

# Contextualized Learning with Mobile Devices

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## Some Pedagogical Aspects

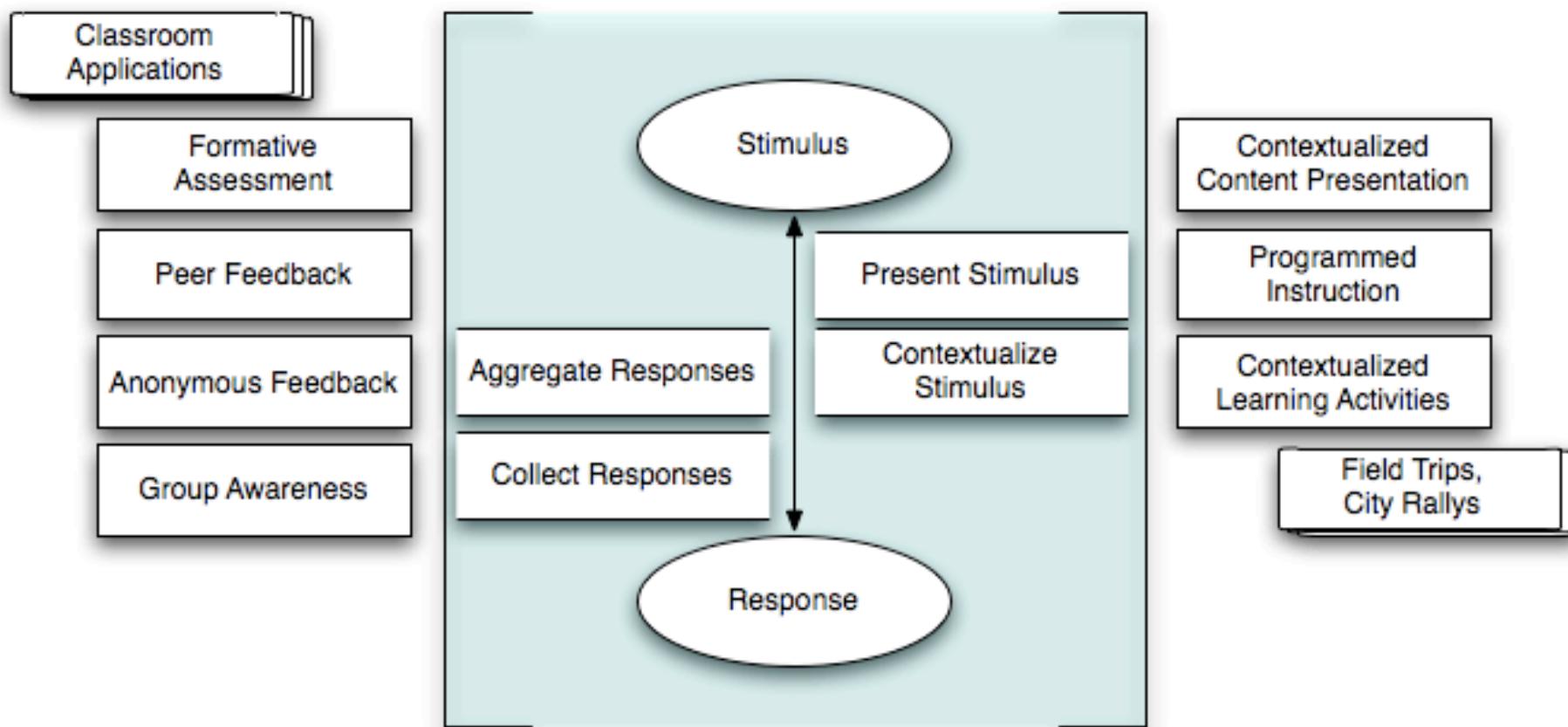


# Perspectives: Mobile Technologies for Learning (Nesta Futurelab 2004)

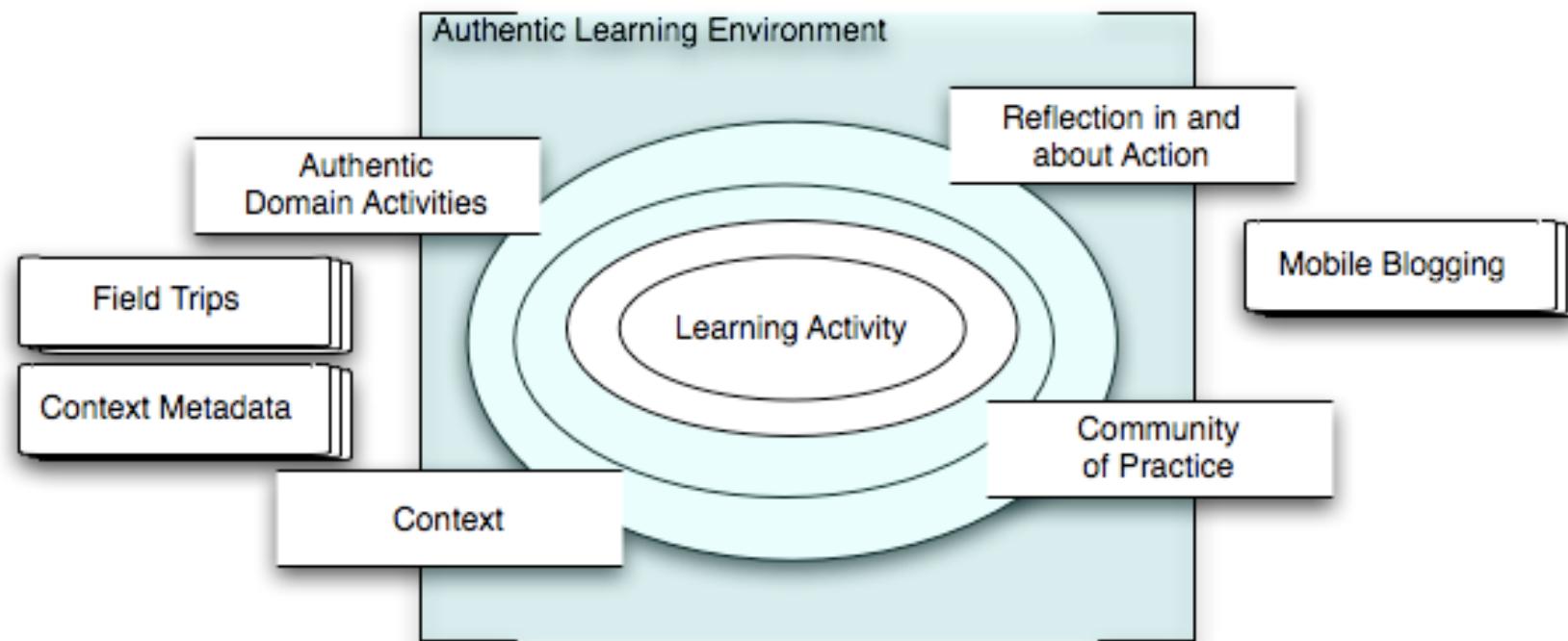
Theme	Key Theorists	Activities
Behaviourist learning	Skinner, Pavlov	<ul style="list-style-type: none"><li>drill and feedback</li><li>classroom response systems</li></ul>
Constructivist learning	Piaget, Bruner, Papert	<ul style="list-style-type: none"><li>participatory simulations</li></ul>
Situated learning	Lave, Brown	<ul style="list-style-type: none"><li>problem and case-based learning</li><li>context awareness</li></ul>
Collaborative learning	Vygotsky	<ul style="list-style-type: none"><li>mobile computer-supported collaborative learning (MCSCL)</li></ul>
Informal and lifelong learning	Eraut	<ul style="list-style-type: none"><li>supporting intentional and accidental learning episodes</li></ul>
Learning and teaching support	n/a	<ul style="list-style-type: none"><li>personal organisation</li><li>support for administrative duties (eg attendance)</li></ul>

