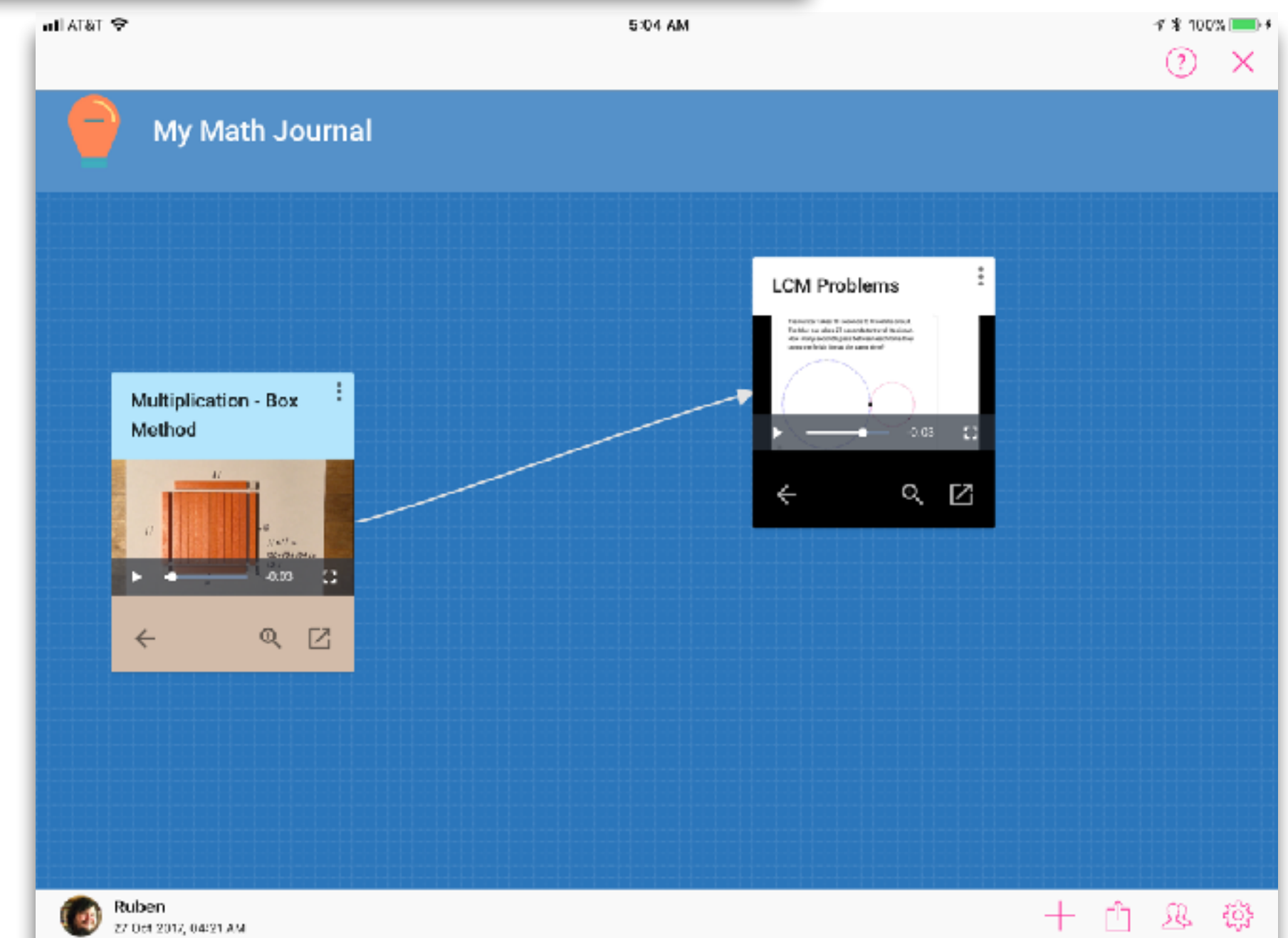
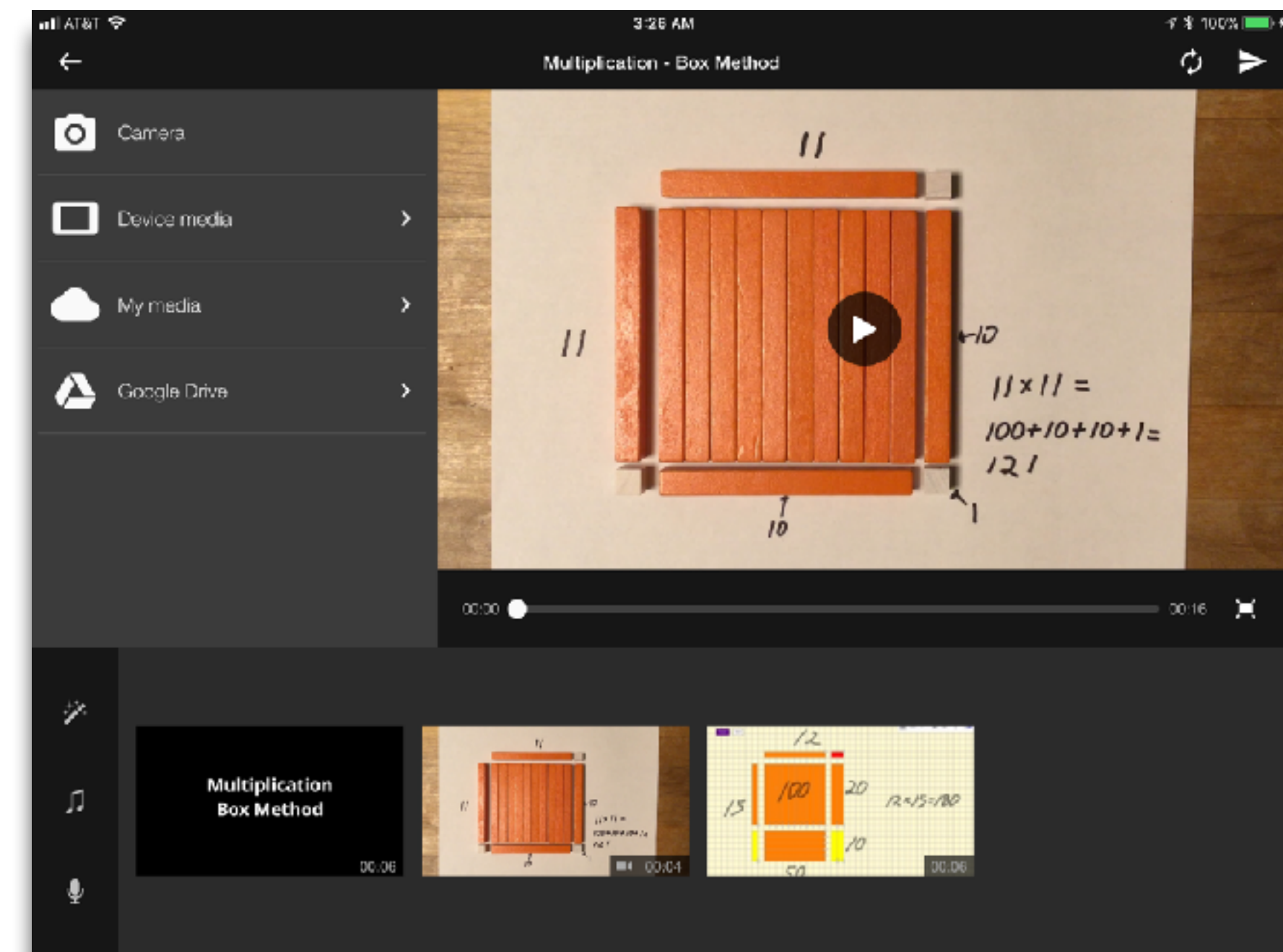
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