



TEN Competence

Building The European Network for Lifelong Competence Development



Mobile devices & TENCc

Tim de Jong

Using contextualised mobile media and notifications to support lifelong learning



Outline

- Introduction
- Perspective
- Objectives
- Intended results
- Experiments
- Questions



TEN Competence

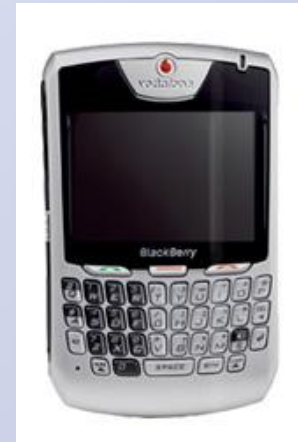
Building The European Network for Lifelong Competence Development

Introduction

- What are mobile devices?
- Why use mobile phones for learning support?
- Problems in lifelong learning

[*Introduction*] – Perspective – Objectives –
Intended Results – Experiments - Questions

Examples of mobile devices



Digital Pen



[Introduction] – Perspective – Objectives –
Intended Results – Experiments - Questions

Why use mobile phones?

- Mobile devices have several advantages over traditional media
- Tendency to “go mobile”: mobile devices have reached a state of ubiquity



Problems?

- Learners often confronted with information without a real context
- Informal learning is more difficult to support than formal learning because it takes place anytime, anyplace, anywhere
- We think these problems, to some extent, can be solved by using mobile devices to support learning



Perspective

- Mobile media injection and delivery: *adding contextualised resources to the learning network and finding the appropriate knowledge resources or learning activities for a specific learning situation*
- Ubiquitous notifications for learning support: *this part will focus on fostering awareness with the possibilities of nomadic learning support for continuous learning activities*



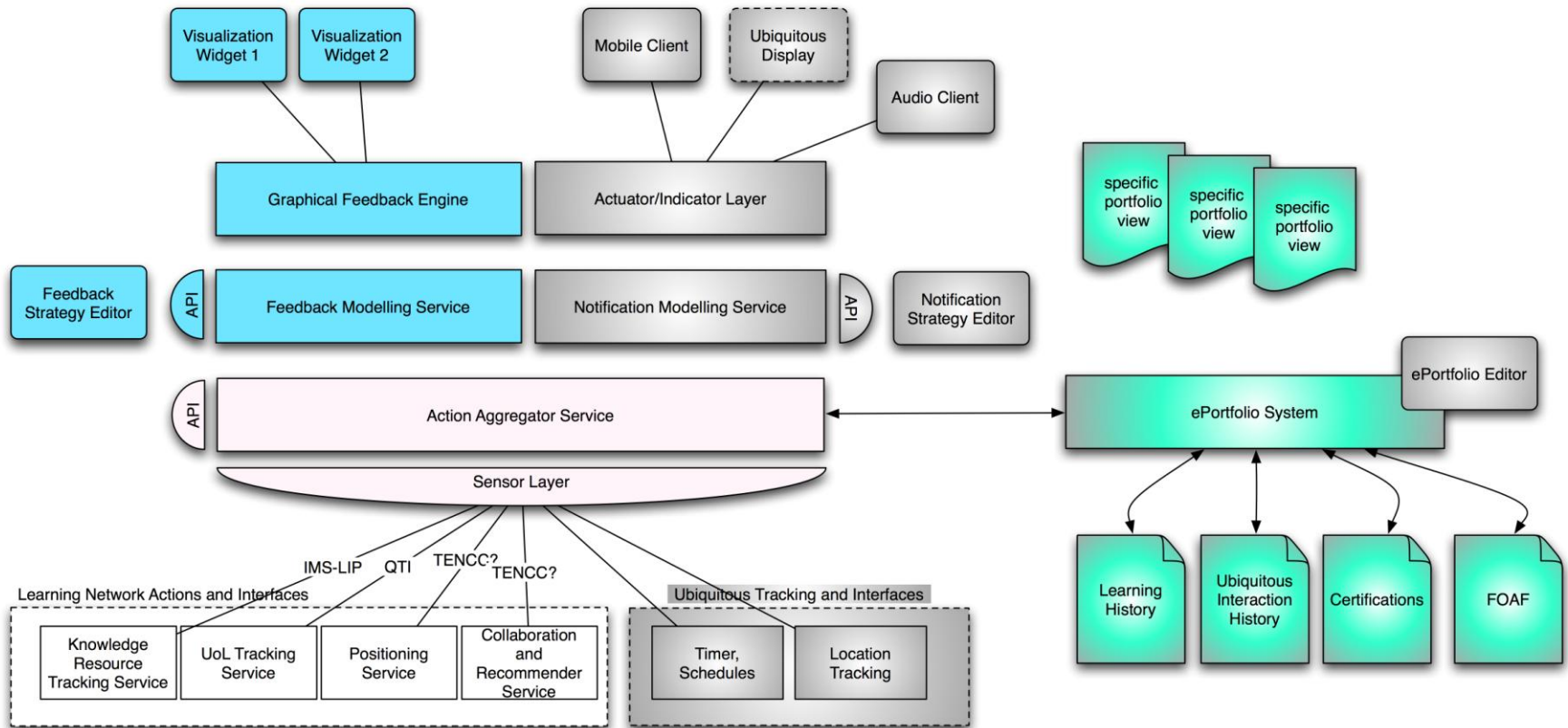
Objectives

- Investigating the influences and potential of mobile technology on lifelong competence development
- Implementing mobile-client services within the TENCompetence framework

Intended results

- Three versions of the mobile client software (proof-of-concept, intermediary, final version)
- Four journal papers about the results of the experiments
- A learning network for playing guitar

Nice diagram



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Journal Papers

- Paper 1: State-of-the-art paper
- Paper 2: Ubiquitous process reminders and mobile resource delivery
- Paper 3: Motivating learners to add and rate media via mobile devices
- Paper 4: Active community building and collaborative work in a ubiquitous learning environment



Learning Network for Guitar

- Trying to build a real learning community
- Learning to play guitar is fun
- We are able to test the implemented technologies in real-life, not just in a theoretical setting
- Nice setting for our experiments



Experiments

- Gradual shift from self-organised and self-centred learning to communities
- Different combinations of functionalities: media injection, media delivery, notification
- Testing whether the implemented technology works





Questions?