Table 1: An activity-based categorisation of mobile technologies and learning

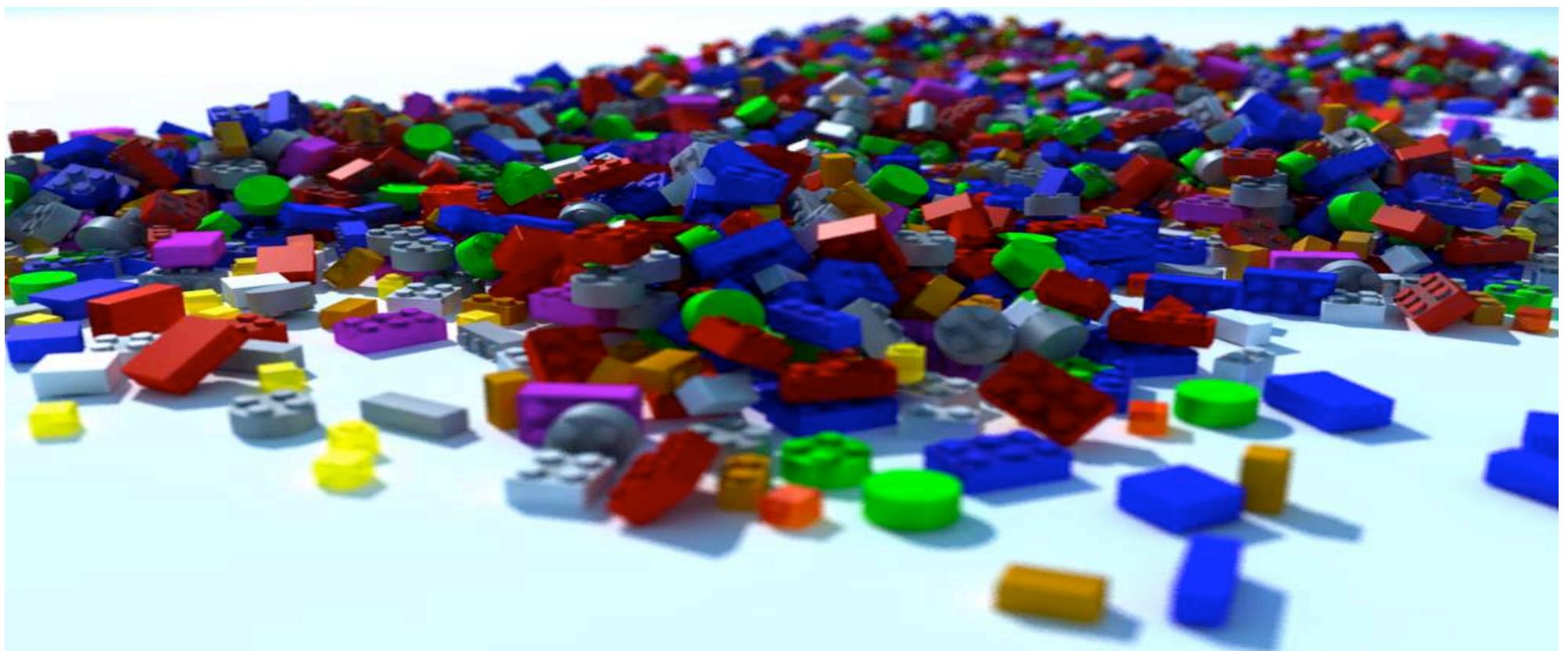
# Behaviourist Learning



# Situated Learning

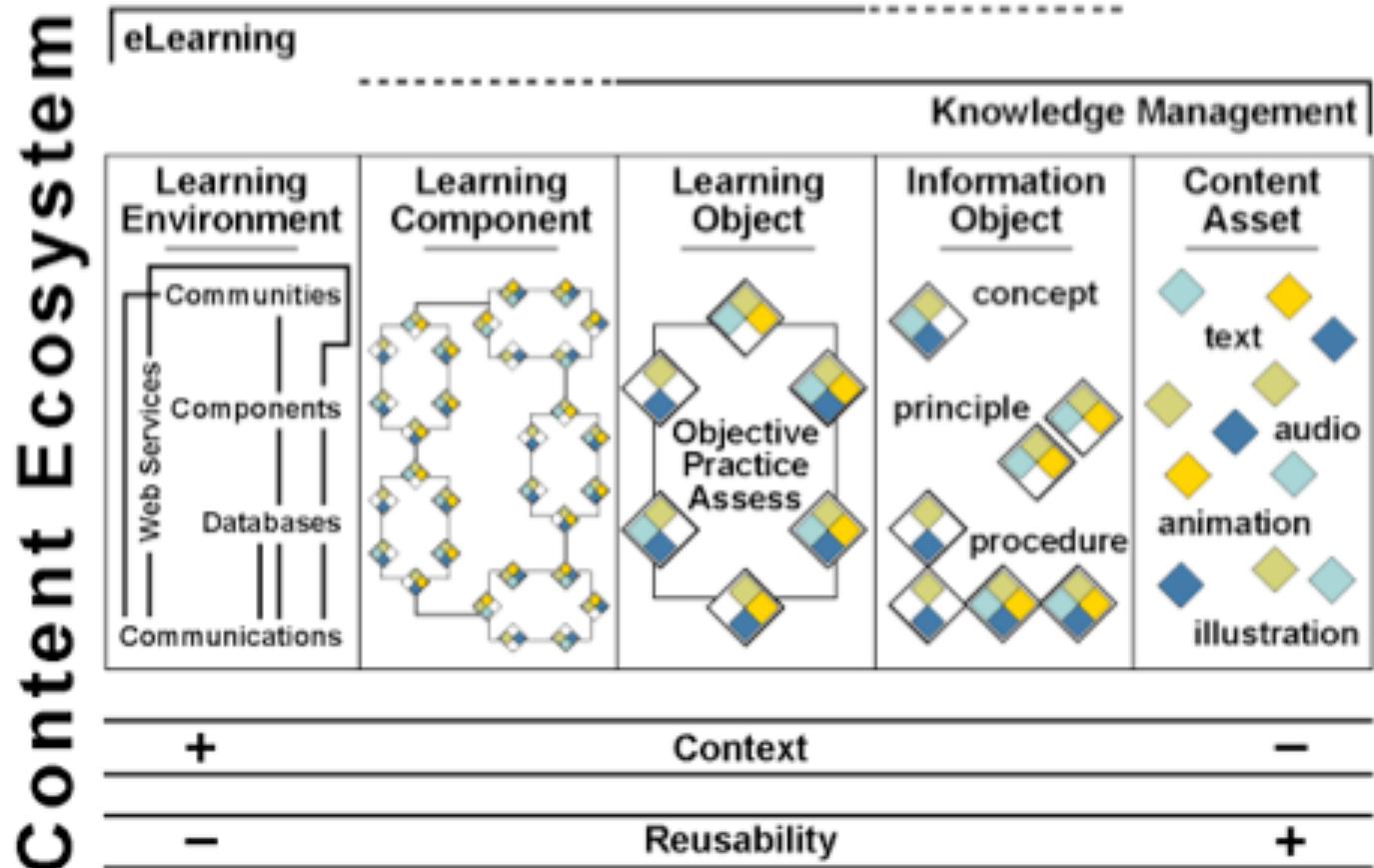


# Content and Context



# Content and Context

**Context and Reuse Relationship (Source: [www.learnativity.com](http://www.learnativity.com), Wayne Hodgins, 2002)**



# The Trikorder

Content Block Viewer - Microsoft Internet Explorer

Datei Bearbeiten Ansicht Favoriten Extras ?  
Zurück → Suchen Favoriten Medien Links Fraunhofer Mail Tricorder MSN.de Wechseln zu  
Adresse http://kobold.fit.fraunhofer.de/Scripts/WebObjects.exe/mediaLibrary.woa/1/wo/WSLmDbLIY5TbYXZyVdn0Ag/2.5.17.27.7.8.0

Suchen x  
Neu Weiter Angemessen

Sensors

PDAInfraredSensor: true  
PDANoiseSensor: 27  