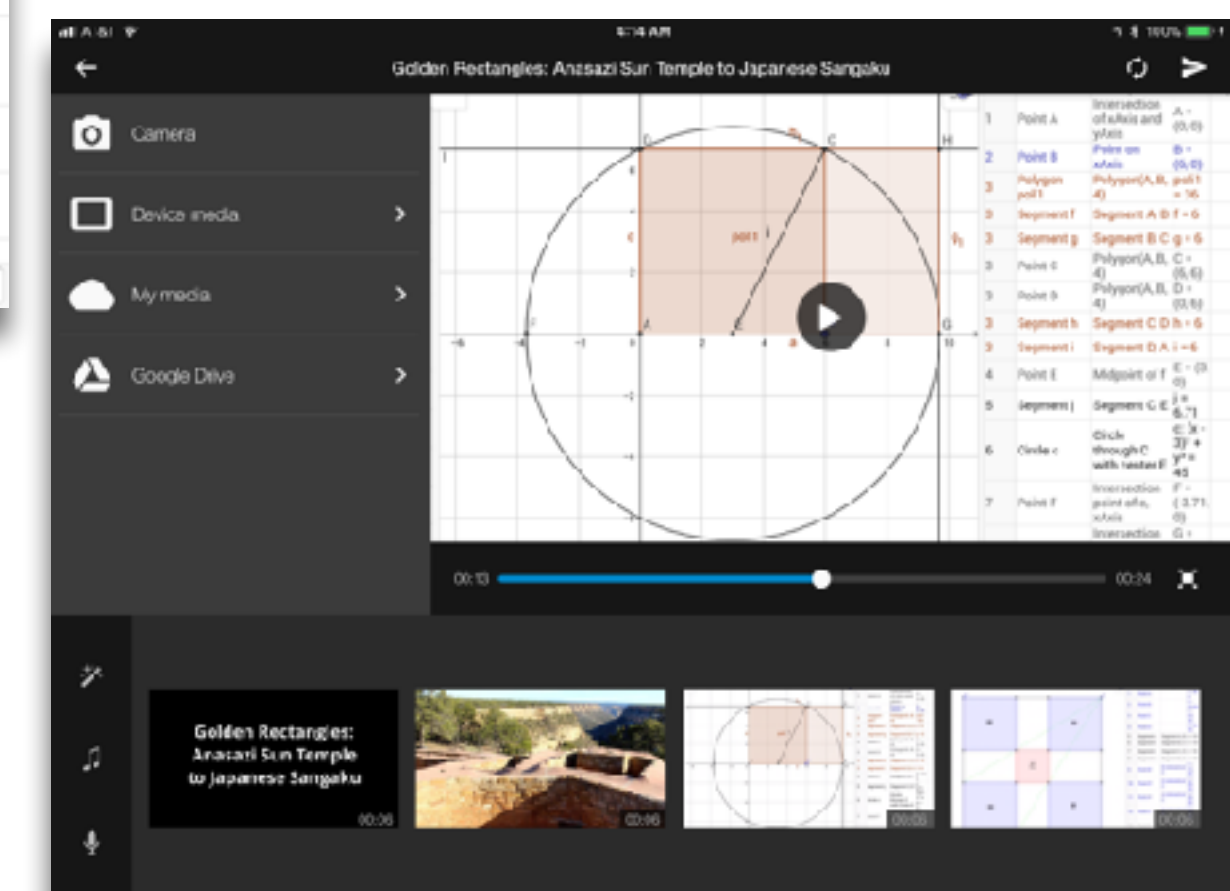
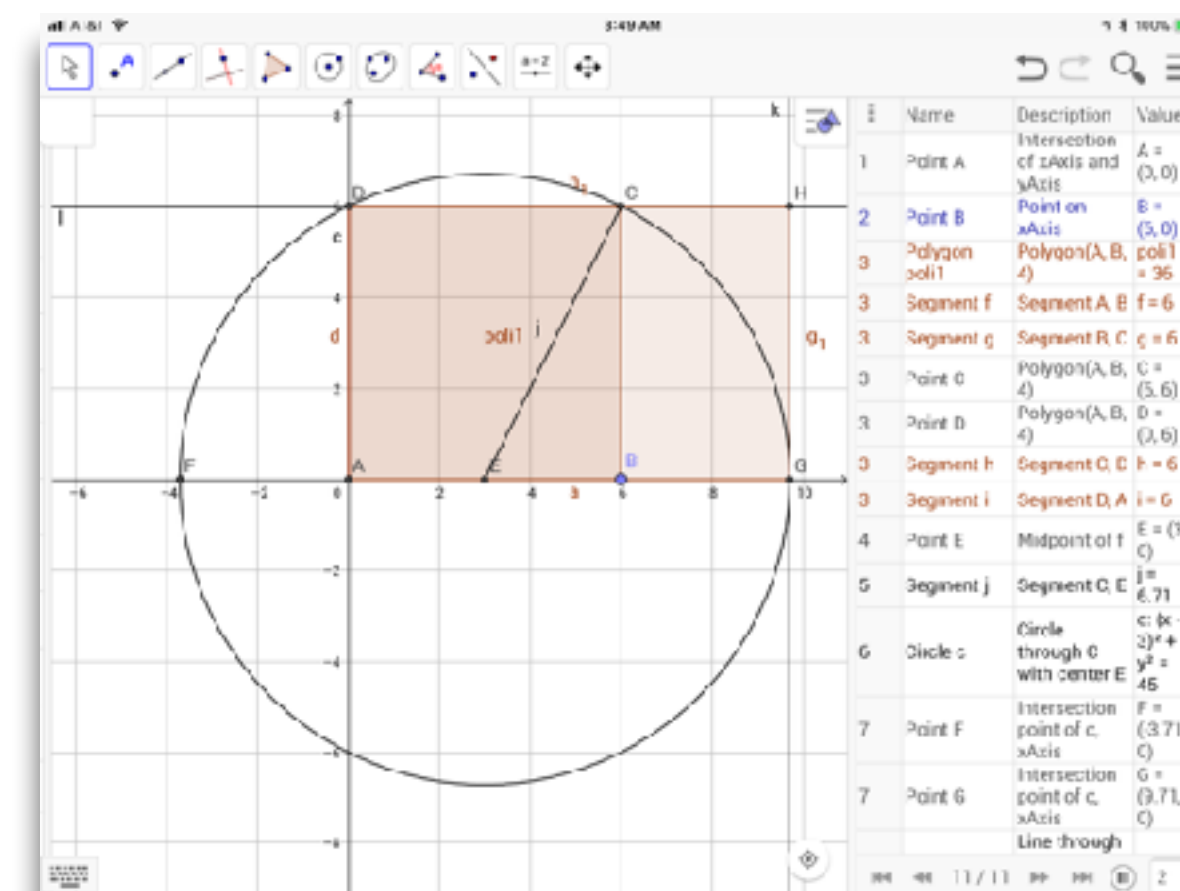
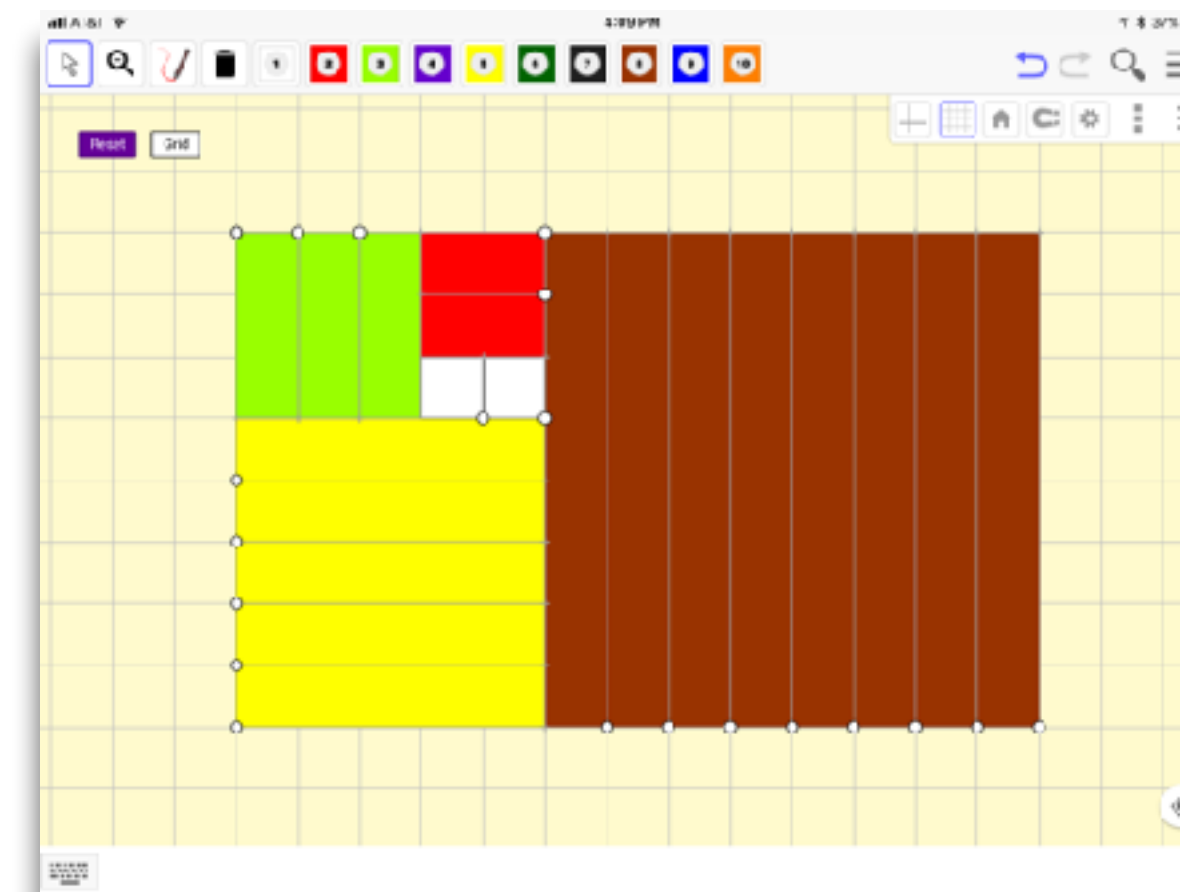
