Link to publication

University of Bath

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Exploring the use of QR Codes as a Learning Technology
MIMAS Mobile Learning: Telling Tales
9th July 2009
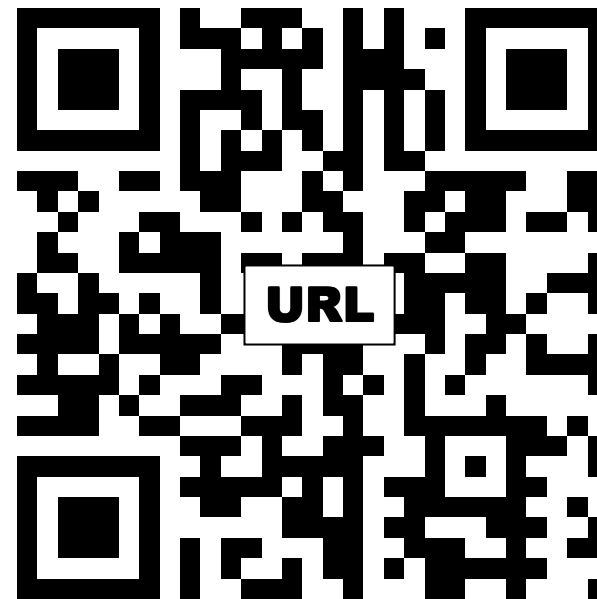
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http://go.bath.ac.uk/andyramsden

twitter   andyramsden

slideshare   eatbath-present

jiscqr

URL

http://www.bath.ac.uk/lmf/download/34642

Information Sheet

The story

Title: How might QR Codes be used in Teaching and Learning?

Prologue: What is a QR Code
Chapter 1: QR Codes in T&L
Chapter 2: Improving the feedback loop
Chapter 3: Look no pens
Chapter 4: Connecting the physical to the virtual
Chapter 5: Mobile educational gaming
Chapter 6: Are students aware of QR Codes?

Prologue: what is a QR code?

A QR Code effectively and efficiently connects the physical world and the electronic

A **QR Code** is a matrix code (or two-dimensional bar code) created by Japanese corporation Denso-Wave in 1994. The "QR" is derived from "Quick Response", as the creator intended the code to allow its contents to be decoded at high speed. QR Codes are common in Japan where they are currently the most popular type of two dimensional codes.

An ever increasing number of tasks can be achieved using a QR code. The core ones are,

• Link to web site
• Send an sms to a phone
• Transfer a phone number
• Provide more text

www.mobile-learning.blog-city.com/read/qr_codes.htm

what is involved?

- QR Code Generator
- A task / activity which is appropriate for a small screen device

- Camera phone
- Good connectivity
- QR Code Reader
- Money

Semapedia.org

A QR Code Generator

http://qrcode.kaywa.com

A QR Code Reader

http://www.i-nigma.mobi
07781 489 340

The following example, illustrates scanning a QR Code, adding it to your favourites and accessing the web site: http://www.bath.ac.uk/lmf/download/26048

Scanning a QR Code

Chapter 1: QR Codes in T&L

QR codes at Bath
QR Code and Tiny URL service blog

FAQs on QR Codes | QR codes and Moodle | QR Codes in Education | Projects

	QR Codes only	QR Codes with other tools
e-Admin	○ Inclusion within web pages (bookmarking) ○ vCard / Office Hours	○ Subscription to a rss news feed ○ Sign up for SMS news alerts using QR codes ○ Within library catalogue
e-Learning	○ Handbooks linking to online resources ○ JIT content in lectures (links, slides etc.,)	○ Classroom formative feedback ○ Augmented reality gaming ○ Video (youtune) user guides ○ Campus / Library Inductions ○ Appended to Moodle print outs