PDAMotionSensor: 1  
TimeSensor: 27.2.2004  
PDAPositionSensor: x: 915 y: 125  
BoardNoiseSensor: 9  
BoardMotionSensor: 18

Current Context

content\_id: 17  
 content\_type: image/jpeg  
 zone: C5-125  
 location: (769.45,87.97)  
 focused: false  
 board\_noise: quiet  
 board\_motion: busy  
 weekday: Friday  
 daytime: forenoon  
 motion: quiet  
 noise: quiet

SNAPSHOT RELEASE EDIT

MEDIA LIBRARY

Fraunhofer Institut Angewandte Informationstechnik

Home New Import Export current position: All Media

View Content Block(s)

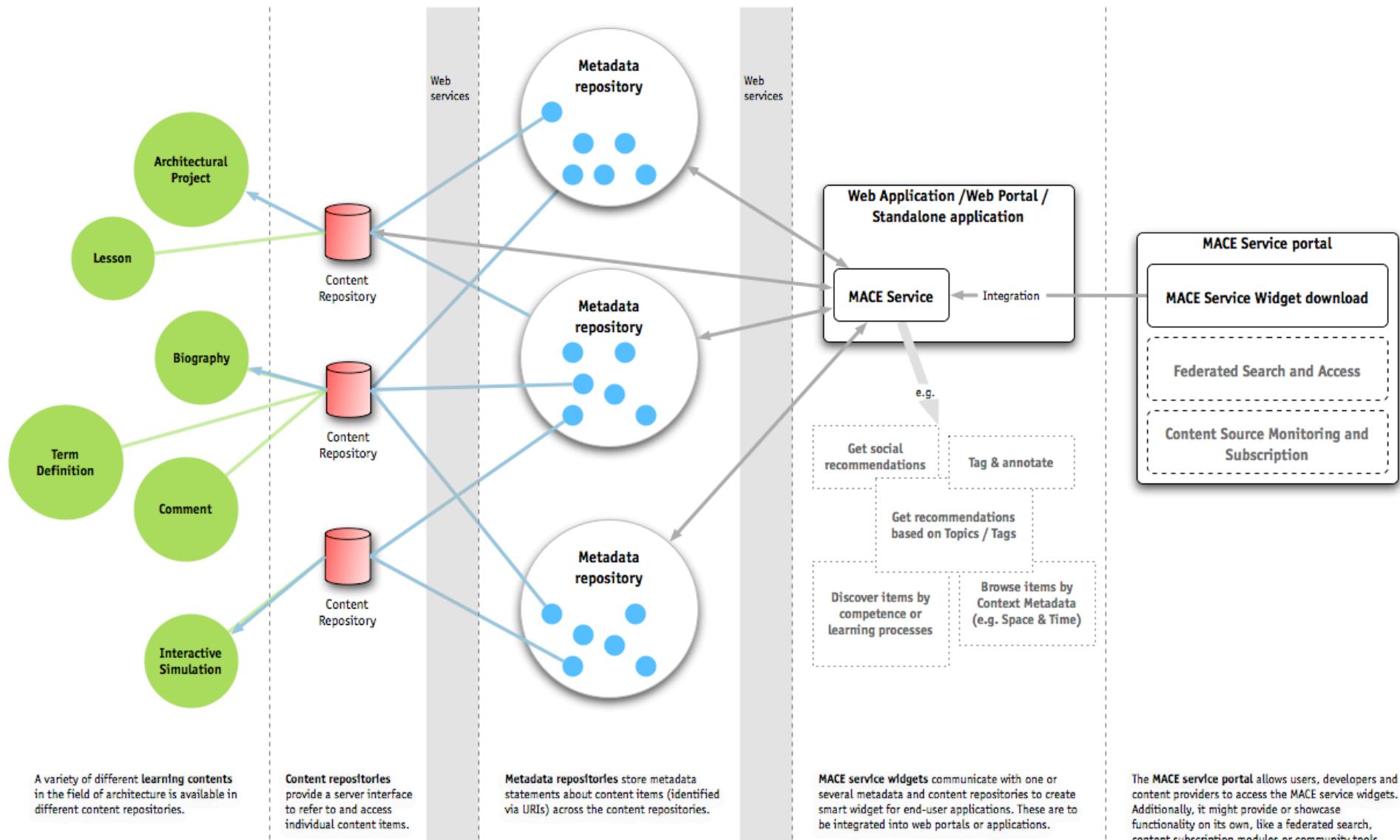


Title: usas1.jpg  
Filename: usas1.jpg  
MIME Type: image / jpeg  
Description:  
Content-ID: 17  
Course: All Collections  
Author: admin  
Creation Time: Fr 27 Feb 2004 09:58  
Last Modified: Fr 27 Feb 2004 09:58

