CELSTEC Learning Labs: Mobile App Development for Education and Training
Lab services and projects

• Types of projects
  – Trend Scouting
  – Proofs of concept, Showcases
  – Integration piloting for infrastructural cases

• Services
  – Innovation and strategy workshops
  – Evaluation of usability
  – Showcasing and prototyping infrastructures
  – Development of web-apps and native prototypes
Pilots

Pudding

Integration Pilot

iTunes

eBooks

mobile LMS

Data Collection, ESM teamspace

augmented Reality

ARLearn

Lab Piloting
CELSTEC Learning Labs: 
our experiences
Object Annotation: ContextBlogger
Team Awareness *team.sPod*

Collection: Design Patterns
posted By Jeroen Storm, on 2009-06-16 07:32:44

**News/Death ratio, beware the hype!**
posted By Marcus Specht, on 2009-06-13 09:32:51

This is a very nice analysis of the news reporting about current and daily happening catastrophies which calculates a news death ration for swine flu and tuberculosis. context, social media
Notifications in Mob. Learning Activities: Mooble
Object Tagging/Augmentation

- QR-Code
- DataMatrix
- Cool-Data-Matrix
- Aztec
- Quickmark
- Shotcode
- mCode
- Beetagg
Location and Tag Filtering: Mobile Language Learning

Figure 1 One variation of the language learning software using a room-based search to filter the learning content
POI Map Channels
POI Map Channels
POI AR Channels
AR4Learning

Mobile Web = Mobile Apps ?
Mobile Apps What's that?

Website

Website

Portal Solution

Aggregators

RSS

Portal Server

Content Management

HTTP

Web Services

Mobile Website

Native App

REST

SOAP

API

special CSS

API

special CSS
Mobile Apps Setups

**Clients**
- iPhone Client
- iPod
- Phones
- SCORM Client
- podcast
- SCORM, IMS

**Server**
- Podcast Server
- Content Package Server
- Video Conferencing Archive

**Content Creation**
- Stationary Recording
- Flipcam Recording
- Authoring Tool
- Authoring Tool
Sensors and mobile App Setups

native app

Browser app

native app

browser app

Sonntag, 20. Februar 2011
# Web-App Development

## JavaScript-Frameworks für mobile Apps

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✓ vorhanden — nicht vorhanden
Native App Development

Log in to get the most out of the iOS Dev Center.

Registered Apple Developers can access iOS SDK 4 for developing iPad, iPhone and iPod touch applications.

Developing for iOS 4

Technical Documentation

Getting Started Documents
Developers new to iOS can read about the tools, frameworks, development best-practices, and design methods for creating innovative world-class iOS applications.

iOS Reference Library
Explore a collection of in-depth technical documentation, sample code, guides, and articles for iOS development categorized by topic and frameworks.

Featured Content

- Start Developing iPad Apps
- iOS Application Programming Guide
- iOS Development Guide
- iOS Human Interface Guidelines
- Your First iOS Application
- Learning Objective-C: A Primer
Android SDK

Developer Announcements

We're pleased to announce that paid apps are available in more locations of the world! Developers from 20 more locations can now sell paid apps on Android Market. Users in more locations will also soon be able to purchase apps.

Learn more »

Android 2.3.3, more NFC!

Android 2.3.3 is now available for the Android SDK. This update adds new NFC capabilities for developers, including advanced tag dispatching APIs and the ability to write tags.

The new APIs enable exciting new applications, such as for ticketing, ratings, check-ins, advertising, and data exchange with other devices. For more information about Android 2.3.3, read the version notes.

Learn more »

Download

The Android SDK has the tools, sample code, and docs you need to create great apps.

Learn more »

Publish

Android Market is an open service that lets you distribute your apps to handssets.

Learn more »

Contribute

Android Open Source Project gives you access to the entire platform source.

Learn more »

Target Devices

The Device Dashboard provides information about
Cross Platform Development

http://www.appcelerator.com/

http://www.mosync.com/

http://rhomobile.com/
some more braindump

• think about mobile strategy, this includes mobile content, mobile access, distribution channels, content engineering and conversion pipeline, metadata and content management, target group and mobile services...

• native is king but costly ...

• learning curves and legacy inhouse competences are essential ...

• time to market is essential ...

• it’s about more than a mobile phones ...

• watch out for different APP stores ...
Your questions? Your questions?
Your questions? Your questions?