Mobile Learning, Research, Practice, and Implementation

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Mobile Media for Learning, Reflection, and Personal Development
Some Facts:
- 20,000 Students
- 60 Mio Budget
- 15 Study Centers

CELSTEC
- 120 fte, 7 Mio budget
Activities of CELSTEC

• Three programmes, each with three themes:
  – Learning and Cognition
  – Learning Networks for Professional Development
  – Learning Media

• Each programme integrates three activities:
  – Research Activities
  – Laboratory Activities for Open Innovations
  – Providing Solutions and Services to the market
  – Innovation Support, Open Innovation

• Institute for Education & Training
  – MSc Learning Sciences
  – Commercial Training
New media for learning and professional development
Research Lines and topics

#1 Mobile and ubiquitous learning content
Ubiquitous access to learning support and distributed multi-format learning content.

- Mobile Video and Audio Content (Youtube EDU, iTunes U), Cloud-based learning content, Mobile data collection and aggregation, eBooks and tablet content.

#2 Orchestration of seamless learning support
Instructional design of nomadic and seamless learning support.

- Ubiquitous LMS access, Mixed Reality Games, Excursions and Field Trip systems, Mobile Augmented Reality, Mobile Learning Games, Object and location-based service access.

#3 Situated learning experiences
Connect the Learning and the real World, context-aware learning systems, sensor-based learning support.

- Experience sampling apps, Sensor-based learning apps, Situated and ambient displays, Context-aware social media, Tangible and smart-objects for learning
Mobile Learning Applications Domains

- eHealth and healthcare
  EMURGENCY: performance support and notification system, Handover procedures, Reference apps for daily practice

- Law and Management education
  OpenScout, OUNL iPad pilots, UNHCR mobile simulated games

- Architecture and creative industries
  MACE location-based content and social media, Cloud-based cooperation methods in design and architecture

- Cultural Heritage
  Mixed reality field trips with Cultural Sciences

- Logistics
  SALOMO: Situation Awareness and Mobile data collection

- Language learning
  ELENA, PhD projects

- Teacher education and networking
  mobile social networking apps
• How to innovate?
Innovation workshops for mobile media and learning in the OUNL Learning Innovation Laboratory, Desirability and technology acceptance studies of innovative solutions, Open innovation policy, open source frameworks

• How to learn best?
Educational and instructional design for blended and ubiquitous learning
Evaluation of increased awareness, efficiency, effectiveness.

• How to implement your mobile learning support?
Prototyping mobiles cross-platform and with embedded technologies. Mashup and visualisation technologies for integrated solutions. Customized mobile solutions integrating legacy software.

• What is my return on investment?
Piloting and evaluation of new solutions, following standardized methods. Usability and acceptance studies (mobile eye-tracking).

• How to optimize your existing processes for mobile?
Content engineering and automation for mobile and multi-platform delivery. Multi-platform access to legacy systems integrated with daily practices.