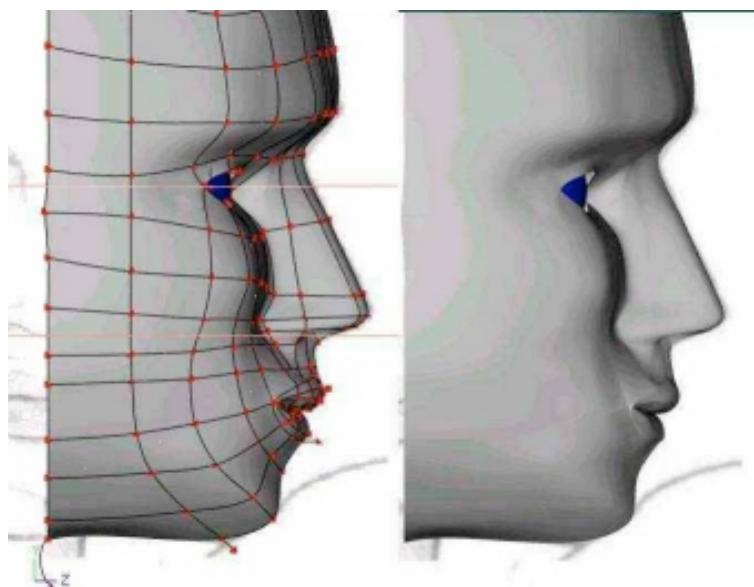
Edit Preview Add Context

Fertig

# MACE Content in Contexts via Metadata



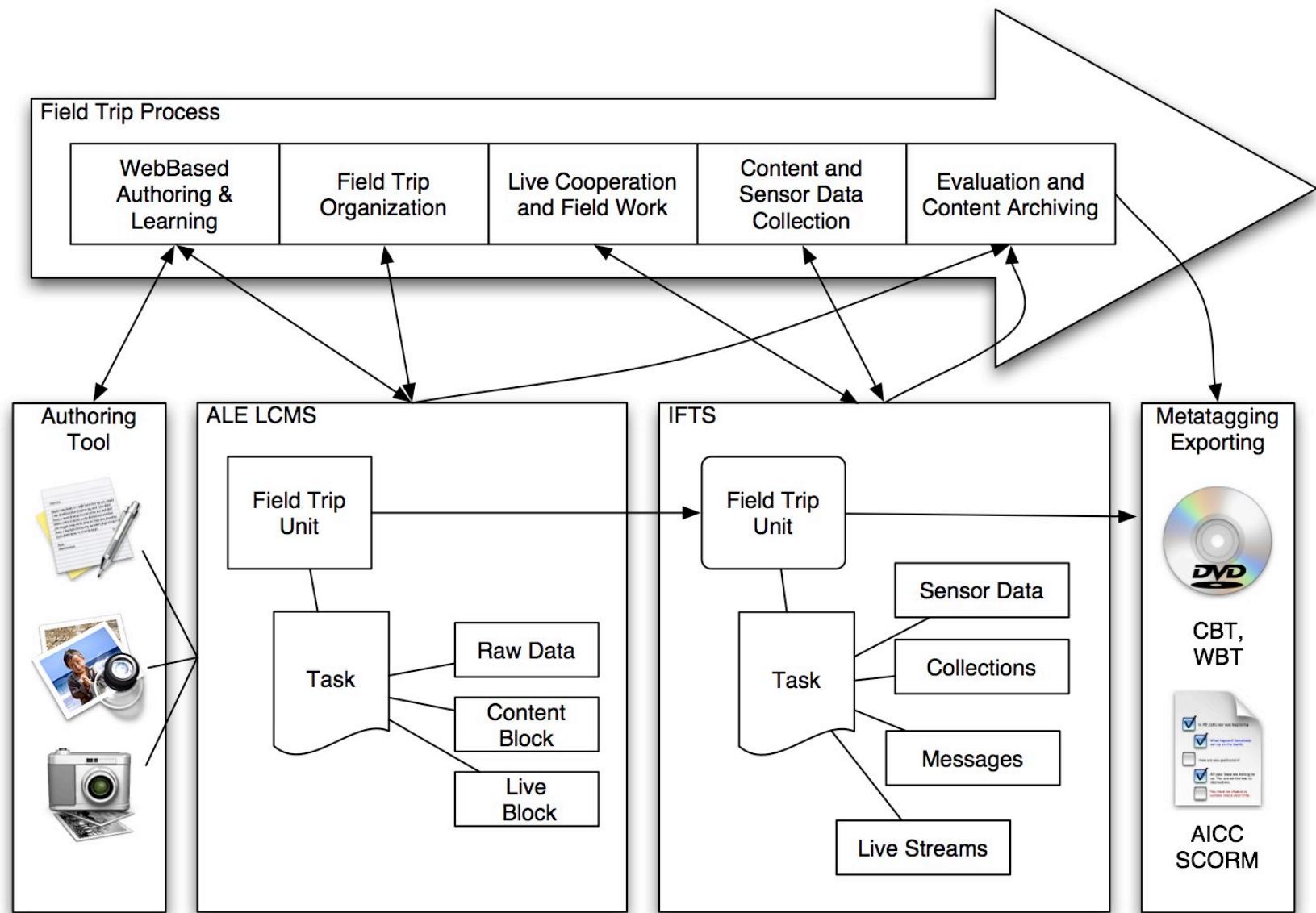
# Contextualization and Learning Activities



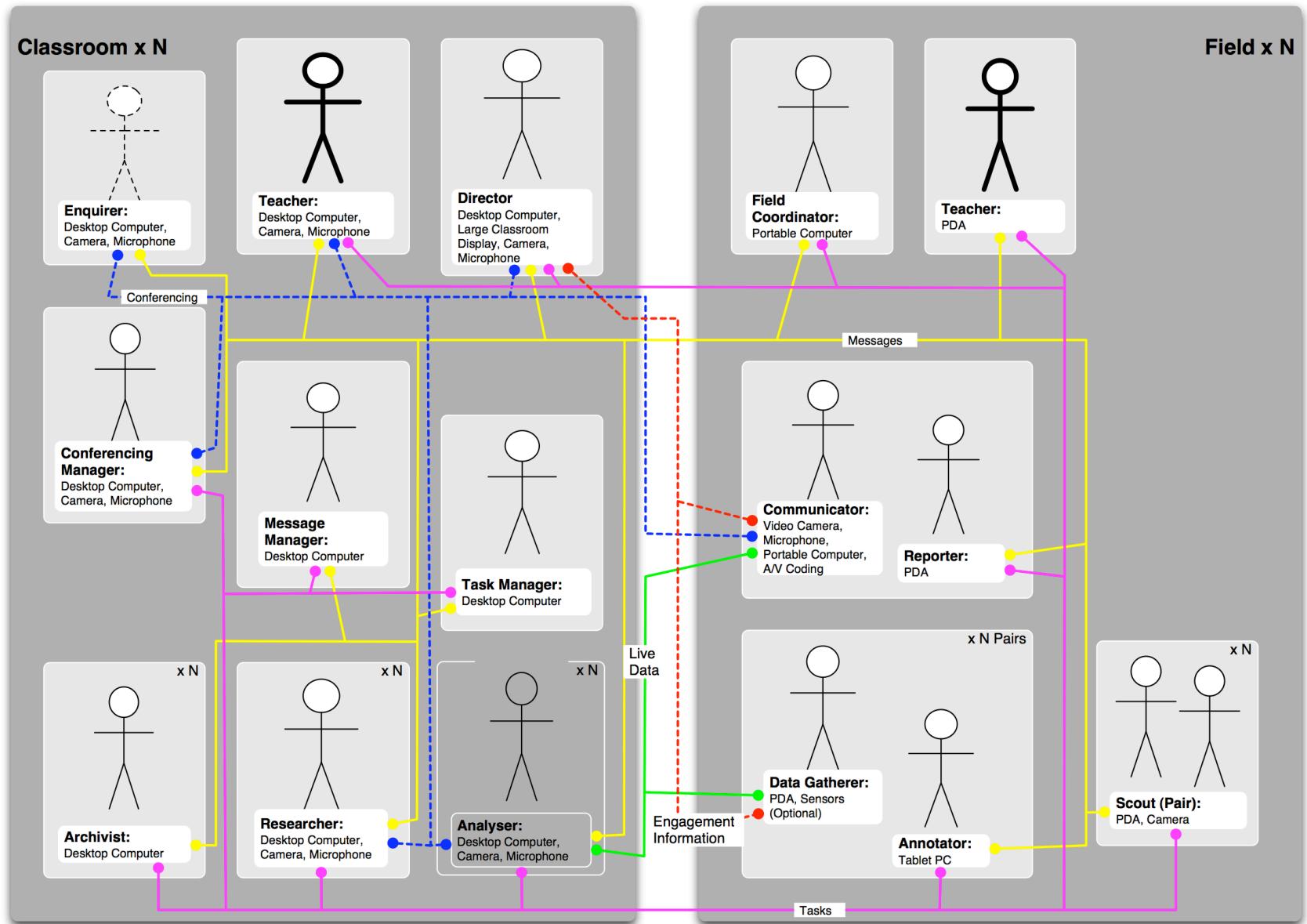
## **Nomadic Learning Activities and continuous support in ...**