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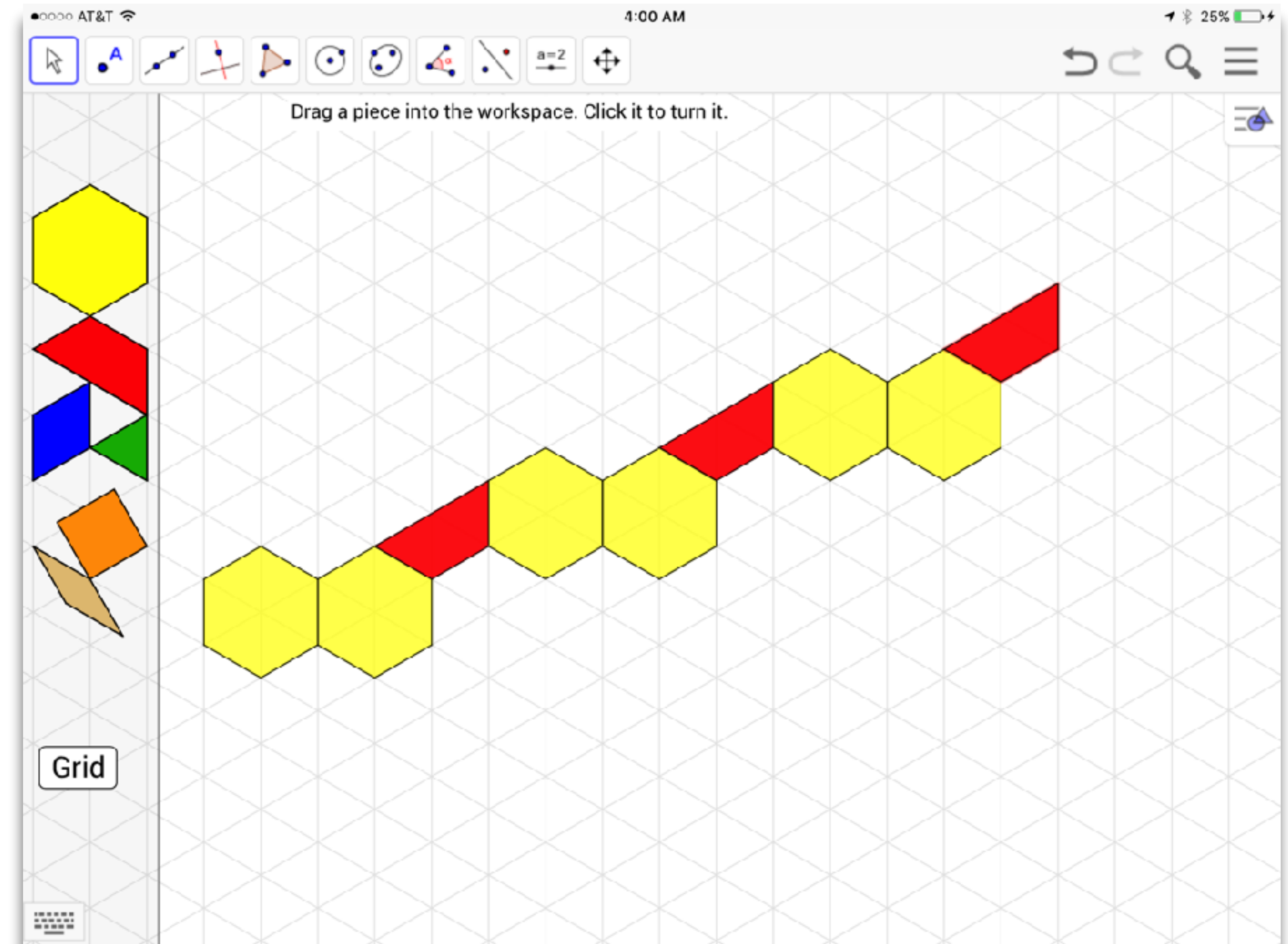
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