A Conceptual Framework for Ambient Learning Displays

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Aquisition

Ubiquitous Learning Environment

Awareness

Workspace  Social  Task  Knowledge  Context  Concept

Ogata (2009)

Channeling

Ambient Information Channels

Visual  Auditory  Haptic

Specht (2009)

Delivery

Information Capacity  Representational Fidelity  Aesthetic Emphasis  Notification Level

high  high  high  demand attention
somewhat high  high  somewhat high  interrupt
medium  somewhat high  medium  make aware
somewhat low  symbolic  somewhat low  change blind
low  symbolic  low  (ignore) user pull

Pousman & Stasko (2006)

Framing

Remember  Understand  Apply  Analyze  Evaluate  Create

Anderson & Krathwohl (2001)