- time
  - ... full information access at any time and information retrieval specific for a given activity phase
- place
  - ... multiple device information access at any place and position aware (contextualised) information retrieval.
- communities
  - ..technology needs to support access to communication tools at any time and place and social constellation aware

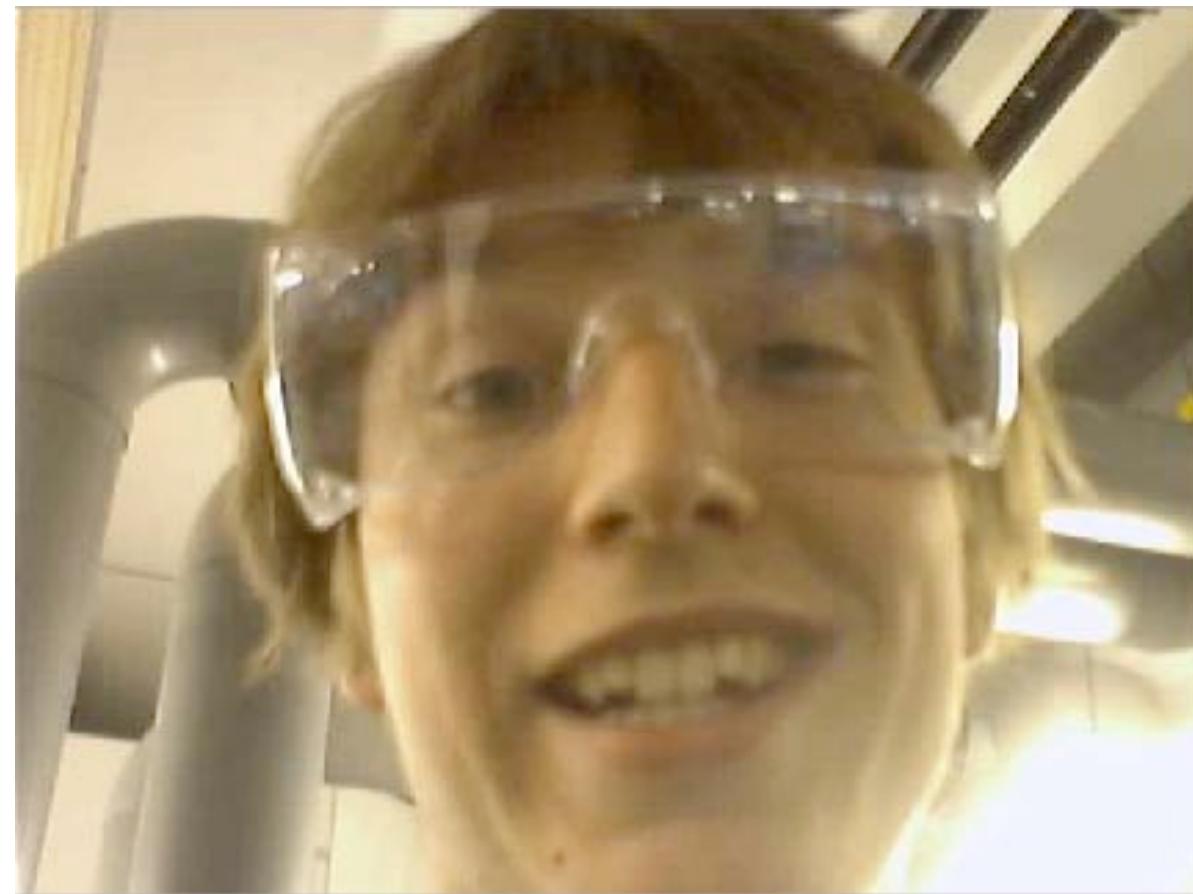
# Contextualization Example: Field Trips



# Roles and Different Contexts -> IMS LD



# Designing Mobile Learning Technology

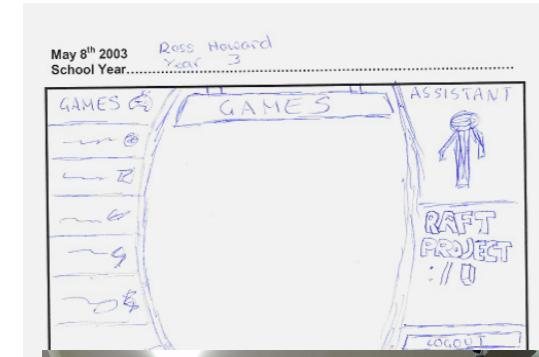


# 1. Analyse added values of Mobile Devices (Klopfer et. al. 2002)

- Portability,
- Social Interactivity,
- Context Sensitivity,
- Connectivity,
- Individuality



## **2. Prototype with End Users analyse activities and stakeholders**



### 3. Design a flexible widget set



**Task Widget** allows to see all tasks and contents of a currently running field trip



**Navigation Widget** allows to view a map of a field trip and to davigation Tasks



**Messaging Widget** gives all participants of a field trip an instant messaging tool



**Sensoring Widget** allows to capture sensor data (GPS, other Sensors,...) and connect it to contents.



**Conference Widget** allows to video conference from field and classroom.



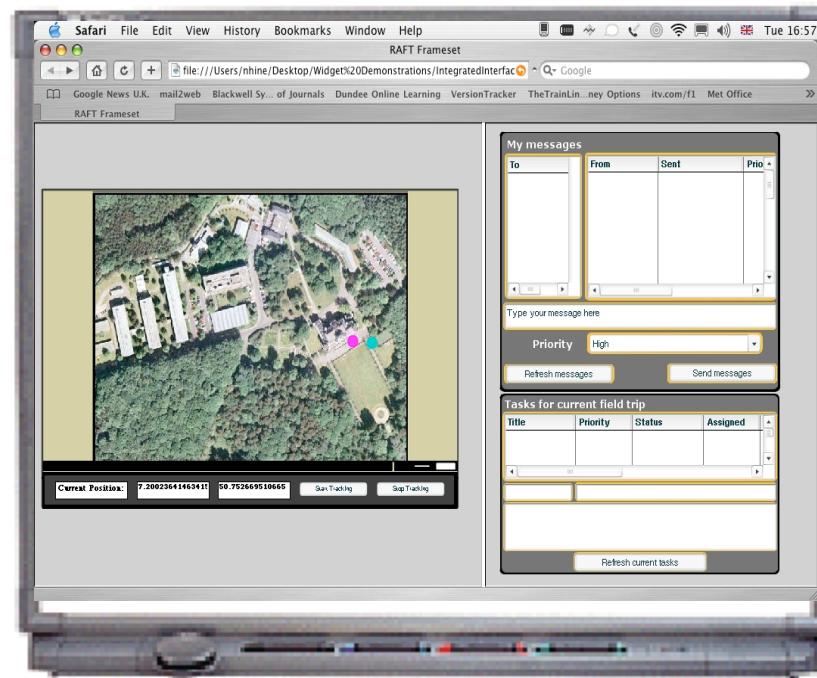
**Content Widget** allows to view the contents of the LMS and the collect images and data from field trip devices.