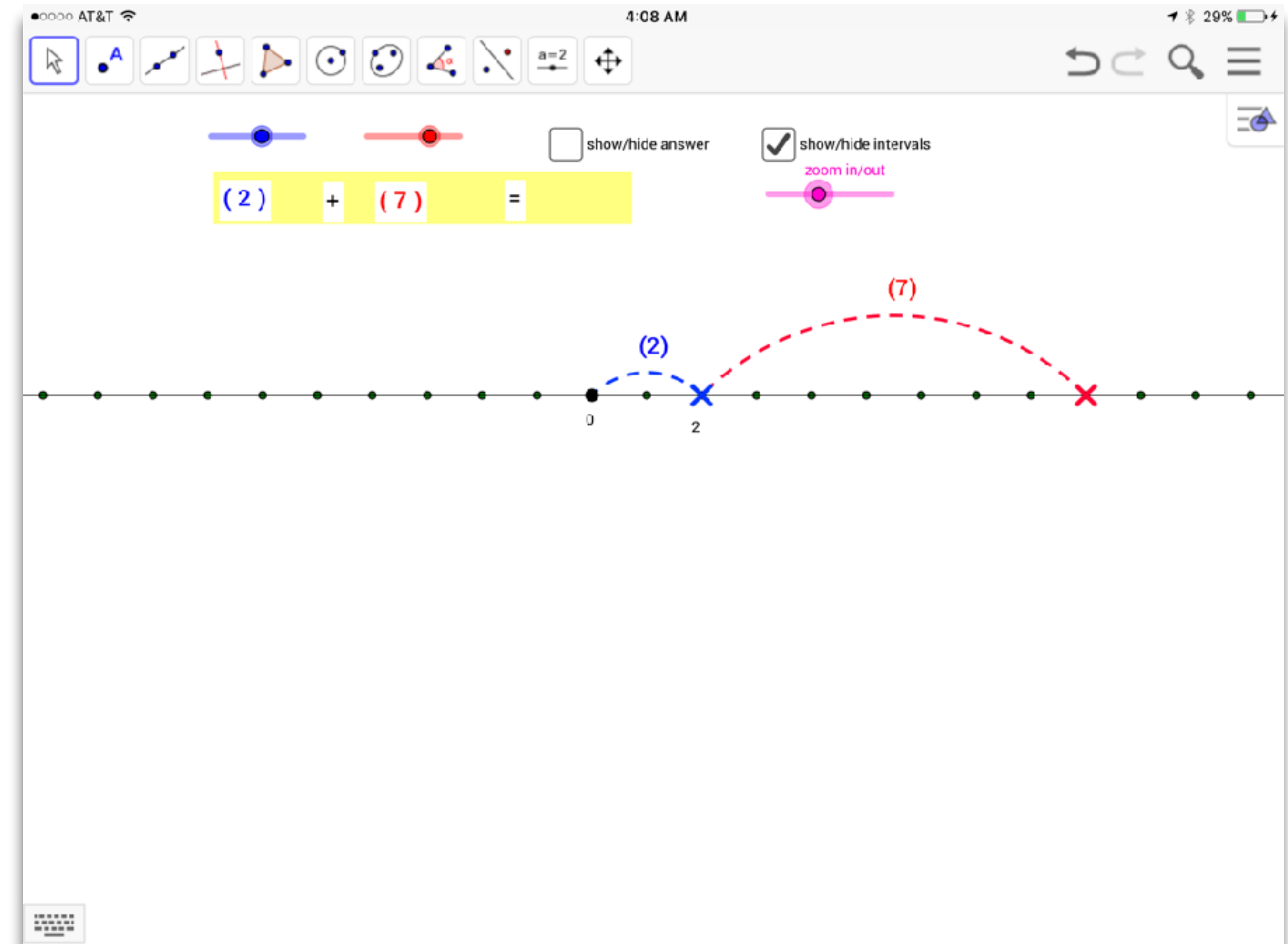
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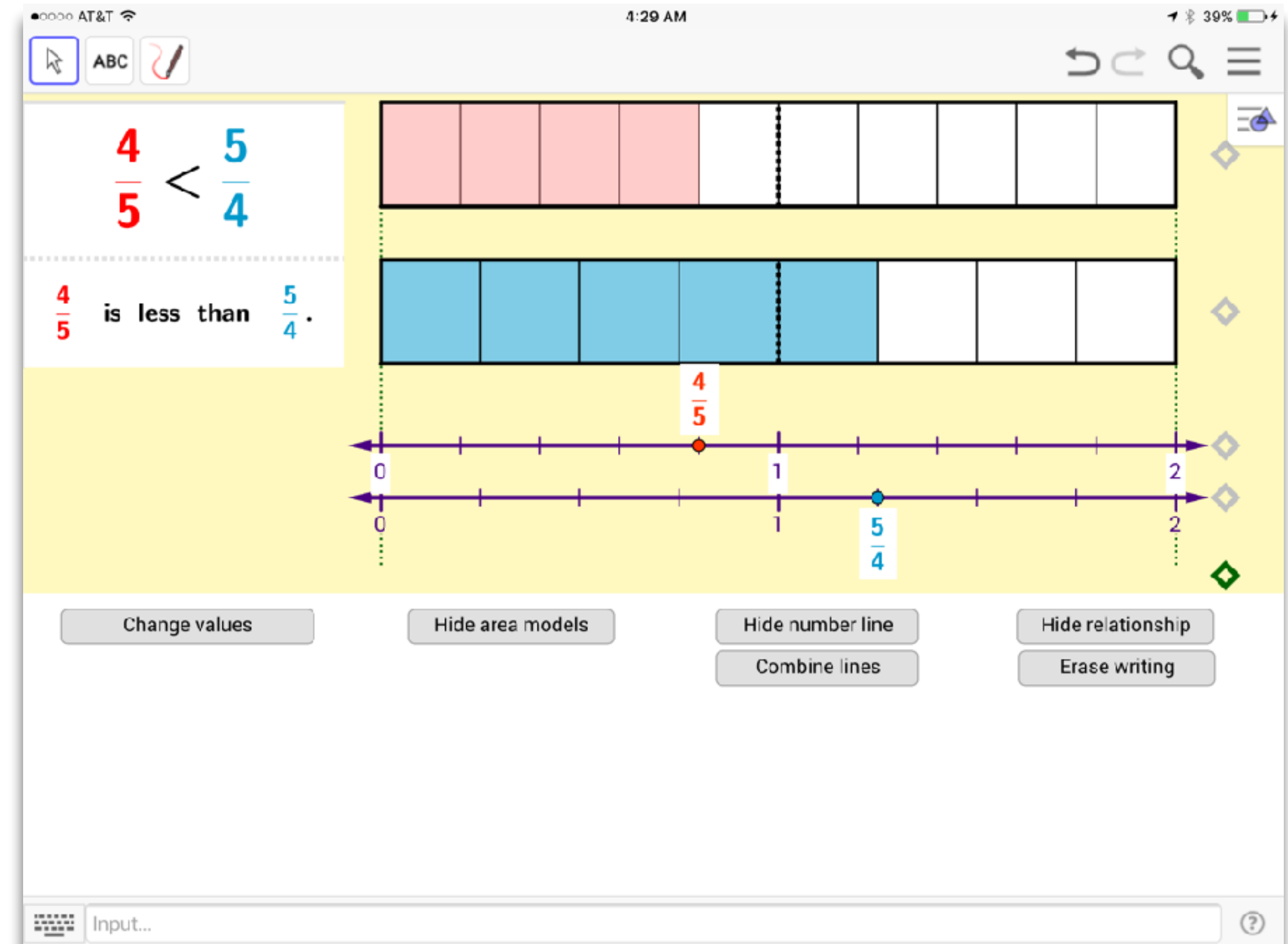
