Mobile Media for Learning, Reflection, and Personal Development

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Some Facts:
- 20,000 Students
- 60 Mio Budget
- 15 Study Centers

CELSTEC
- 110 fte, 7 Mio budget
The Mobile Future

• **Gartner forecasts mobile web access will surpass PCs by 2013**

• “Roughly 1000 Universities -- including Stanford and Notre Dame -- have iPad pilot programs in place.” Tim Cook Apple CEO AppleInsider 4th Oct. 2011, 7:20 PM

• “Multi-channel in a big way - YouTube, Itunes U, but also VLEs, intranet. To be successful here not just about lecture notes but have to produce new, interesting digital content.” Martin Bean, Vice Chancellor OU
Research Lines Mobile Media and Impact

• #1 Mobile Content
  Ubiquitous access to learning support and distributed multiformat learning content ...

• #2 Orchestration of Learning Support
  Instructional design of nomadic and seamless learning support. Linking informal into formal ...

• #3 Situated Learning Experiences...
  Connect the Learning and the real World, context-aware learning systems, sensor-based learning support ...
#1 Mobile and Cloud Content for Learning
People and processes - workflow for complete video production and distribution workflow ...
Reflective eBooks > advanced eBook functionalities for personalised learning
how does mobile access relate to other ubiquitous services?
tabs, pads, boards, ambient displays
new user interfaces for collaborative learning with multimedia content

http://vimeo.com/user753267
Hello.

Nuage Vert

Ambient Umbrella

Digital Retail

BBC

UbiGreen

Flower Lamp

Power Aware Cord

Orb
Energy Awareness Displays
#3 Situated Learning Experiences: 
Connect Learning and the real World
Medical Training and First Aid Performance Support

Professionals

Notification

Performancesupport

Training

Public Ambient Displays

Schools

Open Universiteit celstec.org
Erfahrungen

• Next Step: Cloud-basierter learning support ...
• Verbindung: informal and formal learning durch Anbindung informeller Aktivitäten an bestehende Curricula.
• Mehr Neugier und Motivation durch soziale Interaktion im Kontext.
• Höhere Qualität der Lernens durch situierten focus und persönliche Relevanz.
• Technologien: Sensoren, Displays, Augmented Reality, Feedback, Feedback, Feedback