

Teaching with New Media: Featuring Mobile Learning Tools



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CENTER FOR
RESEARCH ON
TEACHING
EXCELLENCE
AT UC MERCED

Teaching with New Media Certificate Program

Requirements:

- Attend 1 practicum
- Attend 4 workshops
- Submit a brief final project

Upcoming workshops:

- E-Portfolio (postponed till S12)
- Practicum (Mon, 12/10/2012, 9-12 AND Fri, 1/18/2012, 9-12)

Office hours:

- 11/16, 10-11am



Final Project Assignment

Requirements:

- One-page handout
- 250-word or 2-minute audio reflection

Project Options:

- Interactive Workshop
- Audio/Video Essay
- Multimedia Poster

Deadlines:

- Proposal: February 1, 2013
- Submission: May 1, 2013



Session Outcomes

Participants will leave this session able to...



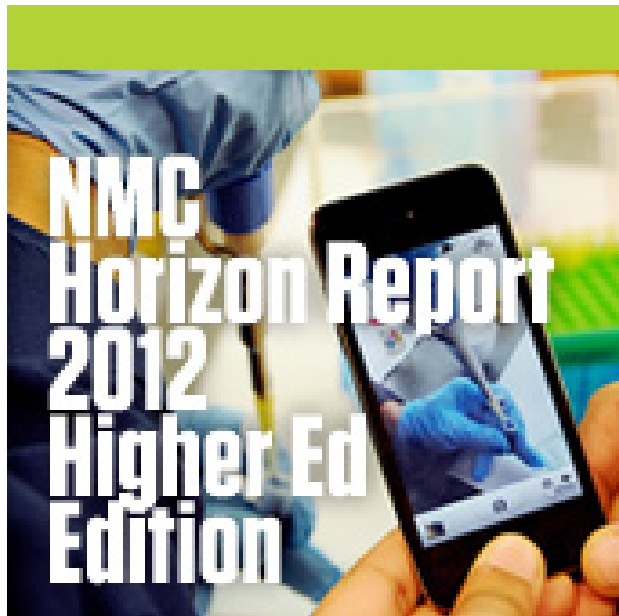
1. **Articulate the importance of mobile technology** in 21st-century learning.
2. **Identify possible tools** to foster mobile learning.
3. **Replicate a similar learning environment** in own class.

Mobile Technology and Learning in the 21st Century

1. Mobile devices and apps are **game-changers**.
2. Mobile technology is enabling **ubiquitous learning**.
3. Mobile learning is the **future of learning**.