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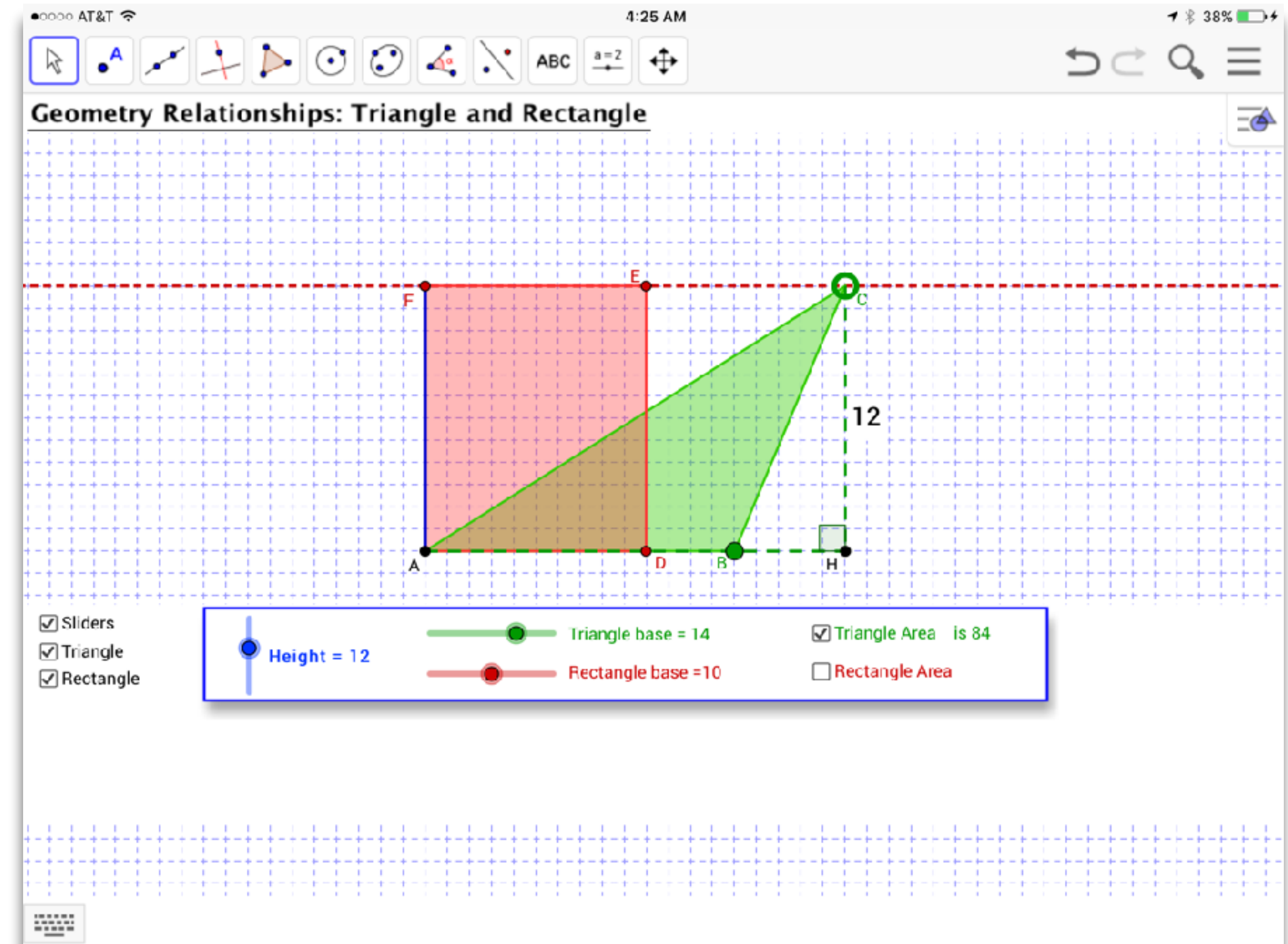
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