**Metadata Widget** allows to edit and add context data to the field trip data.



**External Tools Widget**



# 4. Specify role and task specific interfaces

The image displays a desktop application window titled 'RAFT' and a handheld device screen, likely a smartphone or PDA.

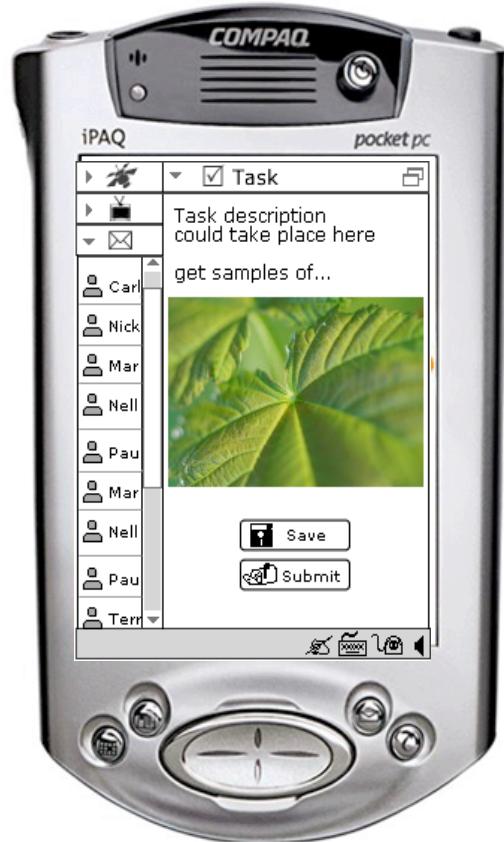
**Desktop Application (RAFT):**

- Participants:** A table showing roles: Mo (Scout), Marcus (Data Gatherer), Lucia (Annotator), Nick (Researcher), Milos (Analyst), and Alex (Reporter).
- Task Overview:** A table for the 'Flower Task' with three sub-tasks:
  - Subtask 1: Status finished, Participants Mo (Scout), Marcus (Data Gatherer), Lucia (Annotator).
  - Subtask 2: Status ongoing, Participants Nick (Researcher), Milos (Analyst).
  - Subtask 3: Status pending, Participants Alex (Reporter), Sian (Comm. Manager).
- Communication:** An inbox showing messages:
  - Lucia: A new task for you! (11:35)
  - Nick: Can you please... (11:27)
  - Marcus: Question concerning task 1 (11:22)
  - Mo: Hello (11:24)
  - Roderick: What shall we do next? (11:17)
- Navigation:** A map showing a location in Hanseatenhof, Hütterstrasse, Langenstrasse, and Schlagstrasse. A red marker indicates the current position.
- Annotation:** A detailed view of a purple flower (Thistle) with a comment: "Here are a lot of different flower different old trees." Related to: Flower task. Discovered by: Mo.

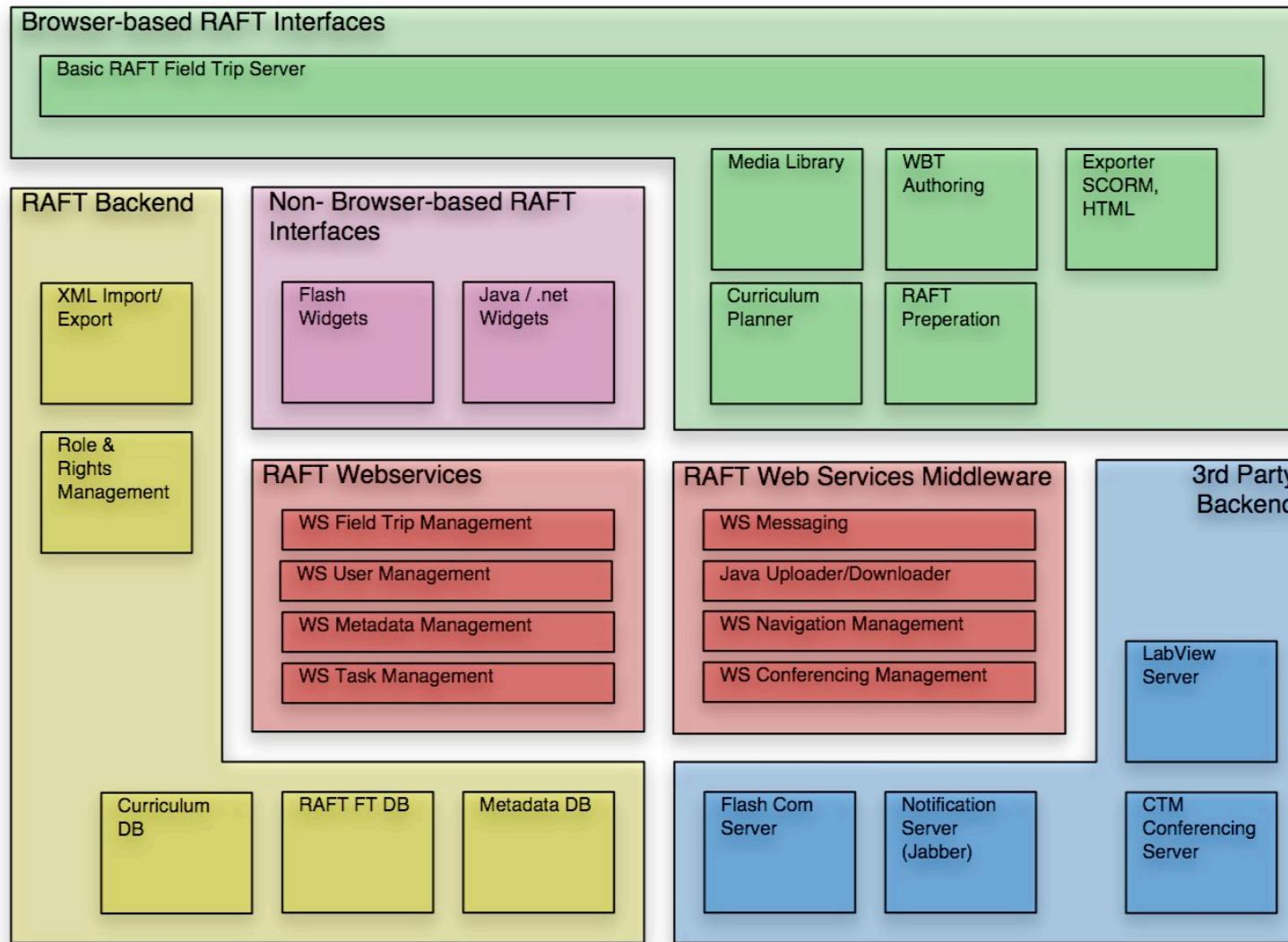
**Handheld Device:**

The handheld device screen shows a map of the same area with a red dot indicating the current location. The interface includes a communication section and a camera view showing the flower being annotated.

