What is mobile learning, mobile learning policies and technologies

Dr. Mohamed Ally
Learning Outcomes

• Define mobile learning.
• Describe policies for mobile learning.
• Identify mobile learning technologies.
Definition of Mobile Learning

• Learning using information and communication technologies in mobile contexts - ISO/IEC 29140-2 (TR)

• Other definitions
  – Mobile learning is the delivery of electronic learning materials on mobile computing devices to allow access from anywhere and at anytime (Ally, 2004).
  – Mobile learning can be defined as learning using mobile and wireless computing technologies in a way to promote learners’ mobility and nomadicity nature (Shon, 2008)
Definition of Mobile Learning (cont’d)

• Any sort of learning that happens when the learner is not at a fixed, predetermined location, or learning that happens when the learner takes advantage of learning opportunities offered by mobile technologies (O’Malley et al., 2003)

• The processes of coming to know through conversations across multiple contexts amongst people and personal interactive technologies (Sharples, Taylor, & Vavoula, 2007)
Characteristics of Mobile Learning

• Anytime
• Anywhere
• Learner is mobile
• Learn in context
• Location based learning
• Just in time learning
• Formal and informal learning
Setting Standards for Mobile Learning

• Participated on a ISO standards committee to set standards for mobile learning for learners on the move (nomadic learners)
  – International committee (Canada, South Korea, Germany, Luxembourg)
Policy guidelines for mobile learning
Sample policies for mobile learning (UNESCO, 2013)

• Train teachers on mobile learning
• Provide support to teachers who are implementing mobile learning
• Design efficient content for delivery on mobile devices
• Ensure gender equality in mobile learning
• Ensure adequate connectivity
• Develop strategies to provide devices for students who cannot afford them
• Promote the safe, responsible, and healthy use of mobile technologies
Generations of Technology in Education

• First Generation: Correspondence
• Second Generation: Print with telephone support
• Third Generation: E-learning
• Fourth Generation: Mobile learning
• Fifth Generation: Ubiquitous learning
Learners have multiple devices
Virtual Devices
Wearable Devices
Future of Technology

• According to a recent Futurelab report, by 2020, digital technology will be embedded and distributed in most objects
• We will not be taking any devices with us, they will exist everywhere
• Gesture-based interaction
• Emotional computing
Globalization – Shift to Mobility

– E-Commerce to M-commerce
– E-government to M-government
– E-collaboration to M-collaboration
– E-library to M-library
– E-health to M-health
– E-games to M-games
Mobile Technology in Other Sectors

• “In the pocket banking”
• “A library in everyone’s pocket”
• “Health information in everyone’s pocket”
• Are we ready for “Education in the pocket”? 