MOBILE LEARNING EXPERIENCES

Unwrapping a Campus Wide Initiative

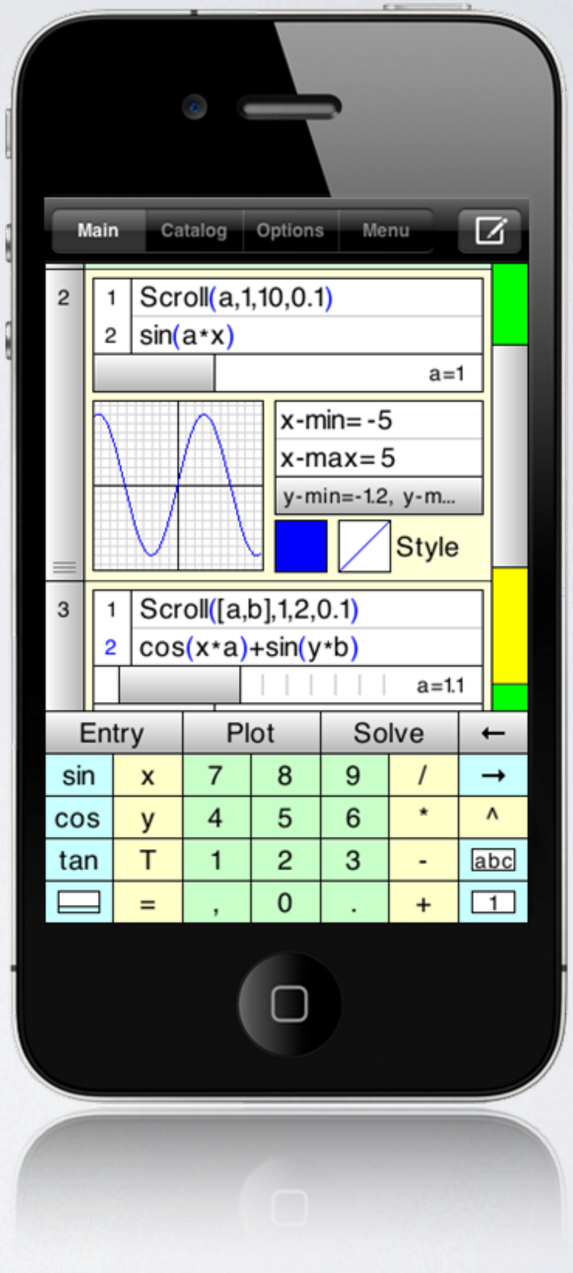
TWENTY-FOURTH ANNUAL
International Conference on Technology in Collegiate Mathematics

ICTCM

acu connected

A LITTLE BACKGROUND

The ACU Mobile Learning Initiative



ACU CONNECTED

Mobile Learning Innovation

ACU MOBILE LEARNING TIMELINE

February 2007-August 2012

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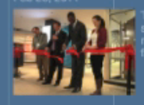

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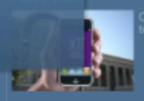

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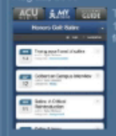

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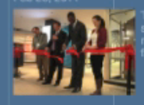

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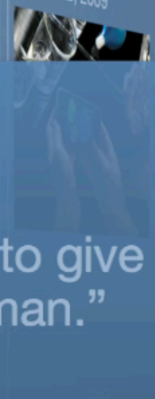

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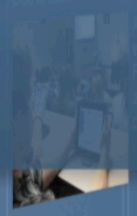

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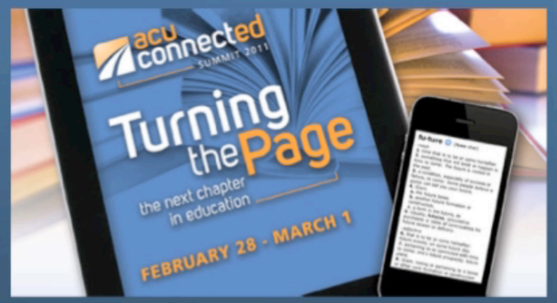