Chapter 2: Improving the feedback loop

TXT

Contact details of the author(s)
• name, email, phone number

URL

Visit their blog and leave a comment, and/or read comments left by other people

URL

SMS

Text comments about the poster to their mobile phone (or text service)

http://blogs.bath.ac.uk/casestudies
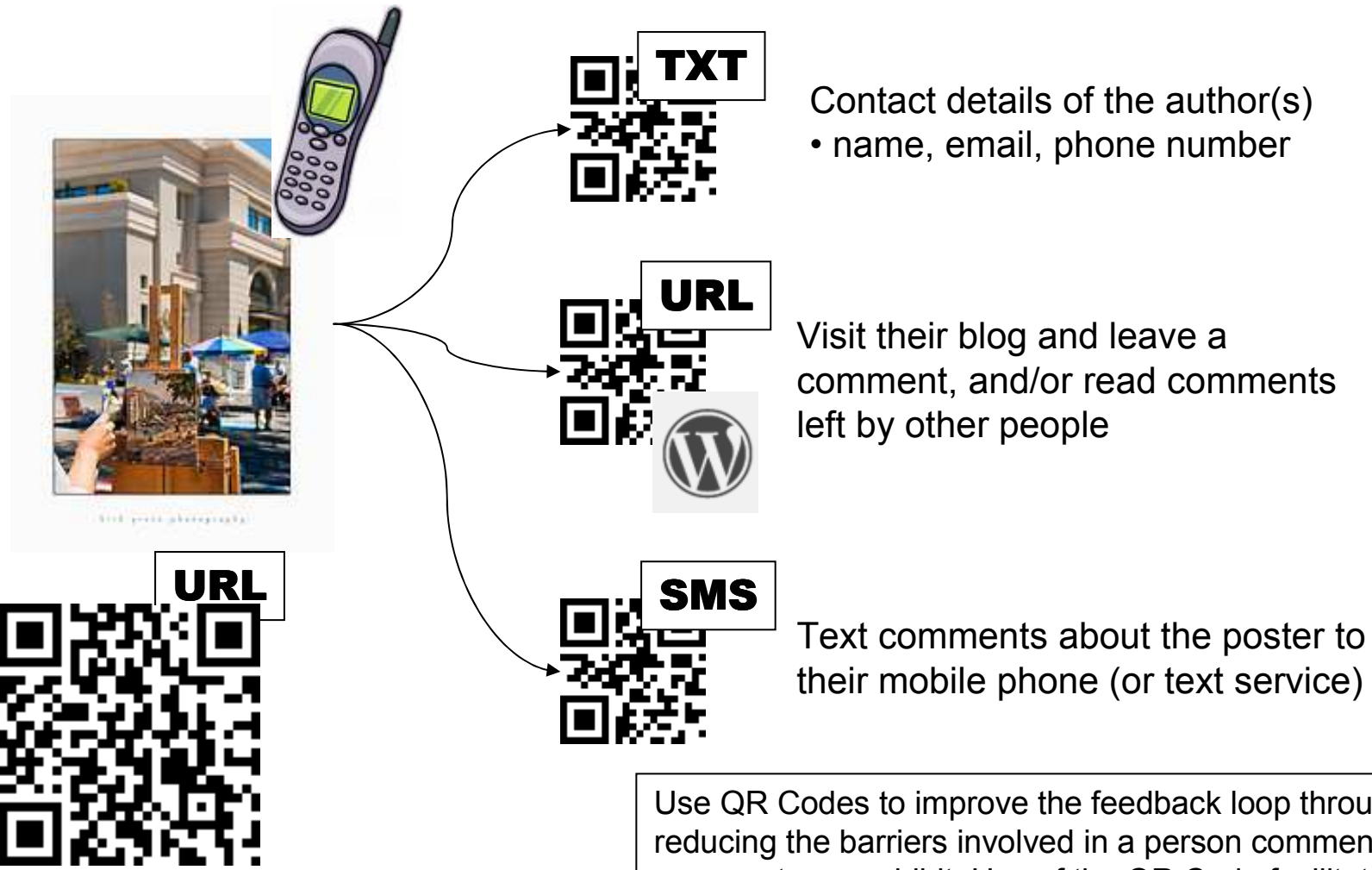
Use QR Codes to improve the feedback loop through reducing the barriers involved in a person commenting on a poster or exhibit. Use of the QR Code facilitates the effective completion of the task on a phone.

