

Using Mobile Technology to Improve Educational Space Usage and Student Engagement

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What Is LiveLabs?

Government funded test-bed focus on mobile computing technologies

Organization can run large scale experiments in a REAL environments and on REAL people

Focus on developing and testing <u>context-</u> <u>aware</u> mobile applications & services





Smartphones / Wearables & Context



Affective Context







GOAL: CREATE NEW TECHNOLOGIES, SERVICES & APPLICATIONS TO LEVERAGE UPON SUCH PHYSICAL-WORLD CONTEXT











LiveLabs: Mobile/Wearable/IoT Analytics Tech











- Wi-Fi based server side location
- Energy-efficient; +-6 meter accuracy

Group/Queuing Detection

- Dense, Indoor Urban Spaces
- Location (Wi-Fi)+ Movement (Sensors)
- Estimate Queue Wait/Service Times

Behavioral Experimentation

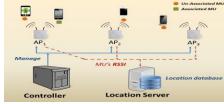
Location/context impact on consumers
 Targeted promotions, surveys, events

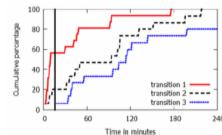
Wearable Analytics

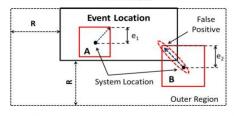
- Eating detection and diet monitoring
 In-store and in-mall shopper activity
- Emotions and affective responses

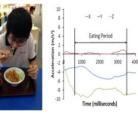
IoT+ Human Analytics

Cheap sensing for occupancy detection
Operational optimization of BLE beacons





















Problem: Analysing Space Usage Across Campus

1. Are my study spaces being effectively used?

- Do we need more?
- Are 24 hour spaces needed?

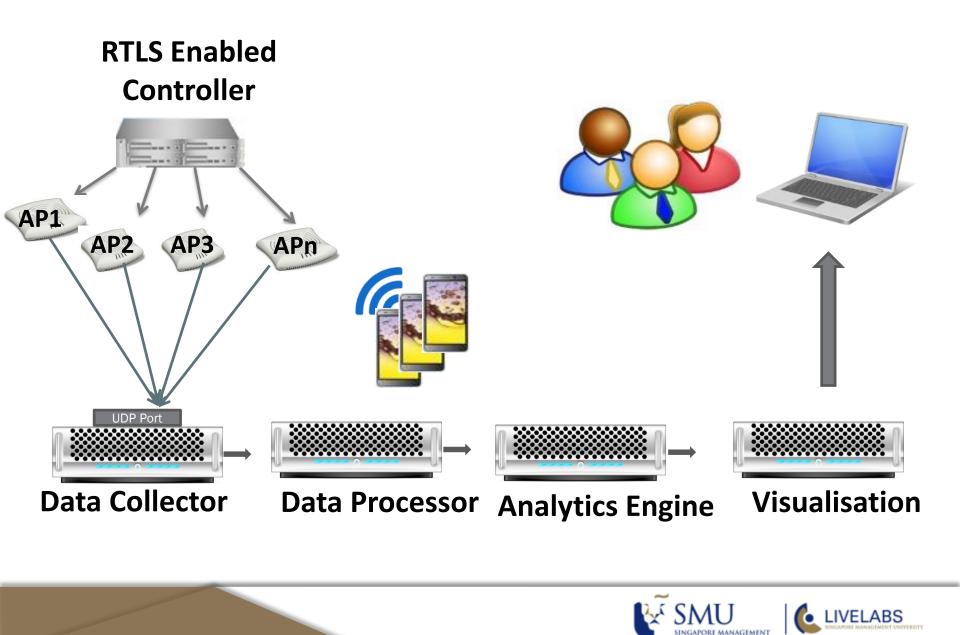
2. Is there a right mix of work / life spaces?

- What is the usage of shared / dedicated spaces?
- 3. How do we increase safety on campus?
 - Avoid areas that have nobody in them