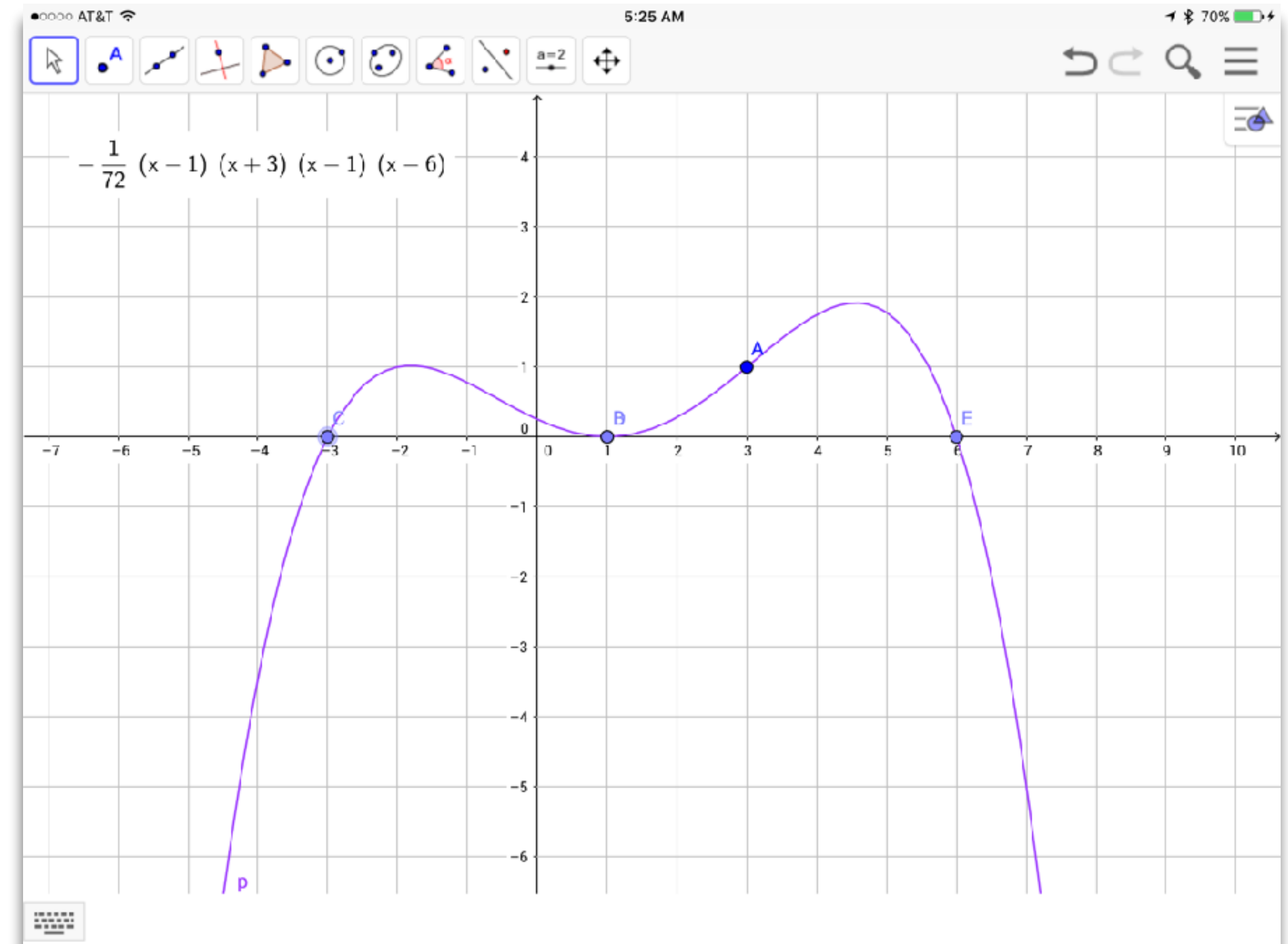
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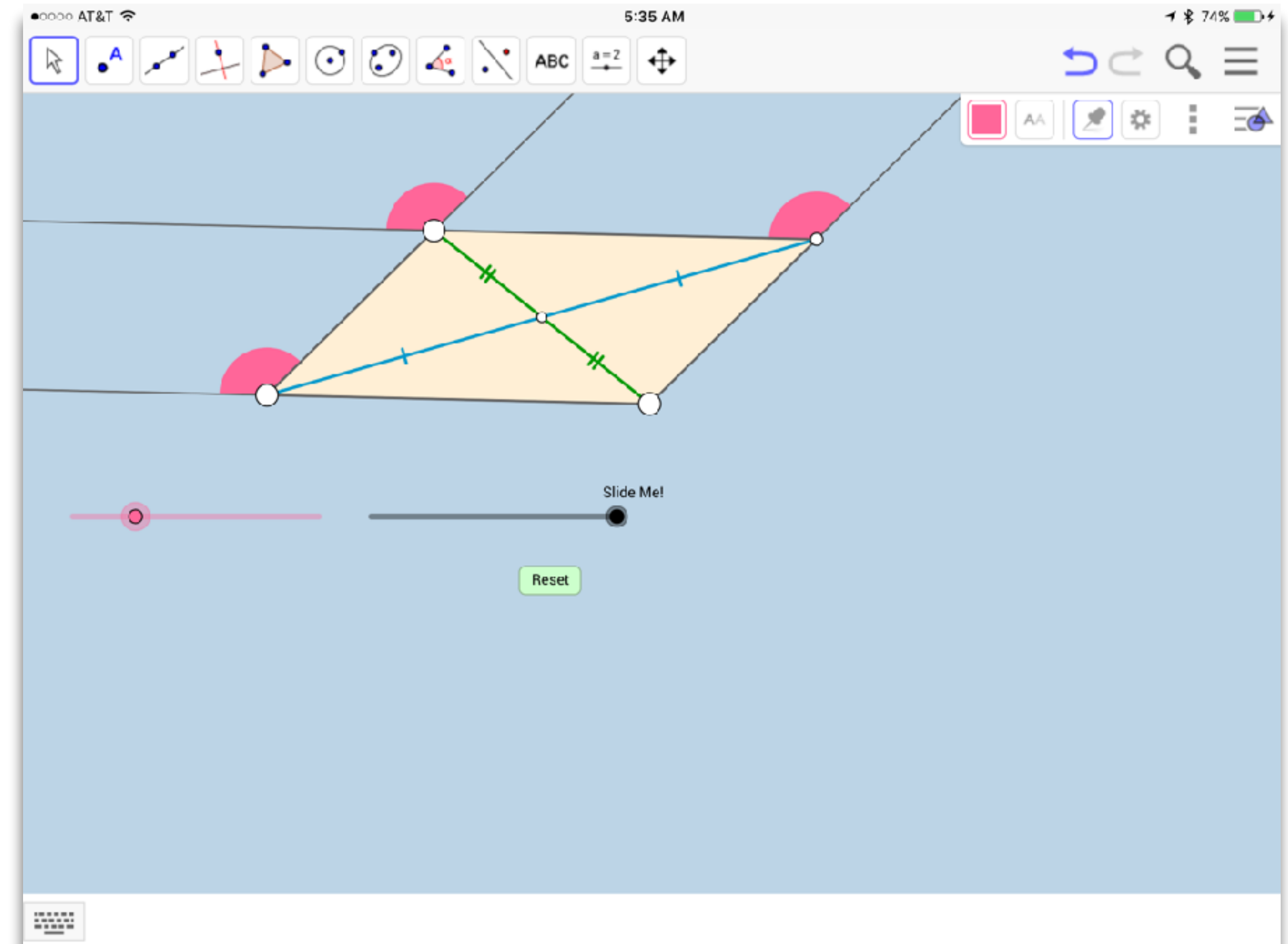
