What are my goals for student learning? What role will technology play in reaching these goals?

Will any part of the original task be retained?

How is the new task uniquely made possible by the new technology?

How does it contribute to the design of the learning experience?

Redefinition

Tech allows for the creation of new tasks, previously inconceivable

Transformation

Modification

Tech allows for significant task redesign

How is the original task being modified?

Does this modification fundamentally depend upon the new technology?

How does this modification contribute to the design of the learning experience?

Augmentation

Tech acts as a direct tool substitute, with functional improvement

Have I added an improvement to the task process that could not have been accomplished otherwise?

How does this feature contribute to the design of the learning experience?

Substitution

Tech acts as a direct tool substitute, with no functional change

What will my students gain by replacing the older technology with the new technology?

Enhancement