Solution: LiveLabs Location Analytics System



SMU Classification: Restricted



SMU Campus



Suntec Convention Centre



UMASS Amherst



National Museum



Republic Poly



Sentosa Island

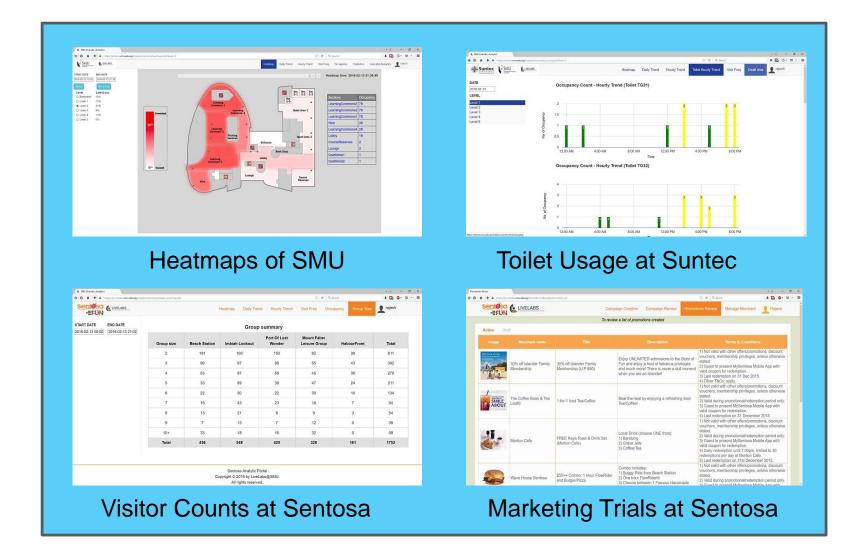


Singapore Expo





SMU Classification: Restricted **Demos of Real Deployments**







Problem: Finding Free Seats in Library / Cafeteria

1. Free seats are hard to find in these places

- Especially at peak hours (noon or exam period)
- Seat hogging is also an issue

2. Scale requires a cheap easy to deploy solution

Hundreds / thousands of seats and tables

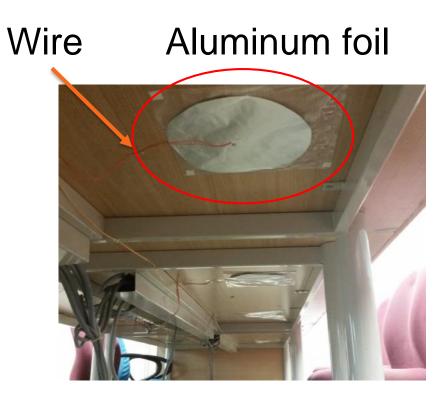
3. Should be accurate and privacy preserving

- Need precise "spot" level accuracy
- No cameras except for initial testing





Solution: Capacitive Sensing











SMU Library Deployment & Visualisation



Colors indicate state of seat





Problem: Engaging Effectively With Students

1. Communication channels for students & faculty

- Web-based e-learning tools exist. Not that effective
- Need a mobile solution to engage effectively
- Class forums and messaging in an easy mobile manner

2. Provide social and university events & signups

- Make it trivial to find and attend events of all kinds
- 3. Create a shared campus community online
 - Gamification, forums, messages, etc.





Solution: EVA Live (native Android & iOS)

1. Improve class communication

- Class List & Forums, General Forums
- Class Polling & Attendance (soon)
- 2. Manage Calendar Events
 - Class, CCA, & Talk Events
- 3. Resource Booking



- 4. Gamification to make App fun & interactive
 - Trivia, Photo Comp, Scavenger Hunt, & Leaderboard

5. Web Portal

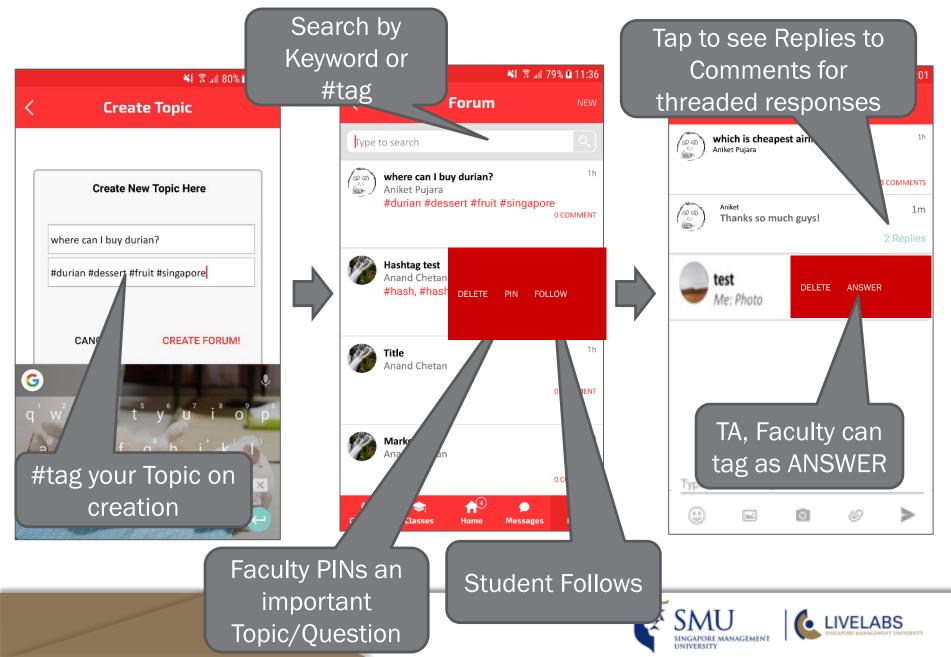
- Class & General Forums, Poll Creation & Results
- Attendance Mgmt, & Analytical Reports (soon)





SMU Classification: Restricted

EVA Live : Forum Example



Takeup Rate: EVA Live

- 1. Used successfully for 3 undergrad core modules
 - 500+ students
 - Larger deployment planned from next sem onwards
- 2. Downloaded by more than 4,000 students
 - Over the last 3 years
- 3. Has been modified into a conference app
 - Used by top-tier ACM SIGMOBILE conferences
 - MobiSys 2016, 2017, HotMobile 2017, 2018, MobiCom 2016, 2017
 - Official licensed app of the 2017 Singapore Fintech Festival
 - 15,000+ attendees



Summary

Many different uses of mobile tech for campus use

- Improve campus space usage
- Mobile apps to effectively engage with students
- Identify free tables / chairs on campus
- Crowd tasking to improve the campus (*)
- Detect stress in students in a scalable way (*)
- Emotion recognition to improve e-learning (*)

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