

Using Mobile Technologies for Learning

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- Mobile Learning: Small devices, Big Issues
- Reconsidering Off-task: A comparative Study of PDAmediated Activities in Four Classrooms

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Overview

- Mobile learning
 - Learning with mobile technologies?
- The study
 - Method and data collection
- Theoretical approach to learning
- Findings
- Re-defining off-task activities?



Mobile learning

Mobile learning

- Term mobile learning often used to refer to learning supported by mobile technologies
 - Criticized for having a techno-centric focus, and for ignoring the learning aspect
 - Recent definitions have turned the focus back towards learning (see for example Sharples (2009)

Sharples' definition of mobile learning

 Characterized as "the processes (both personal and public) of coming to know through exploration and conversation across multiple contexts amongst people and interactive technologies" (Sharples 2009, p. 5, my italics)

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Designing mobile learning activities

- Sharples suggests that mobile learning activities should be
 - Driven by specific learning objectives (the use of the technology is not the target)
- Challenge
 - To attention (disruption)
 - Actions (new actions; new implications)

Five criterial success factors for mobile learning (Naismith & Corlett)

- Access
- Ownership
- Connectivity
- Integration
- Institutional support

- Mobile learning for supporting learning outside school context (Taylor 2006)?
- Distinction between formal and nonformal learning blurred?
 - Accrediting learning outside the classroom not easy
 - Learning for its own sake?
- New activities

MyArtSpace, AMULETS & Digital Narrative

- Seek to bridge the indoor and the outdoor
 - Outdoor here in the form of museum and history reenactment (scenarios), movie creation
- Novelty effect?

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"off-task"...?

Can "off-task" activities be reconsidered?

- Finding:
 - Students in the classroom did not use their PDAs exclusively for the tasks defined by the teacher, but initiated their own activities, often described as off-task
 - Off-task often described in negative terms
 - Are off-task activities solely negative?
 - Suggest using "student-defined" rather than "off-task", in contrast to "teacher-defined" activities (part of the curriculum defined by the teacher)

- What kind of PDA-mediated activities did the students engage in?
- What were the contexts of these activities?

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Theoretical approach

- Study approached from a socio-cultural approach
 - Learning understood as mastery and appropriation of cultural tools
- Also draws on a Human-Computer Interaction approach (affordances and constraints)

Mastery and Appropriation

- Mastery
- Appropriation
 - Do these always go together?
 - Does mastery always precede appropriation?
 - Can there be appropriation without mastery?
 - What characterizes the latter?
 - Do we have indicators for this (Sharples calls this "accrediting"?

Tools – a SCA perspective

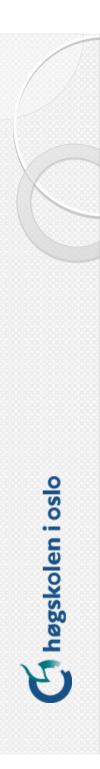
- All tools are cultural tools
 - Meaning and purpose given by the sociocultural context to which they belong
- Mediating role of cultural tools crucial to understanding learning
 - All actions are mediated

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 This perspective is not enough to understand as it "black boxes" the tool

Tools – an HCI perspective

- Affordances (Gibson)
 - as "[...] what it offers the animal, what it provides or furnishes [...]" (italics in the original, p. 127).
- Constraints (Norman)
 - define physical, semantic, cultural and logical hindrances of a new technology
- This aspect provides the "what not" what cannot be done



Data

- Four 6th grade classrooms
 - $^{\circ}\,$ Two in Norway, two in the USA
- Norway
 - Three + four weeks videoed observation during consecutive semesters; interviews (students and teachers); student concept maps; logs (access to PAAM)
- USA
 - Two + three weeks (over 2 years)videoed observation; interviews (students and teachers); student concept maps (access to PAAM)



