Context based games for mobile learning

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Context and Games

- Capture the user’s context
- Use context for a more personalised learning experience
- Situated learning

- Games create motivation
- trigger reflective cognition processes
- add a social factor
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Examples of context sensors
GPS + compass + accelerometer
examples of context sensor micro

- Voice recognition
  - e.g. recognize songs
- But also:
  - advanced speech recognition
  - emotion detection (?)
  - lie detection (?)
examples of context sensor micro

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examples of context sensor camera + (bar/qr)codes
Today: 3 topics

- Mobile
- Games
- Learning

- Language Learning
- Locatory
Locatory (early beta)

- Mobile version of “memory game”
- augmented reality
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Language learning

- Mobile language learning of Hindi
- Multi-modal content:
  - Picture
  - Text
  - Native audio
- Filtered by two types of context:
  - Object level (identity)
  - Room level (location)
- Evaluated with a group of 35 participants:
  - Usability
  - Desirability
  - Effectiveness
Demonstration