Mobile devices & TENCc
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Using contextualised mobile media and notifications to support lifelong learning
Introduction

• What are mobile devices?
• Why use mobile phones for learning support?
• Problems in lifelong learning
Examples of mobile devices
Why use mobile phones?

• Mobile devices have several advantages over traditional media
• Tendency to “go mobile”: mobile devices have reached a state of ubiquity
Problems?

• Learners often confronted with information without a real context
• Informal learning is more difficult to support than formal learning because it takes place anytime, anyplace, anywhere
• We think these problems, to some extend, can be solved by using mobile devices to support learning
Perspective

• Mobile media injection and delivery: *adding contextualised resources to the learning network and finding the appropriate knowledge resources or learning activities for a specific learning situation*

• Ubiquitous notifications for learning support: *this part will focus on fostering awareness with the possibilities of nomadic learning support for continuous learning activities*
Objectives

• Investigating the influences and potential of mobile technology on lifelong competence development

• Implementing mobile-client services within the TENCompetence framework
Intended results

• Three versions of the mobile client software (proof-of-concept, intermediary, final version)
• Four journal papers about the results of the experiments
• A learning network for playing guitar
Journal Papers

• Paper 1: State-of-the-art paper
• Paper 2: Ubiquitous process reminders and mobile resource delivery
• Paper 3: Motivating learners to add and rate media via mobile devices
• Paper 4: Active community building and collaborative work in a ubiquitous learning environment
Learning Network for Guitar

• Trying to build a real learning community
• Learning to play guitar is fun
• We are able to test the implemented technologies in real-life, not just in a theoretical setting
• Nice setting for our experiments
Experiments

• Gradual shift from self-organised and self-centred learning to communities
• Different combinations of functionalities: media injection, media delivery, notification
• Testing whether the implemented technology works
Questions?