Chapter 3: Look no pens

http://blogs.bath.ac.uk/qrcode/2009/03/23/uni-of-bath-library-including-qr-codes-in-catalogue/

Chapter 4: Connecting the physical and the virtual

Chapter 5: Mobile educational gaming

http://www.flickr.com/photos/jazzybam/sets/72157615487815373/
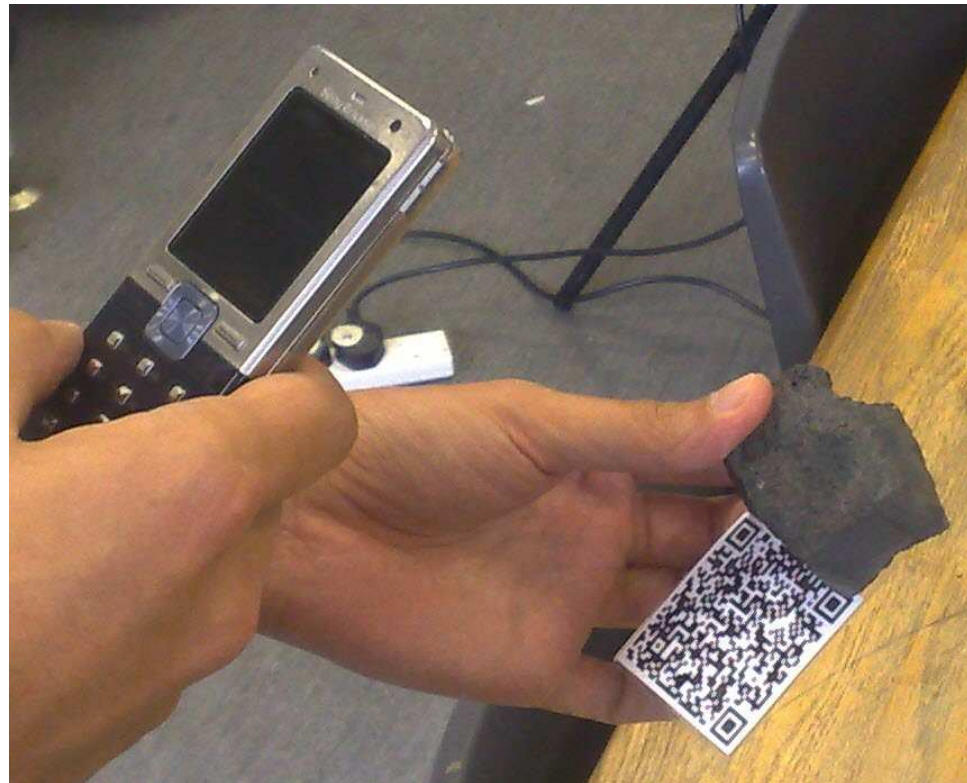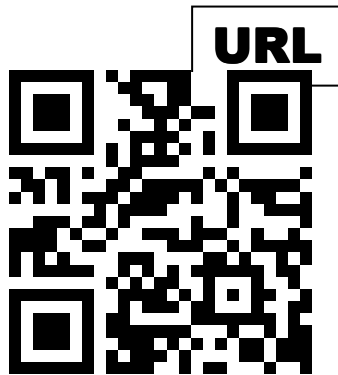
Chapter 6: Are students aware of QR Codes?

- Do you know what a QR Code is?
  - Yes: 13.8%
  - with 95% confidence interval, then 12.34% - 15.26% of total student population are aware of QR codes.

- Have you accessed a QR Code?

  - Yes: 2.2%
  - with 95% confidence interval, then 1.58% - 2.82% of total student population have accessed a QR code.

- The most common action was

  - Web site – 33 responses
  - Read more text – 28 responses
  - Phone a number – 19 responses
  - Send a pre-written SMS – 12 responses?

URL

http://opus.bath.ac.uk/12782

thank you

http://blogs.bath.ac.uk/qrcode

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