



Northern Illinois University

### Learning on the Go: Introduction to Mobile Learning

9:00 – 11:00

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### Presenter



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Instructional Design Center,  
Northern Illinois University



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### Today's Workshop



- What is "Mobile Learning"?
- **What's** a "Mobile Device" and **why** would I want to consider teaching with one?
- What new or engaging ways can I use them for teaching? For learning?
- What apps are available?! (and free? :)

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# Mobile Learning



Many definitions! Commonalities...

- Occurs outside the classroom
- Occurs any time
- Is facilitated by a mobile device

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# Mobile Devices: What?



Smartphones

Tablets

Other




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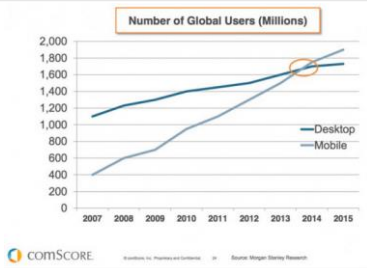
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# Why?



Apr. '15 – Total time spent on Internet (U.S.): 51% from mobile, 42% desktop/laptop

Danyl Bosomworth, "Mobile Marketing Statistics 2015," Smart Insights. <http://www.smartinsights.com/mobile-marketing/mobile-marketing-analytics/mobile-marketing-statistics/>

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# Why?

As of January 2014:

- 90% of American adults have a cell phone
- 58%\* of American adults have a smartphone
- 32% of American adults own an e-reader
- 42% of American adults own a tablet computer



\* 64%, October 2014

Pew Internet Project, 2015. <http://www.pewinternet.org/fact-sheets/mobile-technology-fact-sheet/>

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# Why?

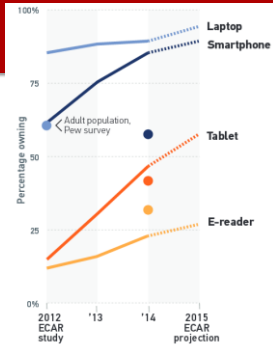


Figure 4. Device ownership history and 2015 projections

ECAR Study of Undergraduate Students and Information Technology, 2014

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# Why?

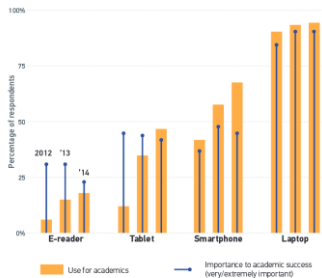


Figure 8. Changes in use and importance of devices for academics

ECAR Study of Undergraduate Students and Information Technology, 2014

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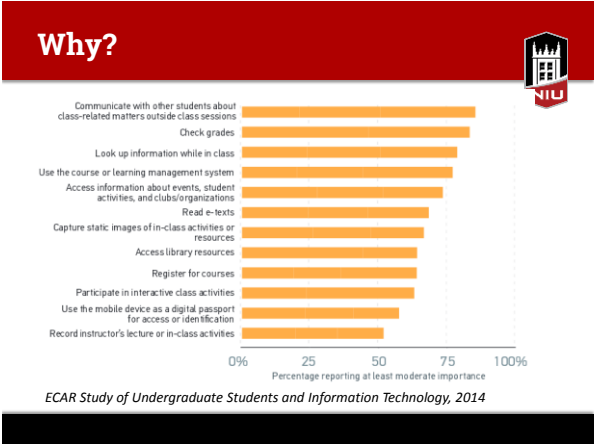
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- ### Obstacles
- Not all students own smartphones or tablets
    - Of those who report “low tech inclination”, “only” 69% own a smartphone, compared to 90% with “high”
    - Get creative in alternative tasks
  - Using a device is a skill
    - Your students don't necessarily know more than you!
- ECAR Study of Undergraduate Students and Information Technology, 2013
- Technology makes the connected age possible, but using technology to help students feel more engaged in their classes (or campus life) and connected with others on campus can be challenging.
  - Students prefer to keep their social and academic lives separate, and they maintain those boundaries in their use of technology.