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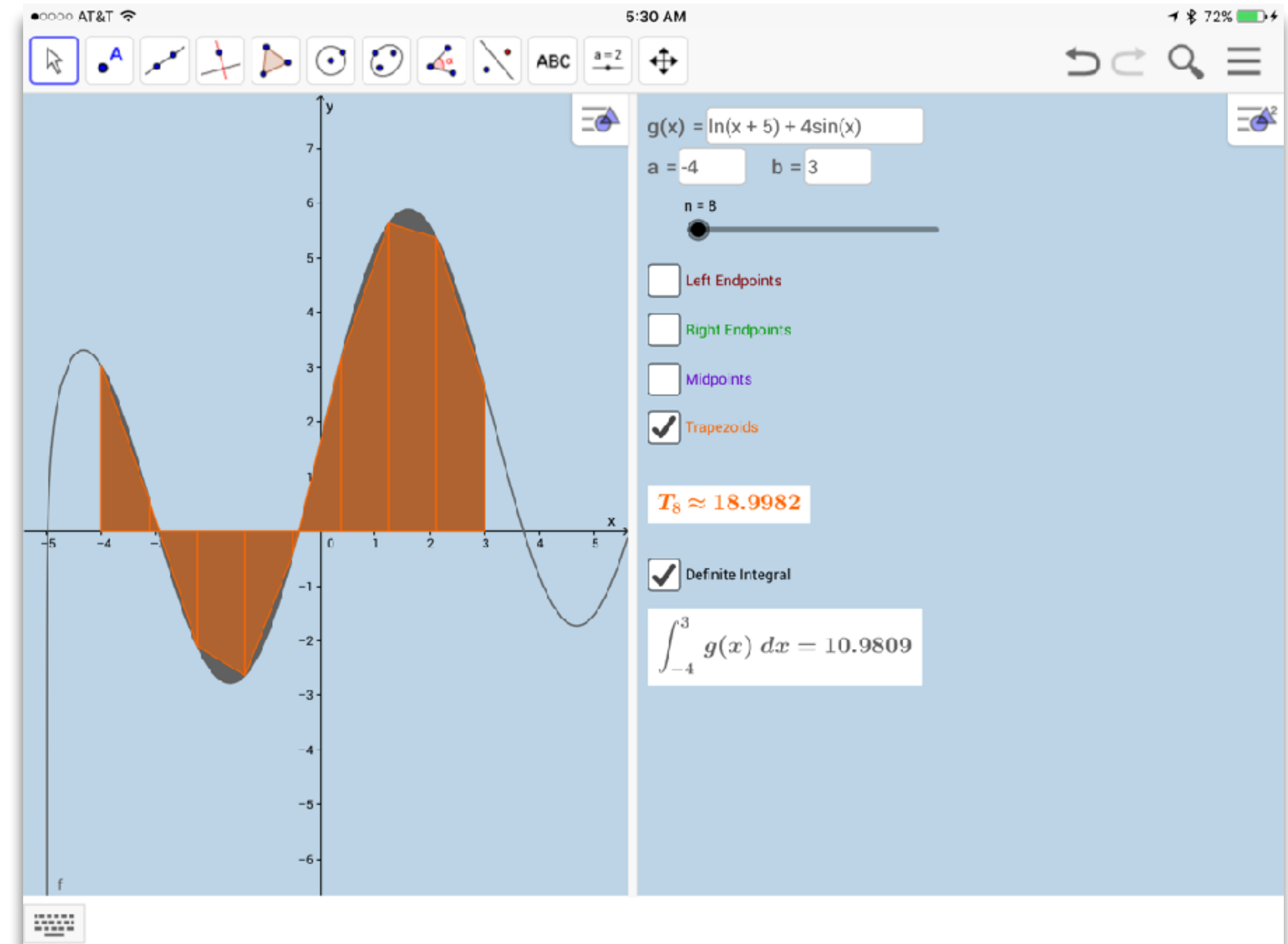
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