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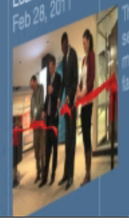

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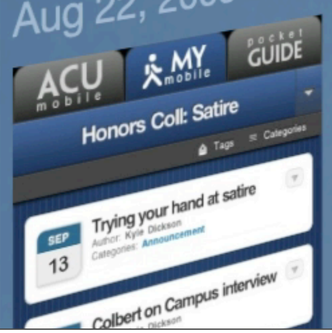

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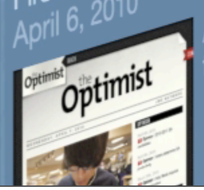

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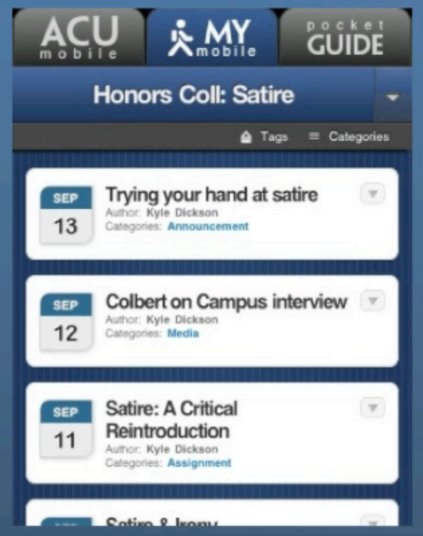

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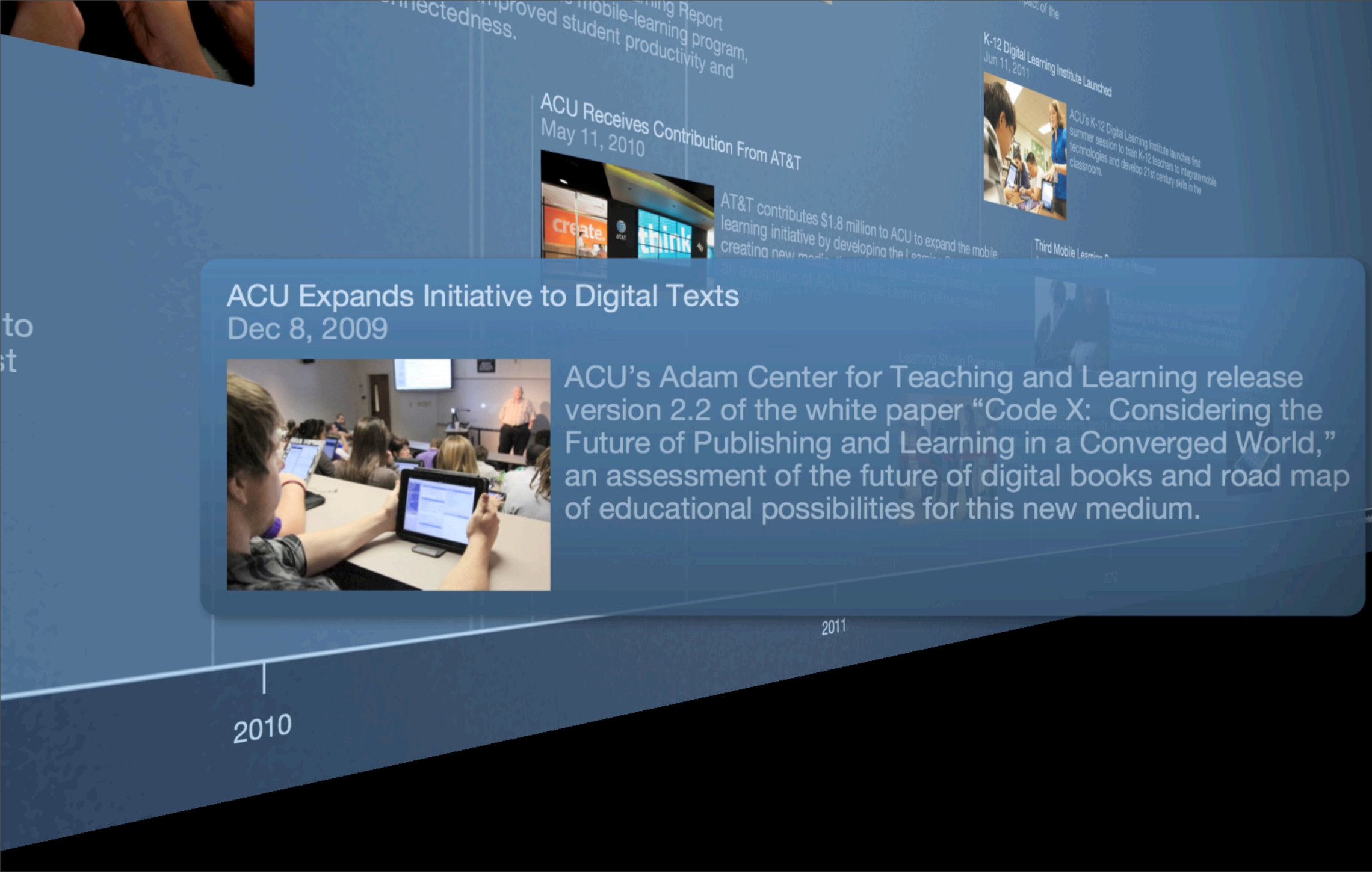
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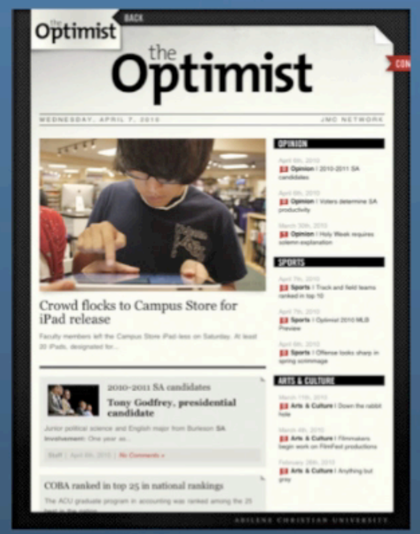

