

When designing mobile learning device activities, consider the SAMR Model (see below) of technology integration. Introduced by Ruben Puentedura (2006), the model is a framework for reflecting on how to enhance learning. In substitution and augmentation, technology acts as a direct substitute for the original tool. In modification and redefinition, technology allows for modification of the task as well as complete redefinition – the technology allows for a completely new learning experience.