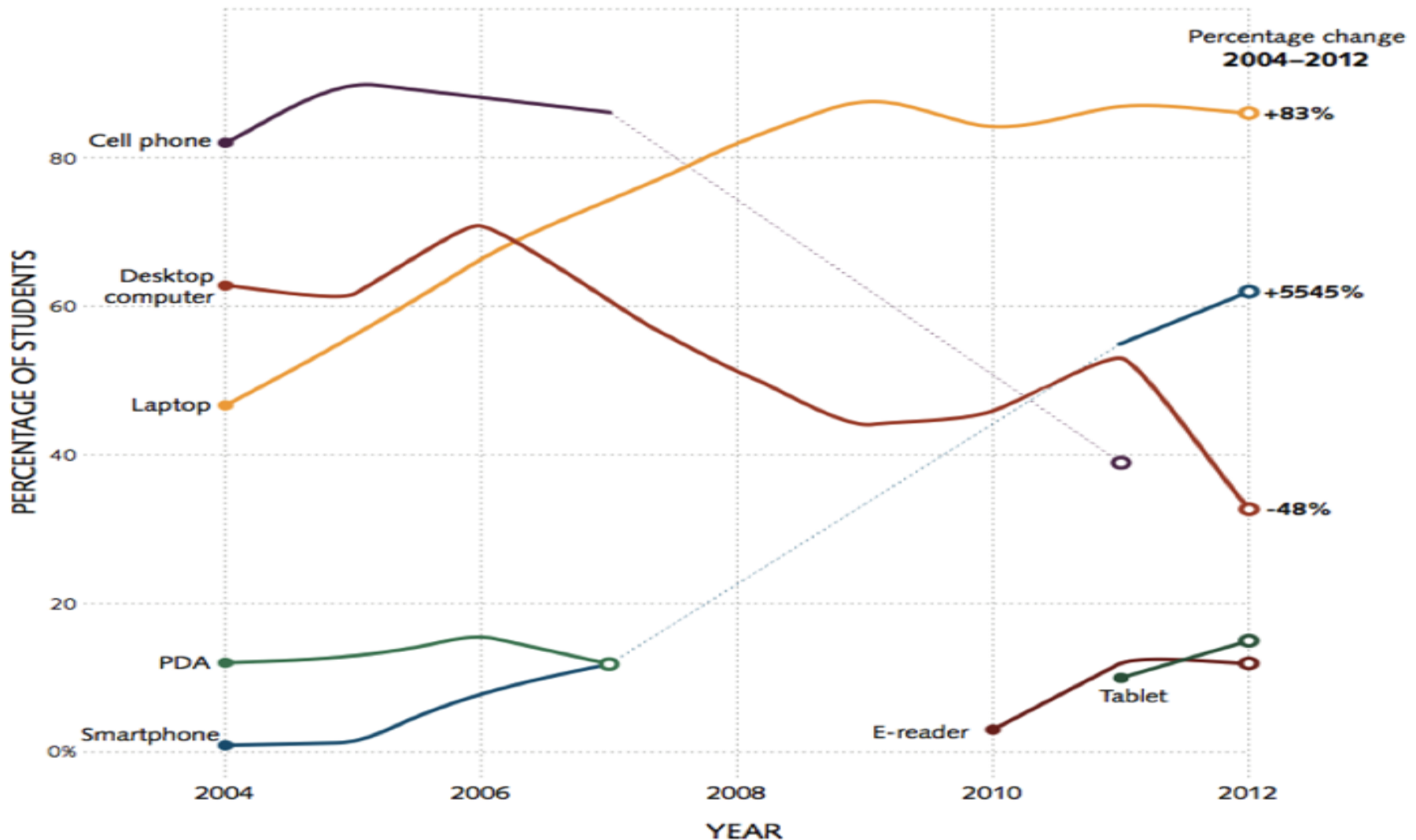
Mobile Technology as Game-Changer



"Mobile apps are the fastest growing dimension of the mobile space in higher education right now, with impacts on virtually every aspect of informal life, and increasingly, every discipline in the university." (Johnson, Adams, and Cummins, 2012, p. 6)

