

Mobile authoring of Open Educational Resources for authentic learning scenarios

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Resources



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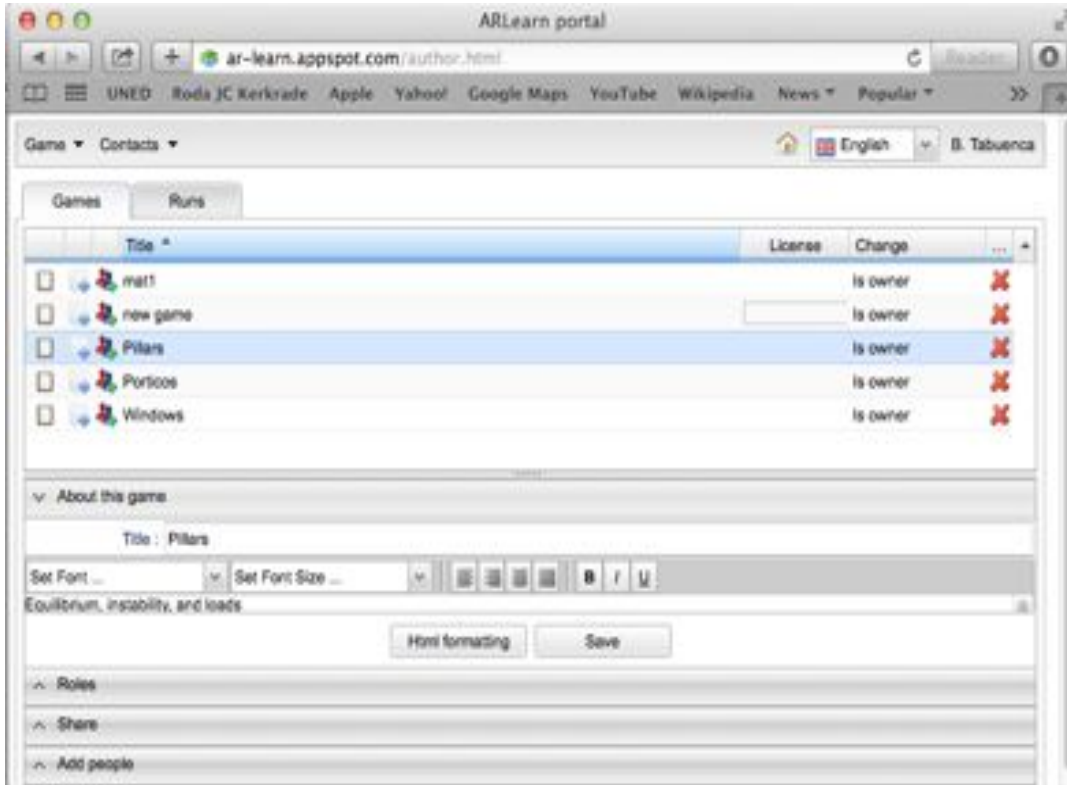
Gaps identified

Lack of entirely mobile authoring tools

Lack of remix and re-context support



Desktop-based authoring environments



E.g. Cardio Pulmonary resuscitation in case of cardiac arrest.
How to Prevent Spreading AIDS, ..., a simple presentation

Desktop-based authoring tool



(a) Users had to allocate the defibrillator by themselves and use it to save the victim.



(b) Users were instructed and prompted to report on current situation of the victim

Figure 4: Training cardiopulmonary resuscitation in schools with ARLearn

Where does the inspiration come from?



Mobile Authoring

Table Mountain, Lion's head
06/12/2013



page 1 *Mandela's Memorial*
City Hall, Cape Town
06/12/2013



Where does the inspiration come from?

...

Activity

Hugeness

It is AUTHENTIC!!