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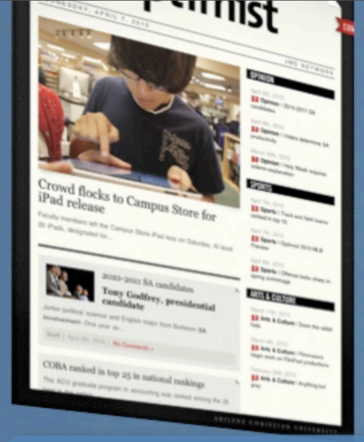

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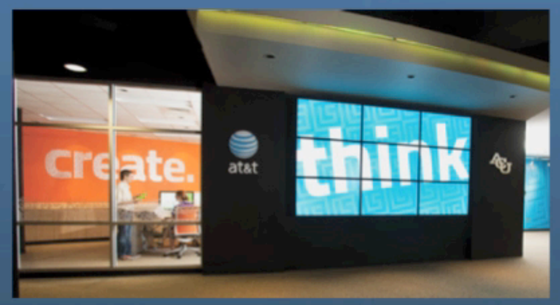

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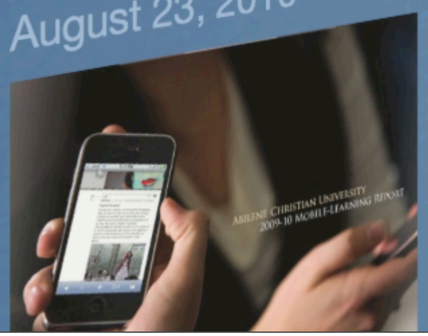

