

What is mobile learning, mobile learning policies and technologies

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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)

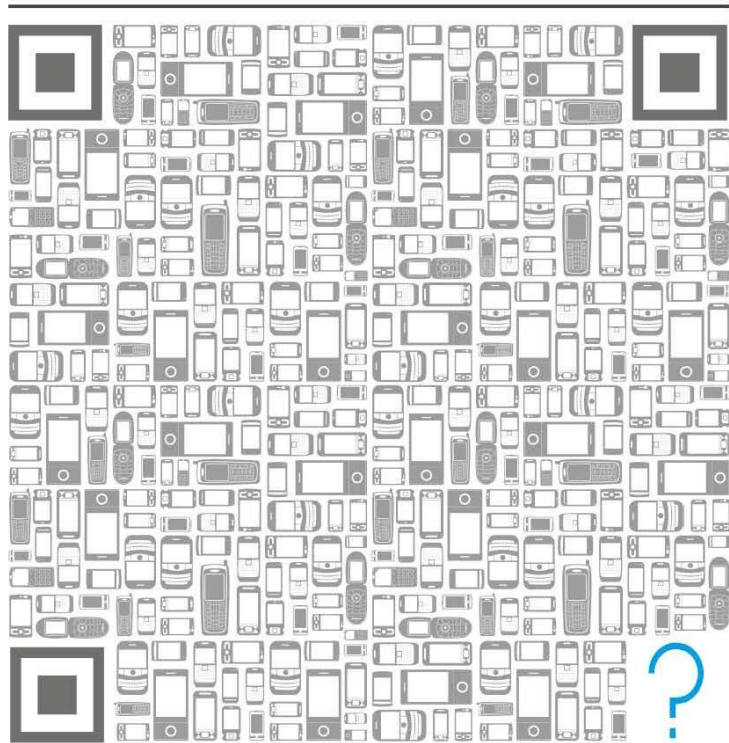
- Any sort of learning that happens when the learner is not at a fixed, predetermined location, or learning that happens when the learner takes advantage of learning opportunities offered by mobile technologies (*O'Malley et al., 2003*)
- The processes of coming to know through conversations across multiple 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

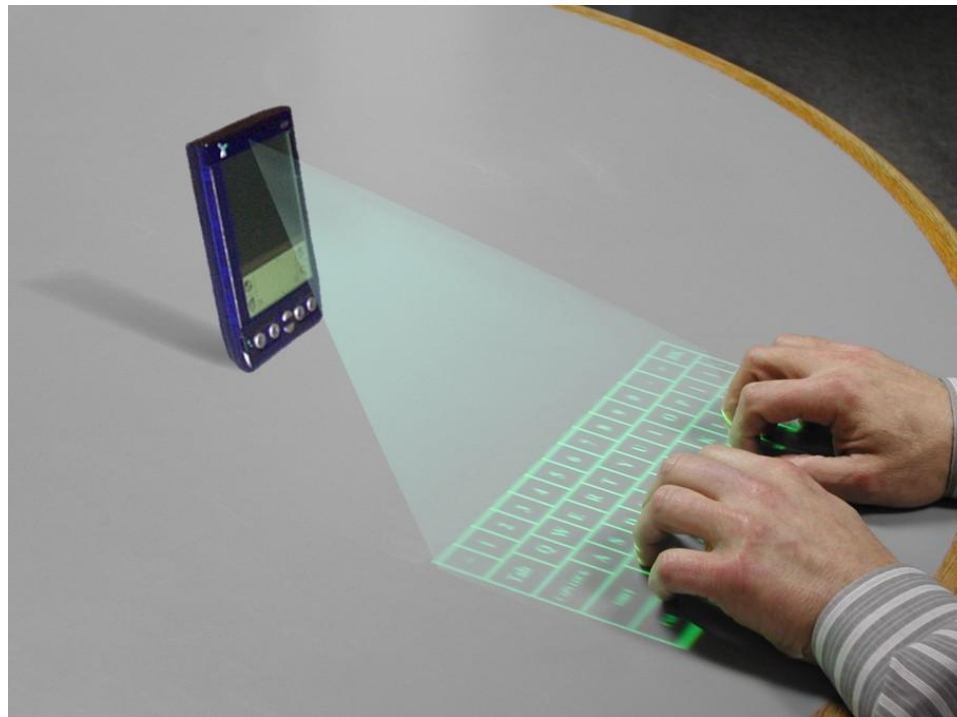
- **First Generation:** Correspondence
- **Second Generation:** Print with telephone support
- **Third Generation:** E-learning
- **Fourth Generation:** Mobile learning
- **Fifth Generation:** Ubiquitous learning



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”?