EdQuiddity's Technology Use Hierarchy

All technology uses are not alike. EdQuiddity's Technology Use Hierarchy looks at those uses through the lens of empowerment: To what extent does the technology use empower you to do what would be otherwise impossible? The Hierarchy reads from the bottom up.

Technology Use		Description
Transformational	Programming/Coding	Students create original applications, simulations, and games (e.g., Scratch, Java) in the virtual world or program robots and artificial intelligences in the physical world.
	Robotics	Advances in batteries, materials, sensors, networking, and programming have increased the power, versatility, and ease of use of robotic devices, allowing students to move beyond simulations and interact with the real world.
	Virtual Communities	Students participate in a fictitious online "world" in which they interact with others who are also logged into the world.
	Virtual Reality	Students become immersed (often through a headset and handheld devices) in a virtual representation of a real-world context. Or students participate in a fictitious online "world" in which they interact with others who are also logged into the world.
	Virtual Collaboration	Students work collaboratively in real time or asynchronously as they create products (e.g., Google Apps, Office 365).
	Hyperlinking Content Development	Students write essays or create presentations and embed links to other sections within or to websites in order to enhance the message.
	Artificial Intelligence	Students interact with a computer that analyzes their responses and responds accordingly, "learning" about them as it progresses (e.g., adaptive technology). Combined with robotics, AI can even interact with students in the physical world.
	Simulation/Modeling	Students engage with a computer-generated representation of reality, taking action and seeing the results of that action (e.g., flight simulator, frog dissection, physics simulator).
	App Integration	Students gain a more powerful look at data by combining data from multiple web applications (e.g., mapping and demographics data).
	Social Media	Students build a group with whom to regularly share updates regarding their lives, school experiences, events, etc. (e.g., Twitter, Facebook).
	Informational Websites	Students access information and real-time data via the internet.
Automation	Spreadsheet Modeling	Students input and tabulate numeric data and generate graphs and engage in "What if?" analysis.
	Presentation Design	Students create informational screens of text, images, sounds, and videos to share with or persuade others following a linear path (screen-by-screen).
	Document Creation	Students write on a computer rather than paper, allowing for easier editing.
	Learning Activities/Apps	Students access a computer program, app, or video that presents content.
	Reinforcement of Learning	Students practice learning through computer venues (e.g., quizzes, flashcards).

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