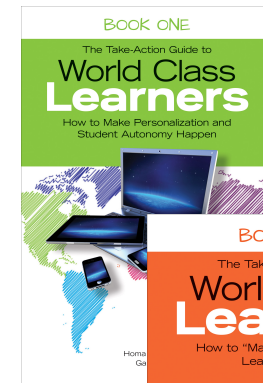
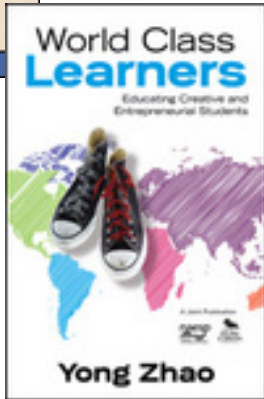


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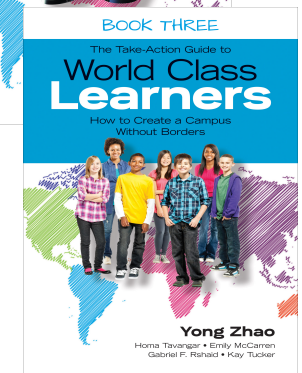
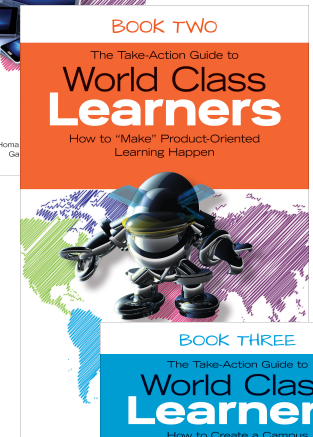
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**Why digital technology will never
entirely replace paper**

Wrong relationship: teachers vs machines

Wrong application: creating vs consumption

Wrong expectation: outcomes vs outcomes

Wrong assumption: technology vs digital competence

Wrong implementation: top down vs bottom up

Software's Benefits On Tests In Doubt: Study Says Tools Don't Raise Scores
--The Washington Post

Major Study on Software Stirs Debate: On whole, school products found to
yield no net gains

--Education Week

Readers are advised to “scrutinize the findings carefully, as even [ED] states that the study 'was not designed to assess the effectiveness of educational technology across its entire spectrum of uses.’”

--CoSN, ISTE, and SETDA

As this study recognizes, proper implementation of education software is essential for success. Unfortunately, it appears the study itself may not have adequately accounted for this key factor, leading to results that do not accurately represent the role and impact of technology in education.

-- The Software & Information Industry Association (SIIA)

**Effectiveness of Reading and Math Software Products:
Findings from Two Student Cohorts**

<http://www.mathematica-mpr.com/publications/pdfs/education/effectreadmath09.pdf>

Effects on Test Scores Were Not Statistically Different from Zero.

Classroom and School Characteristics Were Uncorrelated with Product Effects.

What is your estimation of the future educational value of pictures?" I asked.

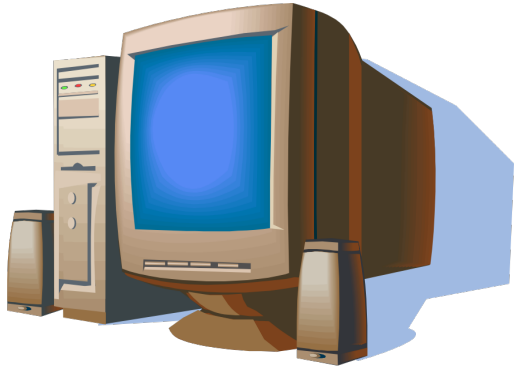
"Books," declared the inventor with decision, "will soon be obsolete in the public schools. Scholars will be instructed through the eye. It is possible to teach every branch of human knowledge with the motion picture. Our school system will be completely changed inside of ten years."

July 1913, New York Dramatic Mirror interview with
Thomas Edison



+

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What if?



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Are we sending a man to do a machine's job?

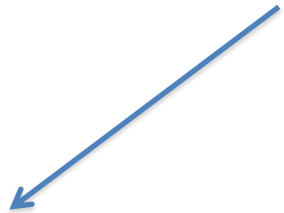
~~WO~~

Teacher + technology = Teacher?

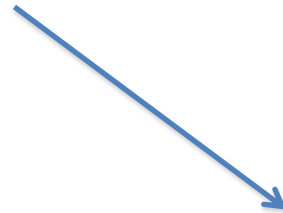
Teacher + technology = Technology?

Teacher = Technology

Efficiency



More with the same



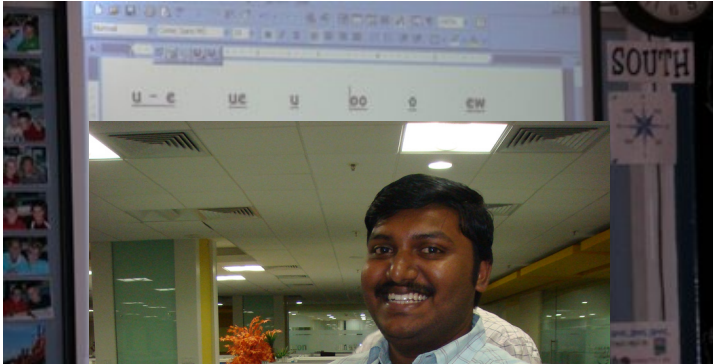
Same with Less



Teacher vs. technology



Technology vs. technology

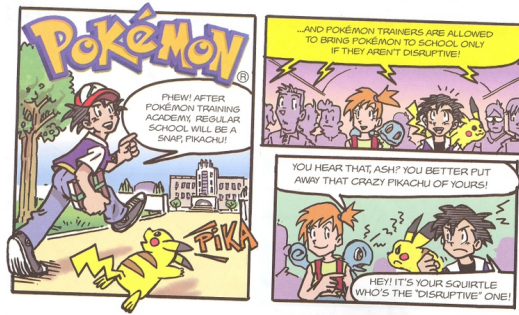


vs.



