Mobile LEARNING

at PEnn State

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Deconstruct Mobile

Develop a Model for Mobile Learning

Mobile Learning at PSU

Technical Bits
Penn State Overview

- 24 Campuses
- 85,000 Students
- 6,500 Faculty
Last Year

2,500 Consultations
12,000 People Helped
6 FTE’s
INtellectually Rigorous

Bibliographical Information
http://ezaccess.libraries.psu.edu/login?url=http://proquest.umi.com/pqdweb...

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<thead>
<tr>
<th>Deliverable</th>
<th>Due</th>
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<tbody>
<tr>
<td>Outline¹</td>
<td>25% into project timeframe</td>
</tr>
<tr>
<td>Script¹</td>
<td>25% into project timeframe</td>
</tr>
<tr>
<td>Storyboard²</td>
<td>25-50% into project timeframe</td>
</tr>
<tr>
<td>Rough Cut¹</td>
<td>75% into project timeframe</td>
</tr>
</tbody>
</table>

Thinking Skill Levels
- Creating
- Evaluating
- Analyzing
- Applying
- Understanding
PSU Mobile Learning Initiative
Penn State Mobile Stats
2009

- 91.6% own cellphones, 61% with Internet connectivity
- 69.8% own iPods
- 90% own laptops
- 27% use laptop to upload video
- 16% use GPS functionality of their phones
- 58% have signed up for emergency text service
POLL ANYWHERE

Overview
How would you Best describe your institution’s mobile strategy?

Non-existent, Evaluating/Internal Experiments,
Continuum of Mobile in Education

Administrative

National Website
Campus Tours

LMS
Social Networking

Pedagogical

Instructional Activities
LEARNING-FOCUSED
MOBILE LEARNING PEDAGOGY

Step 1
What are the unique affordances of mobile technologies?

Step 2
How can my instructional design leverage those affordances?
What is the first thing to come to mind when you think OF
“MOBILE LEARNING”
AFFORDANCES

• Mobility
• Context
• Immediacy
• Tactile
Context
Mobility
IMMEDIACY
Tactile
ARE THESE DEVICES FOR...

Consumption?

or

Production?
Mobile LEARNING Projects at Penn State
iPads in Composition
Technical Writing

40 iPads + Apple Keyboard
Josang Trust Rep Survey

2. Background for trust and reputation systems

2.1. The concept of trust

Many definitions of trust have been offered over the years. However, because we experience and rely on it everyday, but at the same time trust is quite challenging to define because the term is being used with a variety of meanings [46]. Two common definitions of trust which we will call reliability trust and decision trust respectively will be used in this study.

As the name suggests, reliability trust can be interpreted as the reliability of something or somebody, whereas decision trust is a belief in another party’s ability to perform a task or complete a service.
Students were more engaged in the process.

Feedback was more substantial.
Composition

Additional Details

• Used Blogpress for Weekly blogging assignments
• Used iBooks for textbook (w/ annotation and inline quizzes)
• Laptop quicker/better for writing and formatting documents
Mobile Media
Mobile Media Workflow

The Device: iPod TOUCH

http://www.ipodrepublic.com/ipod-touch/camera-next-for-ipod-touch/2009/05/15/
PENN STATE'S MOBILE MEDIA WORKFLOW
Mobile Media Workflow

The Pilot: 40 iPod TOUCHES

COURSES

Teacher Education
Information Sciences and Technology
Speech Communications
Digital Stories of the Harrisburg Community
Mobile Media Workflow

The Pilot: 40 iPod TOUCHES

ASSESSMENT

Could students complete tasks with iPods?

Could students do more or different work with iPods?

Can we effectively manage iPods?
Mobile Media
Student focus groups

Students...

• want control of devices
• need easier transfer of media to laptops
• kept iPods with them at all times
• wanted tripods
• needed technical support
• needed accessing syllabus and other course material from iPods
• felt assignment not conducive to iPod use (too complex)
Augmented Reality for K12
Engineering
University Libraries

- 100 iPads
- Open circulation
Mobile to support Research
Mobile devices inside the classroom
Science in Our World: Certainty and Controversy

Do WORMS make kids STUPID?

Do FISH feel PAIN?

How much of YOU is HUMAN?

Is SMOKING really bad for YOU?

What do SOCKS and Notre Dame’s STAINED GLASS have in common?

Find out the answer to these and other unusual science questions this fall. No science knowledge? No problem!

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Penn State
Mobile to enable anonymous feedback
Other EXAMPLES (or non-examples) of mobile learning?
Technical Stuff
Challenges

• Provide devices or use what they have?
• Picking a platform (or limit to SMS?)
• Device Management & App Purchasing
• To control or not to control?
• Mobile Content Standards (HTML5 video)
Mobile DEVICE MANAGEMENT (MDM)

Casper Suite

- Inventory
- Security Management
- Software Distribution
- Configuration
- Imaging and Provisioning
- Remote Control
- Usage Management
- License Management
Mobile Media Workflow

Mobile DEVICE MANAGEMENT (MDM)

- Inventory
- Configuration
- Security Management
- App Distribution

Casper Suite
Mobile Media Workflow

Mobile DEVICE MANAGEMENT (MDM)

**ALLOW**
- Adding apps (with own account)
- WiFi Config

**DO NOT ALLOW**
- Deleting apps
- Adding apps with ITS account
Mobile Media Workflow

Mobile DEVICE MANAGEMENT (MDM)

CHALLENGE

Regular re-imaging by non-technical staff

SOLUTION

a) Students keep devices for ~1/2 semester
b) MC staff re-images
A Model for Mobile Learning
Mobile Learning

Mobile enables **different** types of work to be done.

Mobile allows learning to happen in **new places**.

Unique **affordances** should align with **instructional objectives**.

**Platform** is important.
Questions?

COMMENTS?

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THANK YOU!

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