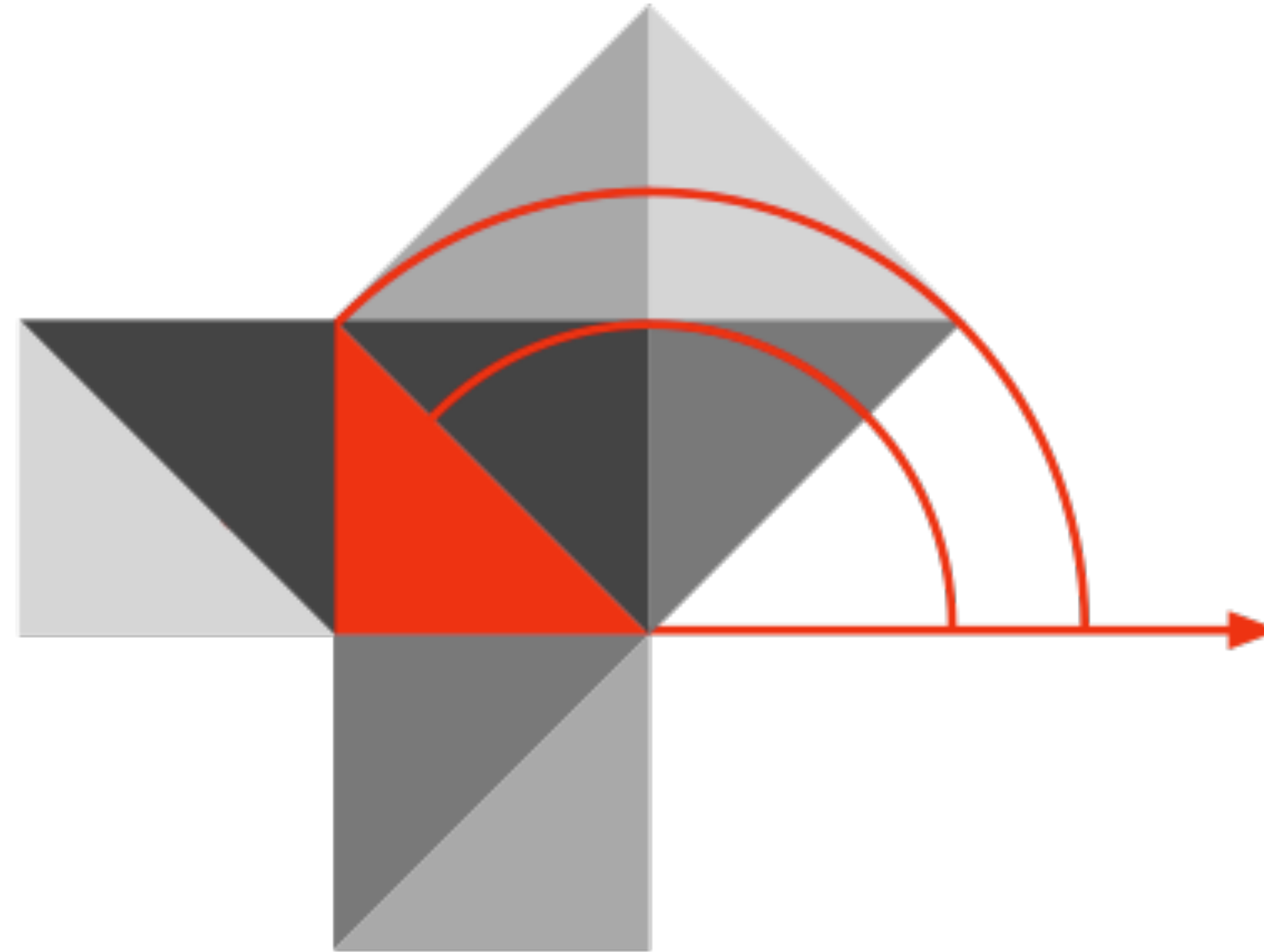
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# Hippasus

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