MoLeaP – The Mobile Learning Project Database

A pool for projects and tool for systematic description and analysis of mobile learning practice

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Today’s agenda

1. **MoLeaP**: What’s it all about?

2. **Theoretical framework**: socio-cultural ecology

3. **Cases**: Categories for description and analysis

4. **Short introduction**: MoLeaP website and database
1. MoLeaP: What’s it all about?

MoLeaP - The mobile learning project database is a public and free-of-charge online database for teachers, researchers and other (education) professionals interested in learning and teaching with mobile media. The concept behind MoLeaP builds on LMLG's research on mobile learning.
Aims

The database aims to

• provide opportunities for the systematic gathering of practice,
• distribute knowledge which was gained within such projects in order to make practice less ephemeral,
• enable synergies,
• contribute to sustainability in teaching, learning and research, as well as
• enhance replicability of mobile learning projects.
2. Theoretical, conceptual & methodological framework

Theoretical and conceptual framework of mobile learning:
• educational uses of mobile devices,
• viewed in ecological terms,
• as part of cultural and pedagogical contexts in transformation.

The socio-cultural ecology considers different components:
• the learners’ agency, appropriation and cultural practices,
• their everyday lives and school contexts,
• structures and cultural resources as potential links
• between different system components.
Socio-cultural ecology

- **agency**: appropriation as internalisation and externalisation in relation to media use and learning habitus; user-generated content and contexts; naïve native expertise; personally defined relevance

- **structures** (social, cultural, technological): media complex characterised by individualised risk and media convergence, affordances of devices

- **cultural practices**: learning as culturally situated inside and outside of educational institutions; linking learning in informal and formal settings
3. Categories for description and analysis
Project description: Categories

1. General project data
2. Context/ rationale
3. Approaches to teaching and learning
4. Technologies and requirements
5. Project outcomes
6. Lessons learnt/issues emerging
7. Recommendations and future possibilities
8. Replicability and transferability
Project Analysis: Criteria

A agency, structure, cultural practice

B approaches to teaching and learning

C notions of mobility

D user-generated contents and contexts

E replicability and transferability
Mobile learning case

Project “Mobile Classroom Experiment”

Source: <http://moodle.mobileclassroom.at/moodle18/course/view.php?id=5>
## 1. General project data

<table>
<thead>
<tr>
<th>Project Name</th>
<th>Mobile Classroom Schultest (mobile classroom experiment)</th>
</tr>
</thead>
<tbody>
<tr>
<td>URL</td>
<td><a href="http://moodle.mobileclassroom.at/moodle18/">http://moodle.mobileclassroom.at/moodle18/</a></td>
</tr>
<tr>
<td>Country</td>
<td>Austria</td>
</tr>
<tr>
<td>Year</td>
<td>Summer Semester 2007; February 2008</td>
</tr>
<tr>
<td>Contact</td>
<td>Eduard Schittelkopf</td>
</tr>
<tr>
<td>Types of mobile devices</td>
<td>Mobile phones Nokia N71</td>
</tr>
<tr>
<td>Further media</td>
<td>Moodle platform</td>
</tr>
<tr>
<td>Number of persons</td>
<td>25 students in 2007; 2008 about 24 students</td>
</tr>
<tr>
<td>Duration</td>
<td>2007: 1 semester; 2008: 5 days</td>
</tr>
<tr>
<td>Location</td>
<td>School/classroom</td>
</tr>
<tr>
<td>Educational establishment</td>
<td>Hauptschule</td>
</tr>
<tr>
<td>Phase of education</td>
<td>Year 4 (project stage 1); Year 1 (project stage 2)</td>
</tr>
<tr>
<td>Subject domain</td>
<td>Physics</td>
</tr>
<tr>
<td>Teaching/learning focus</td>
<td>Assessment; oral reporting and writing skills</td>
</tr>
<tr>
<td>Keywords</td>
<td>Physics; assessment; audio-video; archive; sustainability; literacy (talking, writing, picture); connectivity; convergence; sharing</td>
</tr>
</tbody>
</table>
2. Context/rationale

- **Stage 1:**
evaluation of connectivity and test the upload from mobile phones to a Moodle platform.

- **Stage 2:**
exploring new approaches to assessment.
3. Approaches to teaching and learning

• observing
• reporting and verbalising
• improving writing skills
4. Technologies and requirements

- MLE (“Mobile Learning Engine”)
- Moodle integration solution momo (“mobile Moodle”).
- mobile phones (Nokia N71) equipped with camera and microphone functions and with the MLE software
5. Learning outcomes

6. Lessons learnt/issues emerging

- envisaged aims were met
  - recording experiments,
  - uploading user-generated content to a platform,
  - video recording for purposes of assessment

- to improve:
  - availability of technology
  - high quality cameras and lenses
7. Recommendations and future possibilities

- evaluation mechanisms are envisaged, which allow learners to reflect on the learning content by using mobile media
- technological improvements in terms of the quality of cameras and lenses, as well as connectivity options, which allow learners to upload and retrieve information without incurring costs, were needed
- infrastructural support in terms of the availability of devices for learners is needed
- project seems to be a good basis for the connection between e-learning and e-assessment and learning with mobile media.
- sustainability of learning material
- improvement of language skills
- especially for learners, which we describe as “at-risk learners” this might be a good way to gain self-confidence in an exam situation without being exposed to the critique of their classmates
4. Short introduction: MoLeaP website & database

MoLeaP - The mobile learning project database

Submit your idea
You are a first-time user of MoLeaP and would like to submit an idea, an application or a resource? Then have a look at the support section to learn more about how to contribute. Read more ▸

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Teachers and innovation
Learning with mobile media is ubiquitous, personalized, contextual, mobile, flexible and convergent. The use of mobile devices in schools is on the increase and everybody, therefore, can contribute to enhancing the learning experience of users and can provide content. MoLeaP is a tool for users to create projects and share ideas on the creation of mobile learning projects. Read more ▸

Are you a researcher? Make your projects quotable!
You created a mobile learning project, but there is no publication available yet and thus no space to quote it here? Enter the project here and submit your project to either the project database or refer to it in our resources section. Read more ▸

Recent MoLeaPs
Project: Project1
Project: Project2
Source: www.MoLeaP.net

www.moleap.net
How to use MoLeaP?

• Use database and website
• Contribute by submitting
  – a project,
  – a mobile application or
  – a resource
• Add crossreferences, analyses or comments to projects
Search submissions

- Type of submission
- Alphabetical sections
- Devices
- Coverage of submission
- Educational phase
- Educational establishment
- Subject domain
- Age of participants
- Language of submission

Source: www.MoLeap.net
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