Introduction to PATIENT kick-off project
Open Universiteit - CELSTEC
Centre for Learning Sciences and Technologies

Prof. Dr. Marcus Specht
Mobile Media for Learning, Reflection, and Personal Development
1. Distance education

2. Innovation
   (technology-enhanced learning)

3. Teacher training in the Netherlands (influx)
OUNL, facts & figures

- Founded in 1984
- 19000 students (parttime)
- Adult education, continuous education
- 700 fte
- 15 local study centers in the Netherlands and Flanders
- Main office in Heerlen
- Budget M€ 60
Topics

- Mobiel Leren
- Serious Gaming
- Expertise-ontwikkeling
- Leren in netwerken
- Leren van professionals
- Informatievaardigheden
- Effectieve leerstrategieën
- Brein, leefstijl en leren
- Leren en Sociale Media
- Learning analytics
- Curriculum-innovatie
- Assessment
- Ontwerp en Ontwikkeling
- Onderzoeks-methoden
- Onderwijs-innovatie
- Doceren en begeleiden in de 21e eeuw
Impact

Innovatieproject 2011:
- SURF Streetlearn
- OpenU Masterclasses
- UNHCR Pilots

VLE - PLE

Open Universiteit - CELSTEC
Centre for Learning Sciences and Technologies
Research Group Mobile Media

Prof. Dr. Marcus Specht
Mobile Media for Learning, Reflection, and Personal 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
Service and research portfolio

- **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.