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- ### Best Practices
- Constructivist or Experiential Learning
  - Using gadgets can be fun (!), but keep it relevant
  - New or unique, relevant, and useful
  - 1 or 2 activities? Or all-in?

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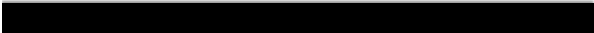
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## Blackboard Mobile Learn

- Free to all NIU!



- Access classes in app built for mobile devices
- Students receive notifications!
- What **works well**: Discussion Boards, Blogs, Quizzes, embedding Photos
- What **doesn't**: Learning Modules, embedded HTML, Grading, Folder descriptions




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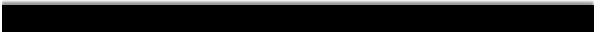
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## Mobile Device Features

- Camera
- Voice / Video recording apps
- SMS
- GPS



- "There's an app for that!"




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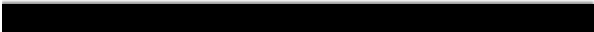
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## Creating Content - Photos

- Free (built-in!)



- Visuals draw attention and can focus the mind
- Show a historical figure or event
- Show a monument, a device, an artifact, a chart relevant to class




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### Student Activities - Photos



- Case study: "Getting to know you" photos of things they feel connected to
  - Great for creating sense of peer community!
- Case study: Bird-watching
- Photo scavenger hunts
- Other ideas?




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### Creating Content – Voice / Video



- Free (built-in!)
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- Welcome messages
- Events, locations
- Voice instead of text feedback
- \* Provide transcripts!

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### Student Activities – Voice / Video



- Personal interviews
- Video demonstrations
- Practice presentations
- Other ideas?




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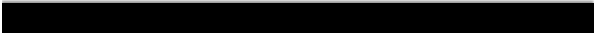
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## Creating Content - Screencasting



- Several free! \*
  - Educreations -> 
  - Lensoo
  - ShowMe
- Design and record lectures
- Create (draw/write) or add content (photos, shapes), then hit record
- Share link, or embed in Blackboard

\* "Pro" features available




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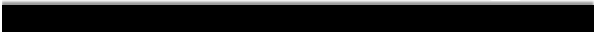
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## Student Activities - Screencasting



- Student-created lessons!
  - Reinforces learning, shows grasp of subject
  - Opportunity for peer feedback
- Other ideas?




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## Delivering Content - Presenting



- Present *from* mobile  
- Prezi – animated!
  - Create on desktop or mobile device
  - Publish to web, or present in app
- PowerPoint
  - Free for NIU!




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### Delivering Content – Movies! TV! (etc)



- Free-ish (?)



- Already have a subscription?
  - Show video in class!
  - Start app, quickly find place in video, play
- TED Talks, other educational content
- Pros
  - No pre-recording necessary
- Cons
  - May be extra setup (cables?)




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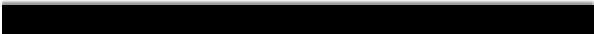
### Communicating – Text Notifications



- Free!



- Remind (prev. Remind 101)
  - Send & receive texts w/ your students
  - Anonymous phone #s
- Google Voice
  - Masks cell phone #




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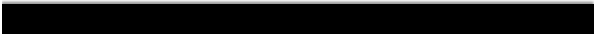
### Fun w/ GPS



- Free!



- Record a trip
- Scavenger hunts!
  - Give clues; your students “check in” at locations
- Other ideas?




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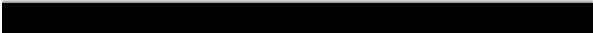
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## Final Tips



- Use the best features
- Plan for minimum capabilities
- Think creatively
- Use media
- Test, test, test!
- Avoid Flash output
- Use text when possible (or provide transcript)
- Be an expert
- Provide expectations (rubric?)




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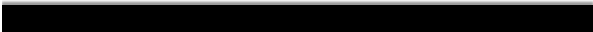
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## Q & A



- Any questions or last great ideas?




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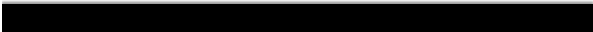
## Thank you for attending!



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