mClass

Mobile Learning for Education

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About Us/Me

Roots of mClass

Mobile generation

Holistic approach:
  - Research, Theory and Practice

Examples

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About Us – Collaborative Effort

http://goo.gl/6pylpw

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Teaching America's First Course on Mobile Phone Learning

by Dominic Mentor and Nabeel Ahmad

Published on Wednesday, September 22, 2010 | 0 Comments
A new course at Columbia University’s Teachers College looks at cell phones not as a classroom distraction, but a tool. NY1’s Education reporter Lindsey Christ filed the following report.
Teaching America’s First Course on Mobile Phone Learning
By Dominic Mentor and Nabeel Ahmad

Key Takeaways

- Teaching a cutting-edge educational technology course requires making connections to preexisting knowledge in a conceptual educational framework.
- A new course advised students on projects covering international health, language learning, and interactive classroom response systems to demonstrate the potential omnipresent use of mobile phones for learning interventions.
- Carefully considering how to reach nontechnical people and how to determine their needs will help improve the diversity of and interactions with mobile phone learning opportunities.

#tcmLearning

Dominic Mentor
Beyond Digital Natives and Digital Immigrants

“Can’t I just email you a link to my blog, miss?”
Teaching the Mobile Generation

When we’re in class, please just raise your hands.
Teacher’s View of Mobile Devices

Photo Source: Creative commons Flickr.com matsuyuki
Distractive | Disruptive?

"That's called the 'Mask of Tragedy.' Otherwise known as the last person whose cell phone rang during the opera!"

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Promises vs Perils

"You come to school to learn, he declared, "not to play games or send text messages."

- New York City Mayor Bloomberg

Cellphones teach phonics, animation and more in school instead of cheating

Posted 7/27/2009 12:32 AM | Comments 12 | Recommend 2

By Colleen Long, Associated Press Writer
USA Secretary of Education: “Yes!”

Ed. Secretary says yes to cell phones in class
July 14, 2009
Teaching The Mobile Generation

1. mp4 player
2. tablet PC
3. netbook
4. smartphone
5. e-reader

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Readings

What you plan to read this week

What you’ll actually read this week

E-READER DISPLAYS
E-INK VS. LCD

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Perilous Pursuit?

Homework

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Alright, you win.
Figure 2: Worldwide Tablet PC Shipment Forecast by Operating System (millions)

Source: Q3’11 DisplaySearch Tablet Quarterly report
Note: Not all tablet PC operating systems are represented in Figure 2.
"A Perfect Storm" Drives Adoption of Mobile Learning

Mass Market Content Distribution Channel
Explosion of New Learning Apps & Content
Large Growing Buyer Demographic
Powerful Internet Connected Convergent Devices
New Mobile Learning Dev Tools and Delivery Platforms

Technology Suppliers
Service Suppliers

Content Suppliers

Ambient Insight 2009
...2011 will see a host of inexpensive tablet devices that could be quickly deployed in educational settings if the software and apps are there to support it.
Do you have any one of the following devices? Text a response for each one of the devices you own and use.

- Mobile Phone: 73%
- iPad: 28%
- Android Tablet
- E-Reader Tablet (Kindle Fire, Nook Color)

Total Results: 40
Mobile Phone Learning Opportunities

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5 billion+ mobile phones
5,000+ different devices
30+ web browsers
Carrier controlled ecosystem
Limited input or output
Limited guidelines/resources
“No Standards”
“Not the Web”

Fling (2006)
Complex Mix:
Forms of Mobility x Technologies x Learners x Contexts x Teachers x Methods x Content/Activities x Carriers x Design Processes
Theories

- **Behaviourism** – activities that promote learning as a change in learners’ observable actions

- **Constructivism** – activities in which learners actively construct new ideas or concepts based on both their previous and current knowledge

- **Situated cognition** - activities that promote learning within an authentic context and culture

- **Collaborative** – activities that promote learning through social interaction

- **Informal and lifelong** – activities that support learning outside a dedicated learning environment and formal curriculum

- **Cognitive load** (Sweller), **Split Attention**, **Schema Theory** (Mayer)

- **Situated cognition** - activities that promote learning within an authentic context and culture
Learning Styles and Needs Addressed

Physical (kinesthetic)
Body, hands and sense of touch

Logical (mathematical)
Logic, reasoning and systems

Social (interpersonal)
In groups with other people

Solitary (intrapersonal)
Alone and in self-study
Data Collection
Promises from the past: Solutions abound
Present and Future: Multi-screen access

Engaging
Students can answer polls, Tweet questions, and look up information during class.

Convenient Study Tool
Students can download apps to study whenever they want.

Ultra Portable
Smartphones weigh a fraction of other devices, making them easier to always carry.

iPad: 1.44 lbs

4.5+ lbs

iPhones: 4.9 oz
Context is Key

Content is Core. Collaboration helps
Matt Berg training health care workers for UNICEF RapidSMS

UNICEF Programmer training health care workers in Malawi for RapidSMS
Cell phone tours become part of museum experience

By Lindsey Brasington
Edited by Alex Riley

Masha Turchinsky’s class assignment for a museum exhibit
Joe’s Tai Chi Video tutorials

Tanner Vea’s Math Ninja app
Reshan Richards’ Explain Everything app
Mobile Learning in the Workplace (BYOD)

- Device Characteristics
- Usability
- Employee Needs

- IT Security Policies
- Content
  - Personalized
  - Engaging

- Employer / Organization

Stead, 2012
e- & mLearning for Workforce Development

PLE = Personal Learning Environments
Promising pedagogical pursuit

Informed by Educational Theory and Practice

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15 Learning Applications for Mobile Devices

1. Texting: Micro-blogging and SMS Broadcasts
2. Data Collection
3. Feral Learning with Cloud Computing
4. Augmented Reality
5. Mobile Gaming and Virtual Worlds
6. Contextual learning - personalization
7. Rich Media Production/Playback
8. Performance support and coaching
9. Multimodal Inputs – “Mashups”
10. Portable communities
11. Environmental Control
12. Haptic Feedback
13. Collaboration
14. Self-organized collective behavior
15. First person Assessments
Three ways to create mobile content
"You forgot to load my apps"