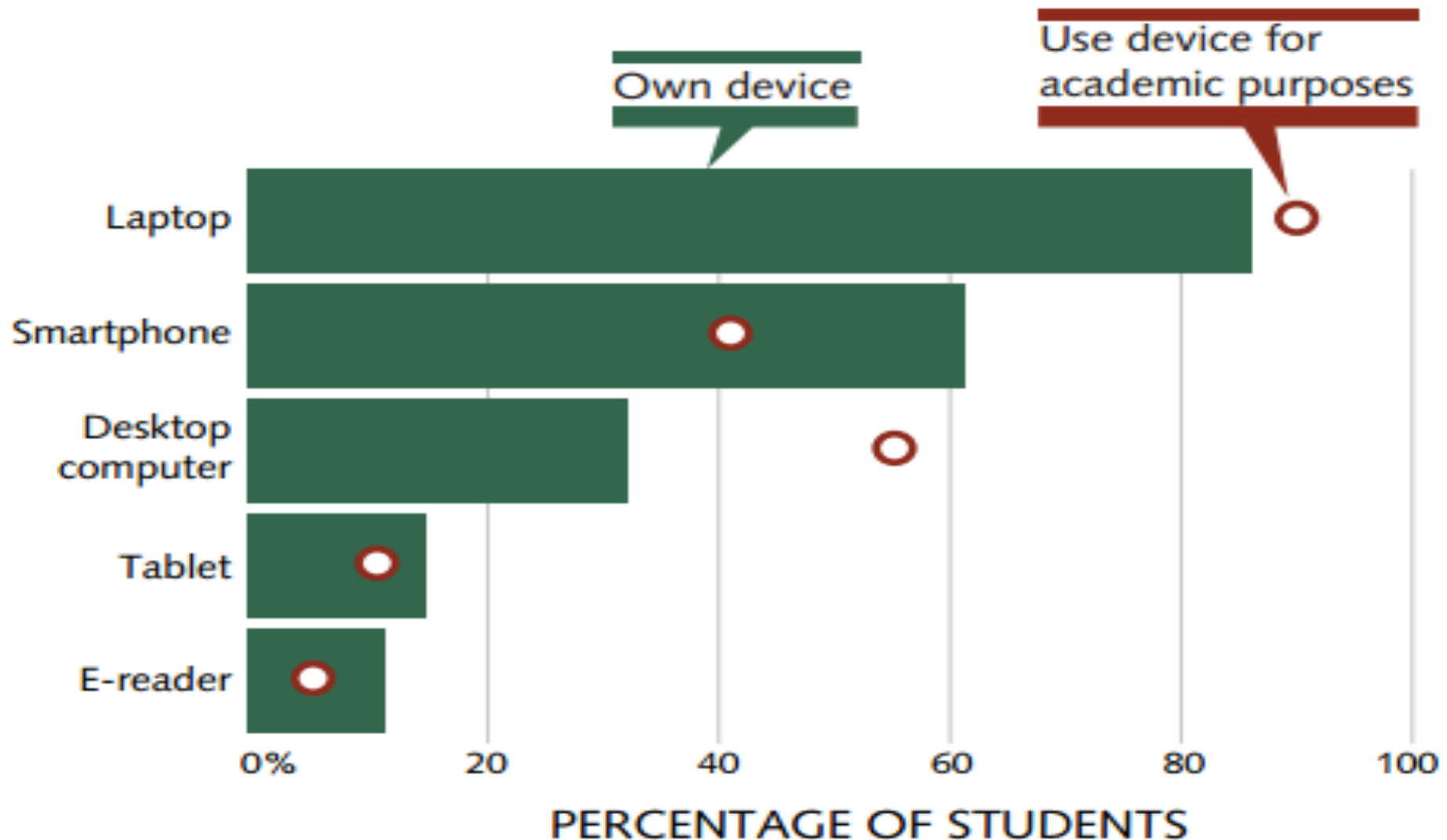
Device Ownership Among Students

Figure 5. Longitudinal Trends in Undergraduate Technology Ownership, 2004–2012



Device Ownership and Usage

Figure 4. Device Ownership and Usage

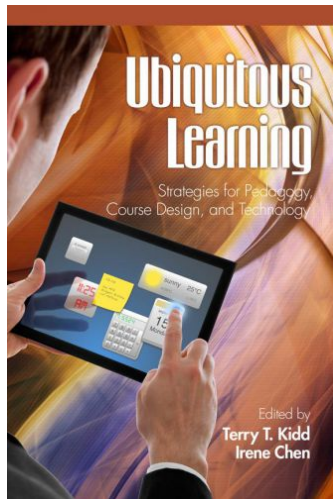


Ubiquitous Learning: Anytime, Anywhere, Any Device

Ubiquitous learning is an educational paradigm that "blur[s] traditional institutional, spatial, and temporal boundaries of education."
(Cope and Kalantzis, 2009, p. 9)