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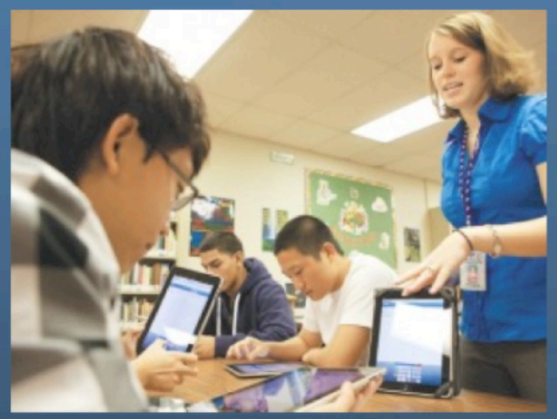

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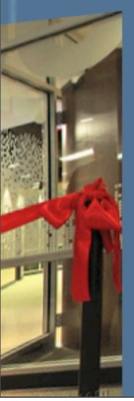

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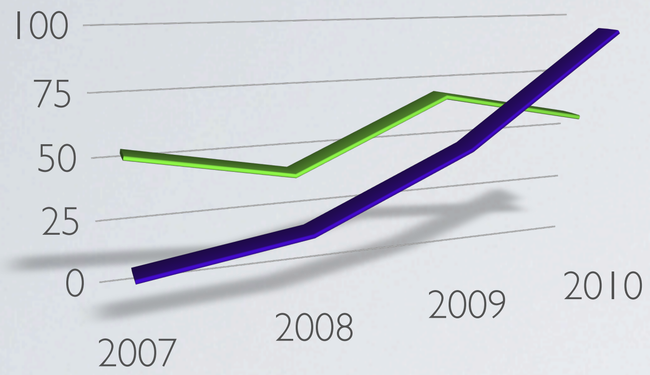


USAGE STATISTICS

750

750 wireless access points campus wide

385,000

385,000 wireless connections per day

70%

70% of connections made are from iOS devices

52,000

52,000 connections at peak time between 10:00-11:00 AM

84%

84% of faculty use a mobile device regularly in class

50%

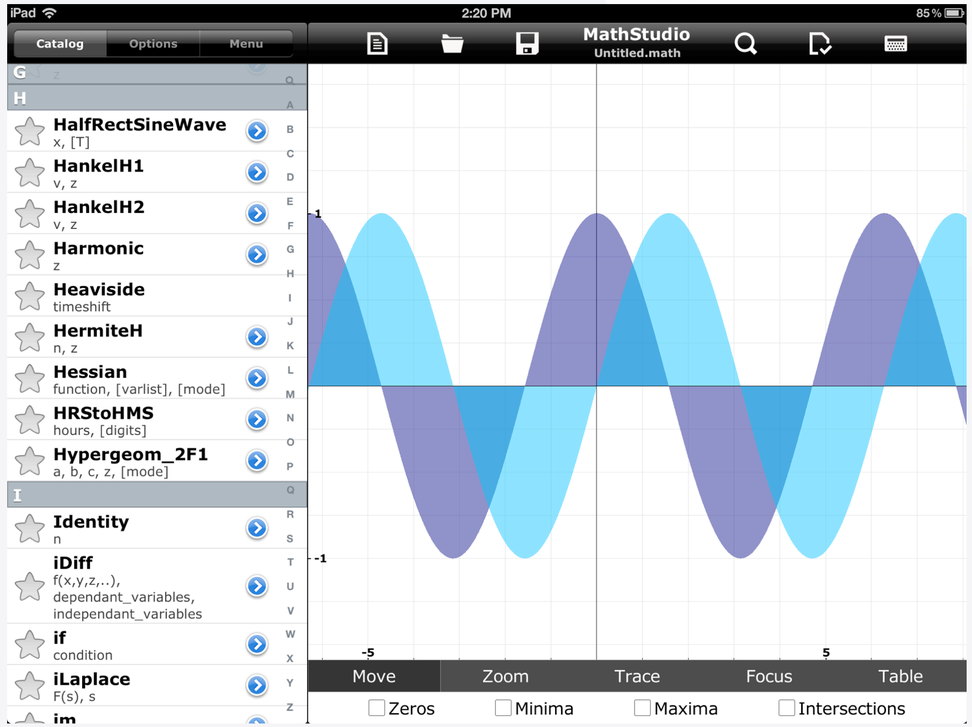
50% of faculty use a mobile device everyday in class