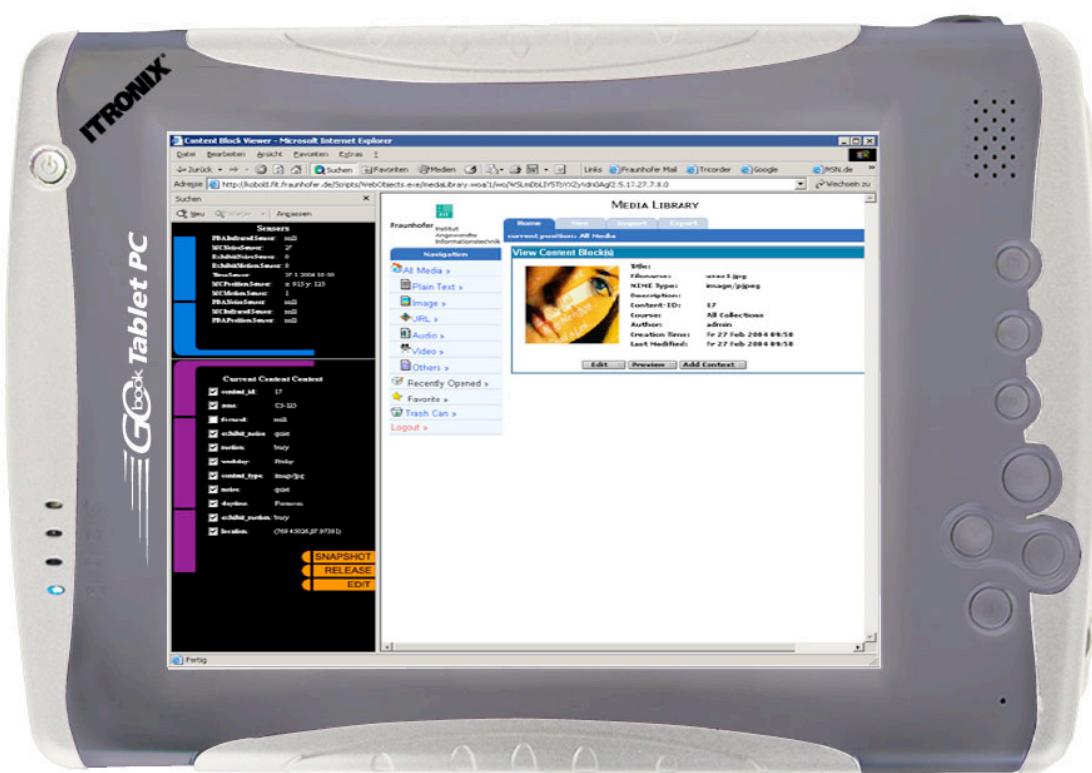
## 5. Select Spezialized Hardware



## 6. Integrate with Standards and Backend Systems



# Project Examples



# Interface Design, Multimodal Interfaces

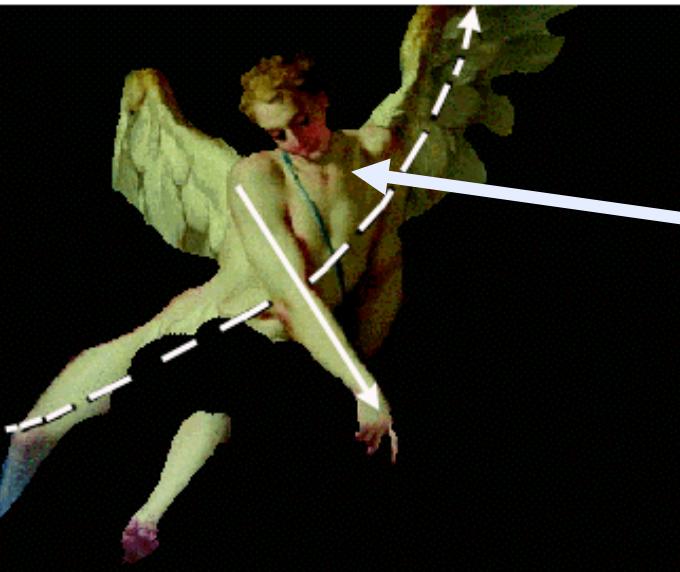
# **Related projects: HIPPIE – a museum guide**

Useful use of multimedia: graphical support

[HIPPIE](#)

[Content](#)  
[Map](#)  
[Tour](#)  
[Search](#)  
[Profile](#)

[Amor und Merkur in Galerie-Saal in Schloss Fürstenhausen](#)



Amors Körper weist eine Bogenspannung auf. Arm und Körper selbst sind als Pfeil und Bogen gestaltet. Somit ist er vollkommen identifiziert mit dem bewegenden, hinweisenden Prinzip.

**Arrow and bow**

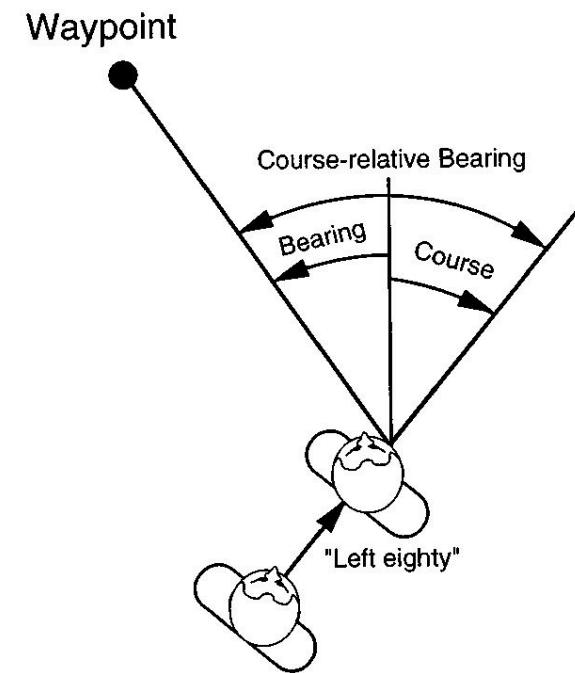
■ ■ ■  
◀ ▶ ⊞  
Time: 9 (64) sec.  
Title: 2 (6)

[Abstract](#)    [Artist](#)    [Dateline](#)    [Motive](#)    [Genre](#)    [Material](#)    [Technique](#)  
[Style](#)    [Composition](#)    ➔ [Form](#)    [Color](#)    [Note](#)    [View](#)    [Way to ...](#)