U-Learning as a Movement



The Sixth International Conference on Ubiquitous Learning

14-15 November 2013

Universidad Nacional de Educación Distancia

Madrid, Spain

PREMIER REFERENCE SOURCE

Looking Toward the Future of Technology-Enhanced Education

Ubiquitous Learning and the Digital Native



Martin Ebner & Mandy Schieffner

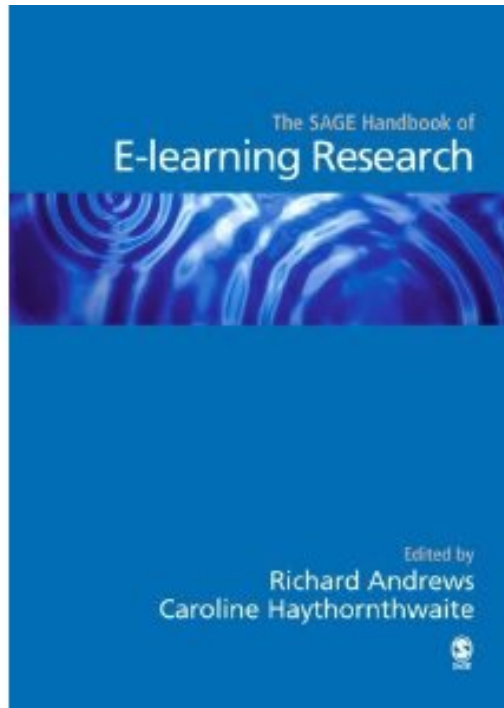


Ubiquitous Learning
An International Journal

COMMON GROUND

UBI-LEARNING.COM

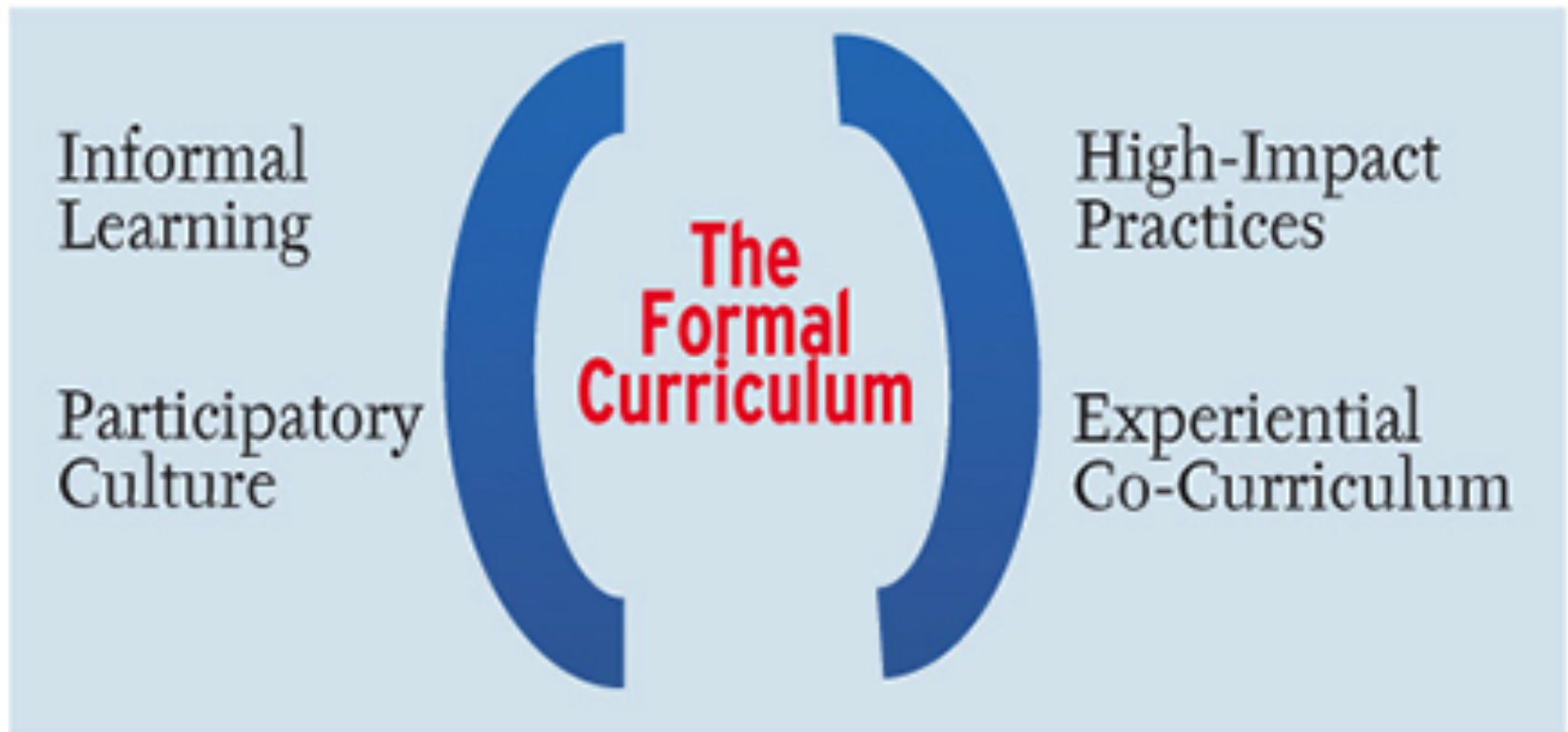
Future of Learning



"Instead of seeing mobile [learning]...as a threat to formal education, we need to explore how learning can be transformed for the mobile age, through a dialogue between two worlds of education..." (Sharples, Taylor, and Vavoula, 2007, p. 22)

Post-Course Era

PRESSURES ON THE FORMAL CURRICULUM



Learning in real and virtual worlds



Museum Visit

- **Real:** Physical experience of being there.
- **Virtual:** Call upon the rich informational resources on the internet.

Texting Tools

Celly (<http://cel.ly>)

- SMS from instructor to students and/or anyone to everyone
- Send poll
- Schedule message



Remind101 (<http://remind101.com>)

- Send message from instructor to students.



PollEverywhere (<http://polleverywhere.com>)

- Students can respond to poll via texting, tweeting, or website.



Remote Desktop

Splastop/Touchpad

- Remote desktop
- Remote touchpad.



TeamViewer

- Remote desktop