624

624 class blogs were created during the 2010-2011 school year

87%

87% of students report an increase in communication with teachers



WHAT THE STUDENT SEES

A Walkthrough of the First Day in Math Class

FROM DEVELOPMENT TO IMPLEMENTATION

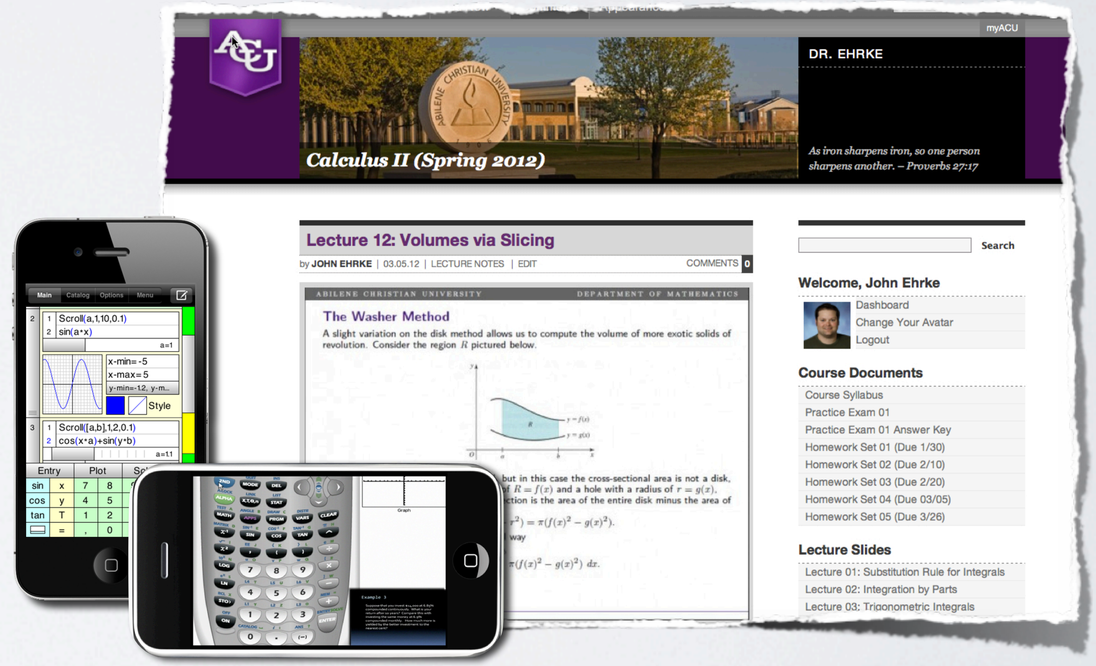
ESTABLISHING A WORKFLOW

Development Workflow

1. Identify your contact points.
2. Create content for each point.
3. Refine content to work across multiple devices and platforms.
4. Aggregate content in a single location that facilitates implementation.