Emotions



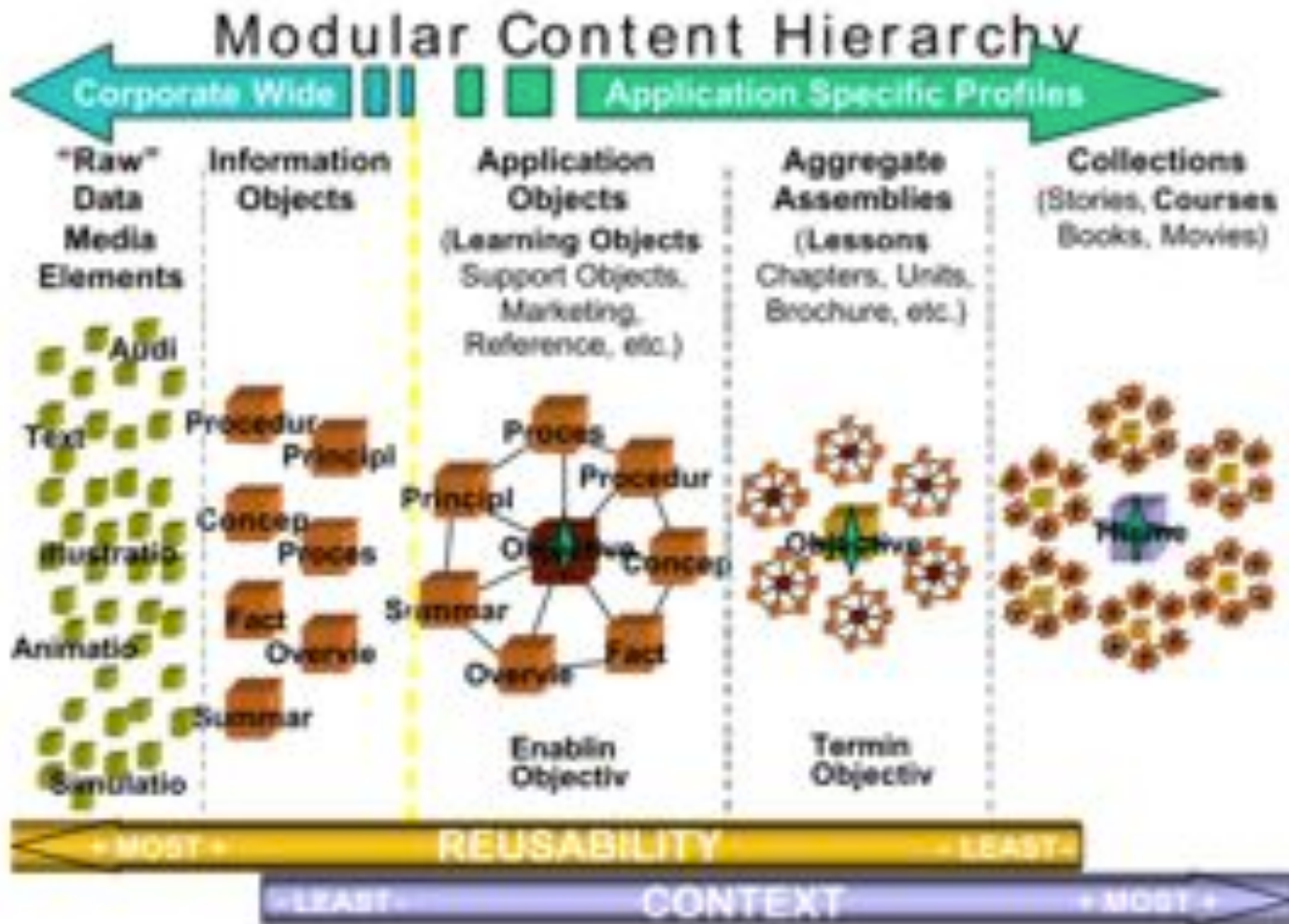
Question 1

Describe an authentic scenario where **mobile authoring** of Open Educational Resources represents an added value in comparison to desktop authoring.

Why do you find mobile authoring more valuable?



Grain in OER. Remix



What is remixing?