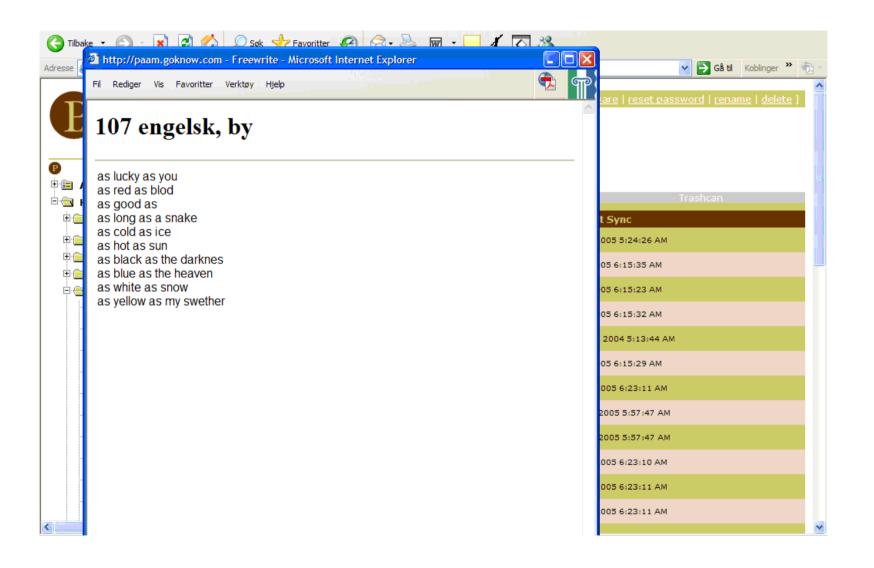
PDA-mediated activities

How were the PDAs used?

- Teacher-defined activities
 - USA
 - Internet search, concept maps, animations
 - Norway
 - Sentence writing, weekly logs, simultaneous beaming for vocabulary and maths recall

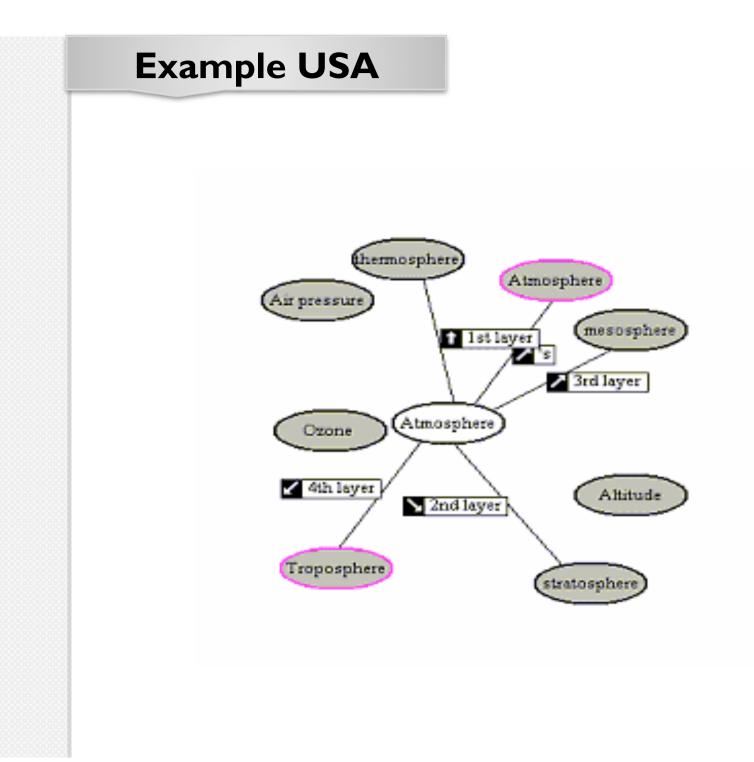


Example: Norway





symmetriakse: det er en akse som går gennom midten på en figur slik at vi har dett figuren i i to like deler. kvadrat det er en tirkant alle sidene er like lange og alle vinklene er (90grader) radius Det er en linje som år fra enden av sirkelen til midten av sirkelon. vinkel Vinkler er grder s punkt det er midt punktet, av kristoffert



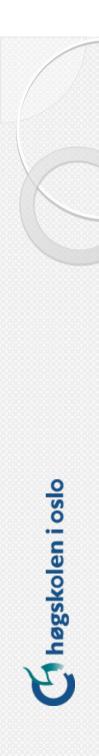




Airplanes fly here

The student-defined activities

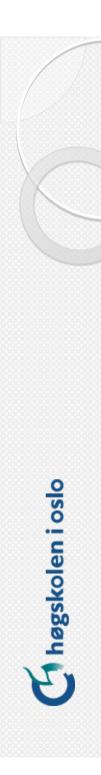
- Animations
- Personalising either using stickers (Norway) or through downloading backgrounds (USA)
- Exploration (Tried out different programs that were not used by the teachers)
- Games



Personalisation



- Both in Norway and in the USA
- Different ways, but
- To show that your pocket pc is different...
- "Does it count?"



Exploration

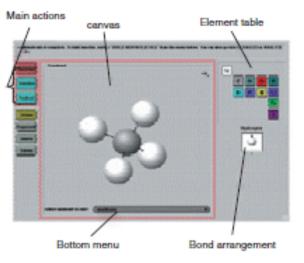


Fig 3 Screenshot of e-Chem (GoKnow).

 Appropriation of chemistry... an interest in the subject...?

• How does it start..?

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Discussion

- Indicators to understand appropriation
- SCA makes the analysis of students' contextual interactions possible
 - Student-defined activities complex originating in one context, placed in another
- Affordance-constraint perspective gives and understanding of the "why"
- Borders between legitimate and nonlegitimate actions porous?