13th World Conference on Mobile and Contextual Learning

Nov. 3 - 5, Kadir-Has University, Istanbul, Turkey

We invite you to the 13th World Conference on Mobile and Contextual Learning. This year the conference has the focus topic “Mobile as mainstream – towards future challenges in mobile learning” and we are expecting a wide range of contributions representing the diversity of the mobile learning community.
unintentional |ʌnɪntɛnʃ(ə)n(ə)l| adjective
not done on purpose: *the translation added a layer of unintentional comedy.*

learning |ˈlɜːrnɪŋ| noun [mass noun]
the acquisition of knowledge or skills through study, experience, or being taught: *these children experienced difficulties in learning* | [as modifier] : *an important learning process.*
OPEN EDUCATIONAL RESOURCES

iTunes U, Youtube EDU, ...

Coursera, edX, OpenLearn, Futurlearn

GLOBE, Ariadne, ODS, MACE, Sharetec, MELT…
NEW INTERFACES

Augmented Reality
Tangibles, Sensor-Based Interfaces, Tabletops
Situated Displays, Ambient Displays, Public Displays
“The most profound technologies are those that disappear. They weave themselves into the fabric of everyday life until they are indistinguishable from it.”

–MARC WEISER
HOW TO CREATE LINKS BETWEEN DIGITAL AND PHYSICAL

#1 LINKING THE WORLDS
SEAMS IN LEARNING SUPPORT
(WONG ET AL, 2011)

• Formal and informal learning;
• Personalized and social learning;
• Across time; locations, social contexts
• Combined use of multiple device types;
• Physical and digital worlds
• Multiple learning tasks knowledge synthesis

FIELD TRIPS
LOCATION-BASED
objects as controllers …
actuator/controller ...
embedded trackers …
MULTI-DEVICE OUTPUT

AGGREGATION AT SOCIAL SPOTS

personal and social views ...
personal records...
Sensor data

1. audio
   - a. volume analysis
   - b. frequency analysis
   - c. rhythm analysis

2. video
   - a. face recognition
   - b. lighting conditions
   - c. image and object recognition

3. accelerometer
   - a. vibration
   - b. movement
   - c. activity
   - d. agility

4. magnetometer
   - a. orientation
   - b. magnetic field
   - c. shaking
   - d. absolute orientation

5. GPS
   - a. location
   - b. environment
   - c. proximity

6. user input (ESM)
   - a. everything else

HTTP://WWW.LUMOBOYTECH.COM/LUMOBACK/

sensor data for...
Lots of changes

Computers changed. They are embedded in our daily interactions and environments, they sense our activities and analyse the data, they visualise and integrate data in our personal space.
#2 LINKING TO HUMAN LEARNING
HUMANS STRUCTURE AND ... 

EPISODIC MEMORY ...
ARLEARN

OPENSOURCE FRAMEWORK FOR MIXED REALITY GAMES
LANGUAGE LEARNING

- http://www.elena-learning.eu
LEARNING IS EMBEDDED ...

... IN A SOCIAL CONTEXT ...
Demo inquiry for review

Description:
This inquiry demonstrates how the weSPOT workflow engine integrates with the ARLearn data collection framework.

Owner: Stefaan Ternier

inquiry members: 1
Open membership

Phase 3 - Data Collection
Last updated 8 days ago by admin

The data collection phase refers to testing a hypothesis and seeing whether the real world behaves as predicted by the hypothesis. Scientists test hypotheses by conducting experiments, which determine whether observations of the...
Figure 7: The teacher invites the student to the tabletop
HUMANS DO NOT ALWAYS LIKE TO DO ... REFLECTION
context indicators
reflection amplifiers ...
Personal Context Notifications

Figure 8.2. Student reflective practice a. Daily SMS received by students. b. What were your main learning channels today? c. How intense was your learning day? Rate it from 1 to 5.
WHAT MAKES IT PERSONAL IS ...

FEEDBACK ...

PRESENTATION TRAINER

BEST DEMO AWARD - ECTEL 2014
#6 AWARENESS
Energy consumption ...
Notification Level: Make Aware
MAIN RESULTS ENERGY AWARENESS

• Situated displays have a generic effect of raising awareness and energy consumption on a mid to long term

• Badge and social incentive systems must be embedded with social media to have an effect

• Real world action foster curiosity, discussion, and reflection about the topic when combined with public displays
attention-aware displays ...

• raise and retain attention significantly better.
• lead not to higher cognitive load but to a significant higher knowledge gain.
SO ...

- #1 There are seams between the different learning contexts, locations, times, social contexts, ...

- #2 There are opportunities with new technologies that are open, ubiquitous, context-aware, and personalized.

- #3 Look at the aimed effects on awareness, curiosity, creativity, knowledge, latent variables, ...
MINDFUL AND SEAMLESS LEARNING ...

- ubiquitous open content access,
- flexible **sensor data** aggregation,
- **synchronisation** of channels (to context and person),
- and dynamic **visualization and output indicators** (ambient displays).
NOW LET'S WORKSHOP
#1 CREATE YOUR OWN

1. Write down associations for the words: *unintentional learning space* each on one card

2. Marcus collects them

3. Form a team of 4-5 members

4. Pick your 3 cards
1. create a service/app/movement/organisation based on your **three words**

2. Choose a name, target group, business model

3. Why should I use it? Pedagogical Model, Added Value, Innovation, Solved Problem?

4. Present your product/service!
NOT-ANYWHERE LEARNING

CHOOSE 3 PLACES IN WHICH YOU LEARN WITH THIS MOBILE APP