Implementation Tips

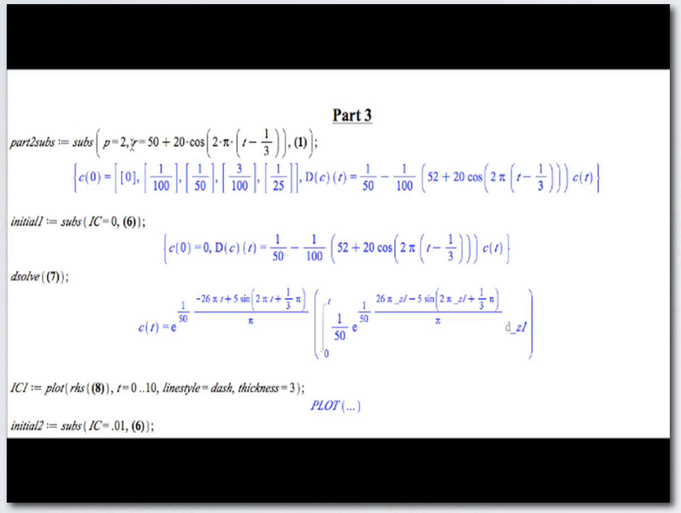
1. Release content incrementally.
2. Determine what topics you can outsource.
3. Reflect the preferred workflow for assessment.
4. Build face to face time around engagement that encourages content consumption.
5. Always have a back up plan.



