How do you feel?

Sampling of experiences within a mobile field trip support system.

Bernardo Tabuenca and Dirk Börner
Experience Sampling Method

Psychometric methodology developed by Larson & Csikszentmihalyi (1983)

- \textit{In situ} evaluation of real time experiences (feelings, conditions, activities)
- Researcher is not involved $\rightarrow$ reduced bias
- Short questionnaire/journal items (scales, open-ended questions)

Experience Sampling Method

Types of alert: Random, Scheduled, Event-based

Scheduling: Daily time period, Number per day, Number overall

Format: Audible, Tactile, Visual

Variations: Order, Probabilities, Dependencies
Experience Sampling Method

Reporting experience

Format:
• Text
• Audio
• Video
• Picture

Timing:
• Response time
• Time-out
Framework

Ecology of resources

Contextual filters:
• Id
• Time
• Location
• Environment
• Relation
Binding digital and physical world
BiDi code scanning

Source images:
Image recognition


Experimented in Han et al (2007)
Text recognition

Source image:
http://www.mobileindustryreview.com/wp-content/nokia-multiscanner1.jpg

Voice speech recognition

Source image:
http://www.computerweekly.com/blogs/cwdn/2011/05/12/Augmented_GeoTravel.jpg
Frictionless identification
NFC, RFID

Source images:

Global Positioning System (GPS)

Experimented in ARLearn in Florence. Ternier et al. (2012)
ARLearn
“JTEL Summer School Game”
Questionnaire & Brainstorming
weSPOT: Working Environment with Social and Personal Open Tools for inquiry based learning

weSPOT is an EC-funded Research Project under the Grant Agreement no. 318499 of ICT FP7 Programme in Technology Enhanced Learning
The weSPOT project aims at propagating scientific inquiry as the approach for science learning and teaching in combination with today’s curricula and teaching practices.

The project focuses on inquiry-based learning with a theoretically sound and technology supported personal inquiry approach.

In inquiry based-learning learners take the role of an explorer and scientist and are motivated by their personal curiosity, guided by self-reflection, and develop personal knowledge and collaborative sense-making and reasoning.
Thank You!

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