Technology has affordances and constraints





The transmedia story of pokemon

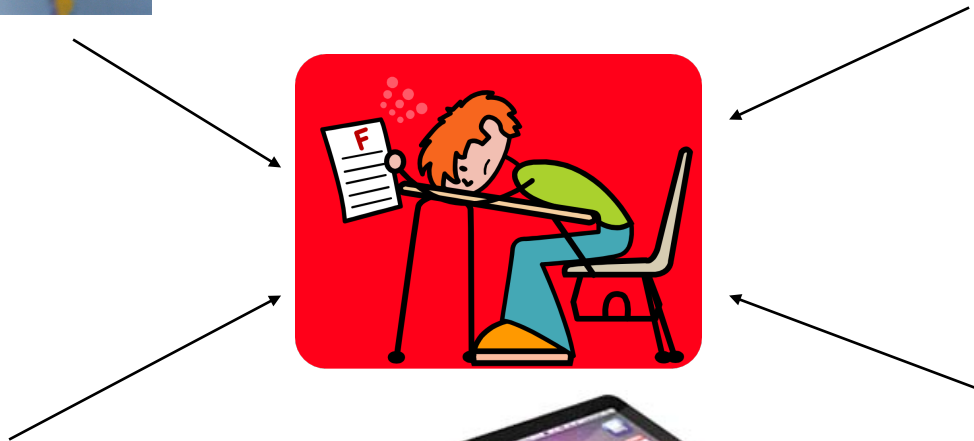
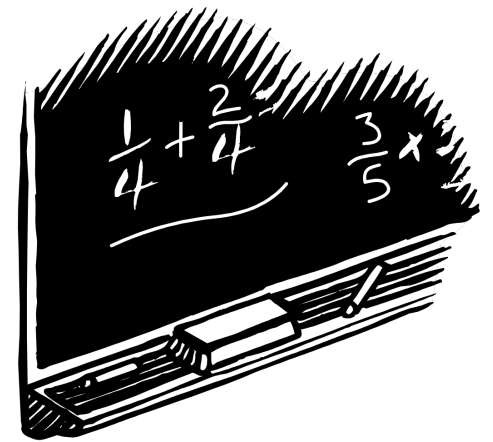
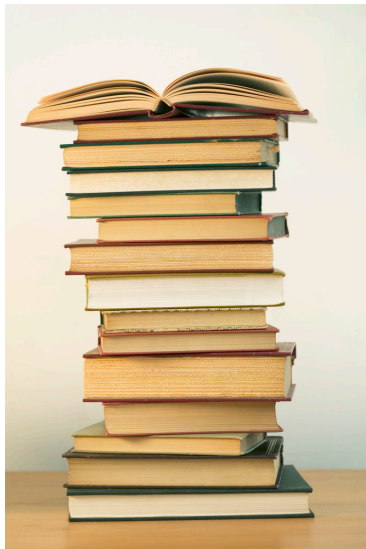
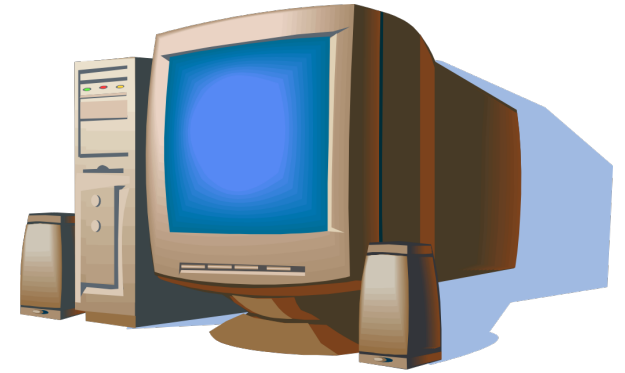


Transmedia storytelling: Constructing a Learning Ecosystem

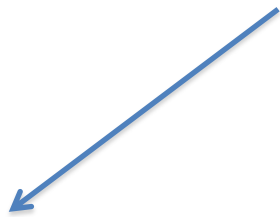


Transmedia storytelling is a technique of telling stories across multiple platforms and formats with each element making distinctive contributions to a fan's understanding of the story world.

The Flipped Classroom Experiment



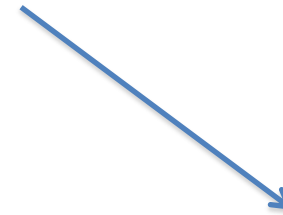
What Humans Cannot, Don't Want to, or Should Not Do



Individualization
Rich-media
Long-distance
Massive info
...



Repetitive tasks
Rote-memorization
...



Due to cost:
Low enrollment
Individual request
...

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