Images: page 10

http://images.businessweek.com/ss/06/11/1129_makingof_lego/image/intro.jpg

http://mummysmiles.com/wp-content/uploads/2013/03/IMG_6415.jpg

<http://now-here-this.timeout.com/wp-content/uploads/2013/05/LEGO-london-bus-retouch.jpg>

Remixing desktop-authored OERs

E.g: First aid kit OER

- Airway, Breathing and Circulation
- Trauma injuries
- Personal protective equipment
- Instruments and equipment
- **Medication**



Definitions. OER

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UNESCO 2002



Remixing mobile-authored OERs



Remixing mobile-authored OERs

An OER on Dutch Architecture with ARLearn



Question II

Describe an authentic scenario where **remix** of mobile Open Educational Resources can be applied?

Why do you find it useful?



What is re-contextualize?



Five dimensions of mobile context. AICHE model



LOCATION re-contextualization of mobile-authored OERs



a) "My games" screen lists games created by the author



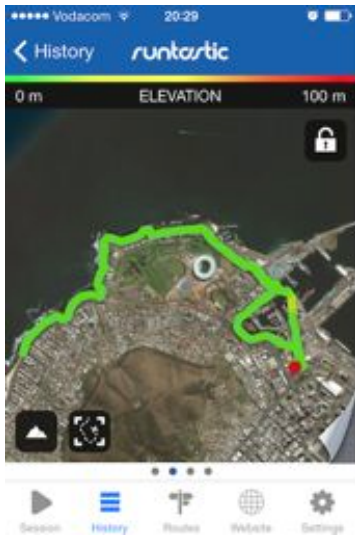
b) Authoring games screen



c) Contextualization of educational resources

Figure 6. Mobile Authoring Tool for ARLearn

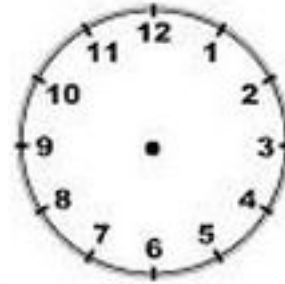
ARTIFACT ID re-contextualization of mobile-authored OERs



- QR codes
- Text recognition
- Image recognition
- RFID codes
- ...



TIME re-contextualization of mobile-authored OERs



Whenever the 25th of July is Sunday
That is with a frequency of 6-5-6-11
years



RELATION re-contextualization of mobile-authored OERs

Ternier, S., Gonsalves, A., Tabuenca, B., De Vries, F., & Specht, M. (2013, August). Supporting Crisis Simulations with the ARLearn Toolkit for Mobile Serious Games. *The Quarterly Journal*, 12(1), 19–29.



Figure 1: UNHCR Screenshots, from Left to Right: Map View, Message View, Sample Assignment.

ENVIRONMENT re-contextualization of mobile-authored OERs

Your very own body of water

The average human body is composed of about 55% water. The average adult male is about 60% water, the average adult female about 50% water.*

How much water is that?

An average adult male with a weight of 80 kg (about 176 lbs) and a water content of 60%, would contain 48 kg or 48 L of water, equal to eight cases of standard-size bottled water.**



Where is all of that water?

All parts of the body contain some water. Here are some of the more "watery" parts.

-  Lungs: 90% water
-  Blood: 82%
-  Skin: 80%
-  Muscle: 75%
-  Brain: 70%
-  Bones: 22%

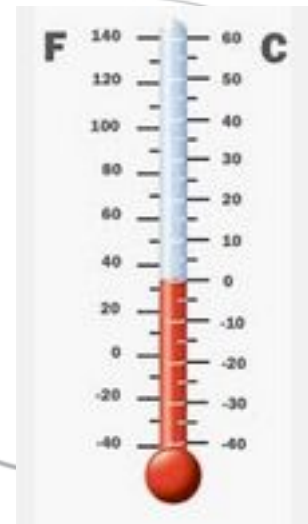
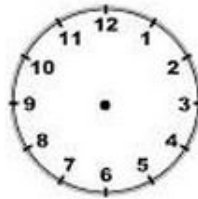
Actions happening in the environment



Question III

Describe re-contextualization scenarios for the **dimensions of the mobile context**

Location ArtifactID Time Relation Environment



Thanks for attention



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“Education is the most powerful weapon which you can use to change the world.”
Nelson Mandela