# **LISTEN: 3D Audio Augmented Environments for Art Exhibitions**



# Auditory Displays: Melodious Walkabout

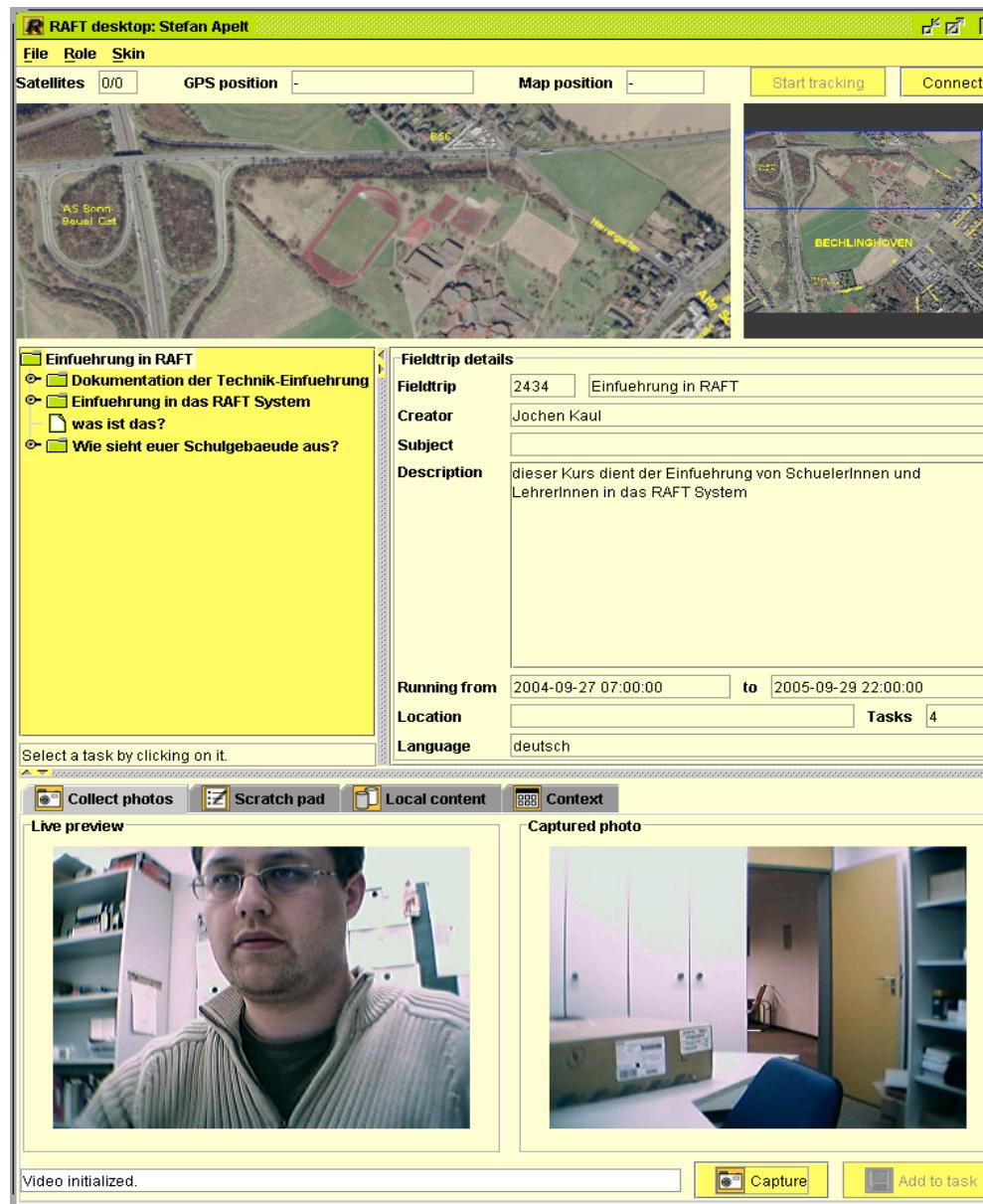


# Mobile Interaction and Data Collection

# Mobile Data Collection Indoor



# Mobile Data Collection (Outdoor)

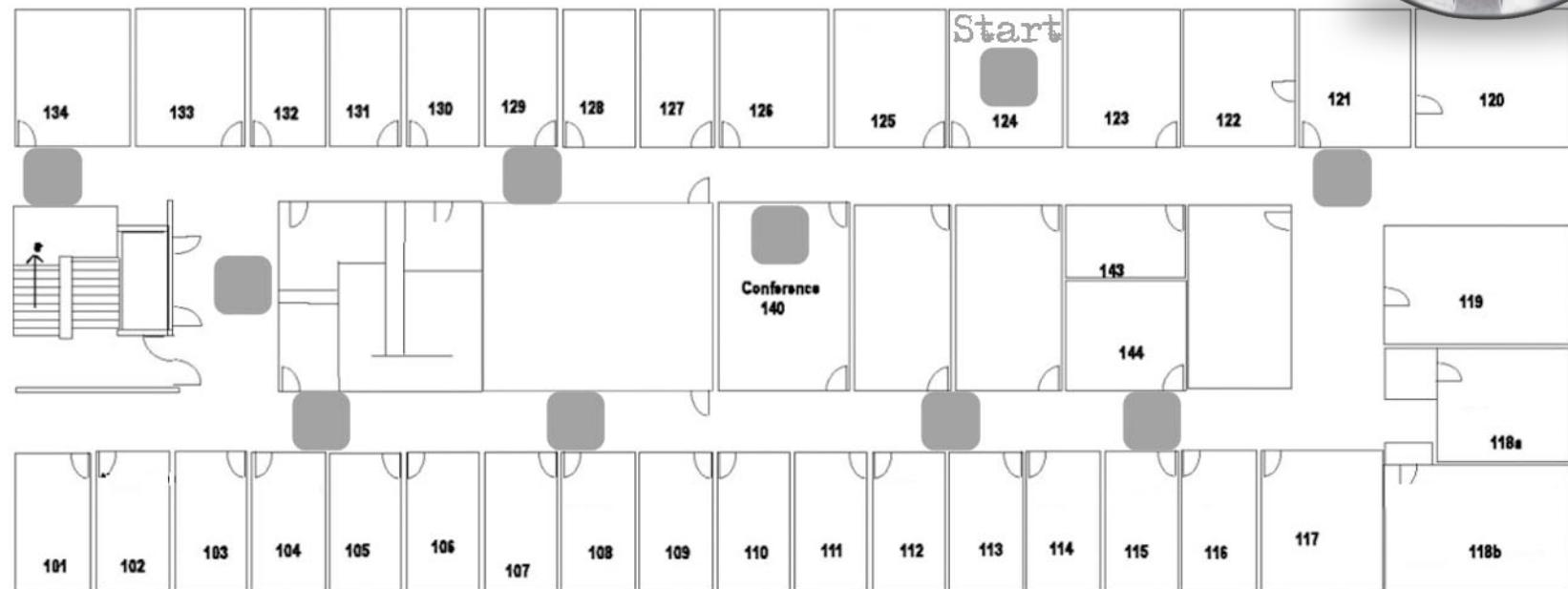


# Expert Interviews



# Mobile Gaming: Locatory

## Locatory-Cards



# ContextBlogger: Campus Memories

- Tagging and Location Sensors
  - Semacode, Barcode, RFID
  - WLAN Ekahau, GPS
- Blogging Systems and APIs
- Goal: enable mobile content injection and delivery
- Evaluations on Language Learning
- Health Care Pilot



Thank You.

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