AppleTV

- Remote projection



Mobile Apps

Mobile App Learning Lounge

Fall 2012 Schedule

Wednesdays, 11-1pm, KL 260

9/19, 10/17, 11/14

App Demos. Mini Lessons.
Connect. Share. Engage.
Fun! Social! Prizes!



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<http://crte.ucmerced.edu/mall>



Employing Mobile Technologies in Your Class



1. **Identify outcomes.**
2. **Choose tools.**
3. **Embed within curriculum.**
4. **Explain usage and goals.**
5. **Assess effectiveness.**
6. **Make adjustments.**

Questions and Comments



References

- Bass, R. (2011). The Problem of Learning in the Postcourse Era. EDUCAUSE Learning Initiative Meeting. Boulder, CO: EDUCAUSE.
- Cope, B. and M. Kalantzis, eds. (2009). *Ubiquitous Learning*. Champaign, IL: University of Illinois Press.
- Johnson, L., Adams, S., and Cummins, M. (2012). *The NMC Horizon Report: 2012 Higher Education Edition*. Austin, TX. Retrieved from <http://www.nmc.org/pdf/2012-horizon-report-HE.pdf>
- Kuh, G. D. (2008). *High-Impact Educational Practices: What They Are, Who Has Access to Them, and Why They Matter*. Washington, DC. Retrieved from http://www.neasc.org/downloads/aacu_high_impact_2008_final.pdf.
- Sharples, M., Taylor, J., & Vavoula, G. (2007). A Theory of Learning for the Mobile Age. In R. Andrews & C. Haythornthwaite (Eds.), *The Sage Handbook of Elearning Research* (pp. 221–247). Thousand Oaks, CA: Sage Publication, Inc.