MOOCs ON THE GO
Center for Virtual Education (CSEV)
- UNESCO Mobile Learning Week -

Raquel Fernández
rfernandez@csev.org

Paris, 19 February 2014
Build real tools and platforms for new ICT-enhanced learning systems with the most innovative technologists
Be in the avant-garde and anticipated ICT trends in Education
Tackle social and economic priorities: entrepreneurship, job creation, digital citizenship…
Foster global, public-private cooperation
Offer evidences and case studies of the potential of Mobile Learning, to policy-makers, universities and corporations
Support teachers with innovative technologies and methodologies to include Virtual and Mobile Learning in their curricula
Offer to students independent and flexible ways to learn (Aligned with lifelong learning needs)

CSEV is a Private foundation
Open innovation in eLearning
Avant-garde learning methodologies, technology, digital content
Focused on social and economic outcomes
ITCs in education and innovation to fight social exclusion

Main goals:

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- Open innovation in eLearning
- Avant-garde learning methodologies, technology, digital content
- Focused on social and economic outcomes
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Center for Virtual Education (CSEV)

BOARD OF TRUSTEES:

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By using educational technology we aim to:

- Help enable universal access to education.
- Provide everyone with the same opportunities.

How?:

- Adapting different learning options to **social needs and individual skill**.
- Eliminating **geographical and social barriers** to education.

We need to:

- **Motivate teachers and students** around the world to use online learning tools.
- Provide them with **high quality learning materials** and access to the world’s information.
MOOCs
Changing education

- Changing the roles played by teachers and students.
- Using new evaluation and certification mechanisms.
MOOC: Mathematics

A web-app adapted for mobile devices that provides access to over 3,000 videos that Professor Juan Medina has uploaded to Youtube to bring mathematics to the world.
MOOC: The economics of happiness

MOOC: Chemistry

APPs:
1. Web Platform
2. Mobile site
3. Native apps encapsulating the mobile site. Online and offline access
4. Promote the use and creation of mobile apps

Going mobile
Beyond the MOOC concept
1. Web Platform
Beyond MOOCs

MOOCs and an active engaging social community of practice.

Fostering Latin-American Entrepreneurship

Fostering Young, Innovative and Mobile Entrepreneurship

www.redunx.org

www.wepreendo.org
unX is a learning and entrepreneurship platform for the Ibero-American community in Spanish and Portuguese languages.

Explicit focus on the needs of students, the under-employed and the unemployed from these countries.

Learning through MOOCs. (free courses)

Social tools and collective learning.

Certification, Badges and Reputation levels (karma).

A space where entrepreneurs will find information, contacts, investors, advice, mentors, funding opportunities incubators... everything they need to launch their business idea and reach their business success.
What is Weprendo?

- A global entrepreneurship community for mobile application development.
- To foster a highly skilled, digital workforce and entrepreneurship culture, helping to overcome the high young unemployment rate.
- Spanish. Soon available in Portuguese and English.
- Free courses based on Qualcomm technologies:
  - Augmented reality Mobile Apps with Vuforia™.
  - Development of mobile apps with Gimbal™ - Geo-positioning and context awareness.
  - Development of mobile apps with Alljoyn™ - peer to peer communication technology.
- Blended learning experiences:
  - Workshops and other local experiences.

Weprendo Partners:
One community to rule them all.
COLMENIA platform acts as a hub, as well as a tool to connect and interact among platforms.

- A community of communities centered on the learner’s experience.
- Just **one single registration** point and user profile for multiple portals.
- Combine courses, modules and services among platforms.
- Badges and Super Badges focused on competence acquisition.
- Centralized personal and educational data.
- We are heading to a Personal Learning Environment (PLE).
Total members: 30,300 people.

80% of the users are active participants on the platform by making use of the courses, forums or have social activity.

44% of users enrolled in one course are taking more than one course.

18% of members of the platform are interacting in the Community but not taking any courses.

8% of the visits from mobile devices: 52% from tablets, 33% from mobile phones and 15% unknown.

Most active users come from Spain, then Brazil, Mexico, Colombia, Peru, Venezuela, USA, Chile and Portugal.
Going mobile
Beyond the MOOC concept

1. Web Platform
   2. Mobile site
   3. Native apps encapsulating the mobile site. Online and offline access
   4. Promote the use and creation of mobile apps
2. Mobile Site

Web Platform

First Learning and Social platform available through mobile devices.
2. Mobile Site

- **Learn** section, badges and certification:

- **Entrepreneurial** services, local news, jobs opportunities:
2. Mobile Site

- **PLE** - Contests, events, my bookmarks and my performance sections, recommendations:

- **Social** - My network, forums, virtual class + chat:
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Promote the use and creation of mobile apps
3. Mobile App
(For Android & iPhone)

- A native mobile app that will make easier for users to access content on-line and off-line.
  - On-line access to contents and community.
  - Off-line access to contents: Allows download of contents when on-line and later off-line visualization.

- Mobile devices features to complement the learning and social experience:
  
  - Use of chats, SMS, voice, video and other communication channels.
  - Social networking with peers, teachers and mentors.
  - Photo, audio, video resources → collaborative learning.
  - Augmented reality.
  - Context awareness:
    - Calendar of meet-up events and local opportunities.
    - Project Gallery and experiences (geotagging).
    - Connect learners with personally and locally relevant networks, content and opportunities.
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- **App Development materials** (MOOCs on App Inventor, Vuforia, Gimbal, Alljoyn…).

- Specific **online “Train the trainers” materials** in any subject and in app development.

- An international **“Mobiles for Change” (M4C) Design Competition** to foster the use of new technologies in the development and implementation of mobile apps for social good.

- Women Empowerment, Education, Entrepreneurship, Healthy Lifestyles, Arts & Creativity, Environmental Sustainability, Public safety and Social Inclusion.

- Special award for schools participating on M4C.

- **Local hackathons and workshops** (Hack for Good –Education. 3-5 April - Spain).
Thank you for your attention

rfernandez@csev.org
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www.redunx.org
www.weprendo.org
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