FROM IMPLEMENTATION TO ASSESSMENT

Designing Appropriate Assessment Pathways

ASSESSMENT OPTIONS

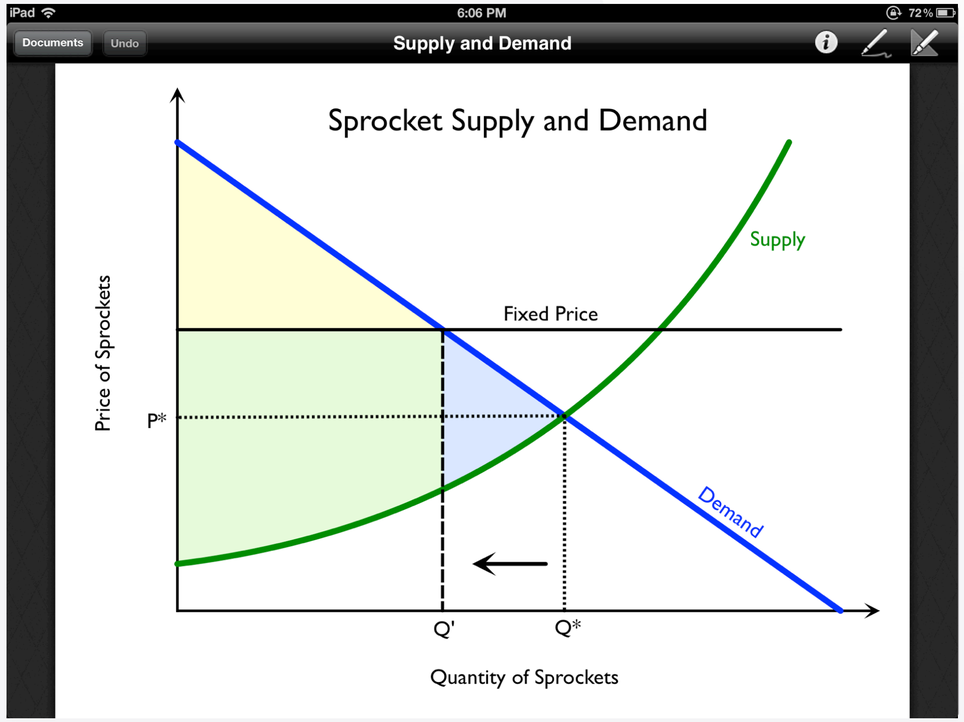


Peer Reviewed
Student Screen Casts

ResponseWare
Real Time Assessment

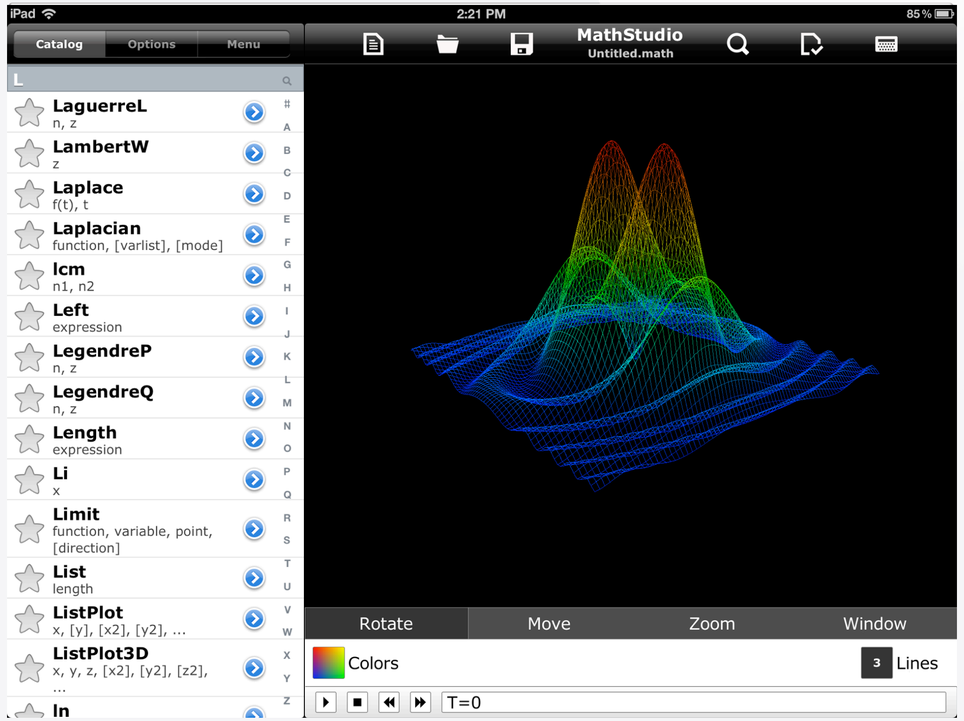
Student Maintained
Portfolio Blogs

AT&T DIGITAL LEARNING STUDIO



PERSONAL EXPERIENCES

Dr. Phyllis Bolin



PERSONAL EXPERIENCES

Dr. John Ehrke

MOBILE LEARNING CASE STUDY

- This research was supported by the University Mobile Learning Fellows Program during the time from 2010-present.

- The study was conducted over the Fall 2010 and Fall 2011 semesters.

- Treatment consisted of differentiated instruction based on the use of a mobile computing app, SpaceTime™ (now MathStudio™) versus traditional instruction based on the Texas Instrument TI-84 Plus graphing calculator.

- Treatment group consisted of n = 41 subjects chosen from sections of a general education mathematics course. The control group consisted of n = 39 subjects chosen from different sections of the same course.

Assessing the Efficacy of Mobile Computing Platforms via a Mobile Learning Usability Scale

Results of a Two Year Study

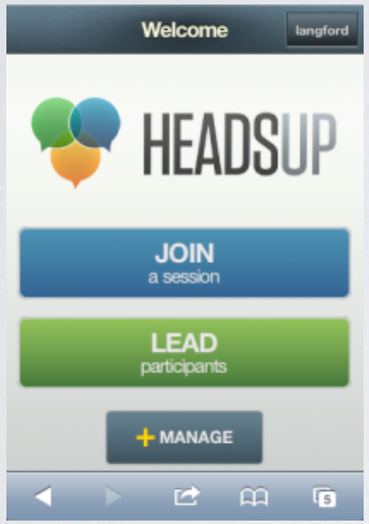
Friday 10:30 - 11:15
Oceanic 7

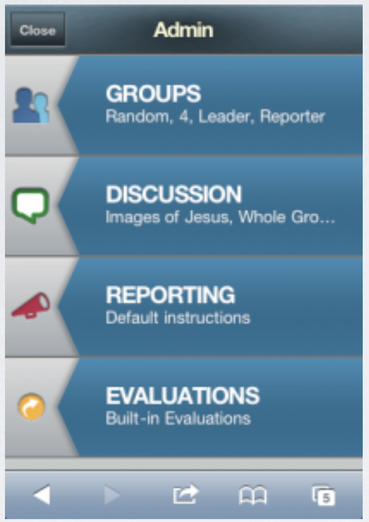
I wish I had this calculator in high school. It is so much more easier to use.

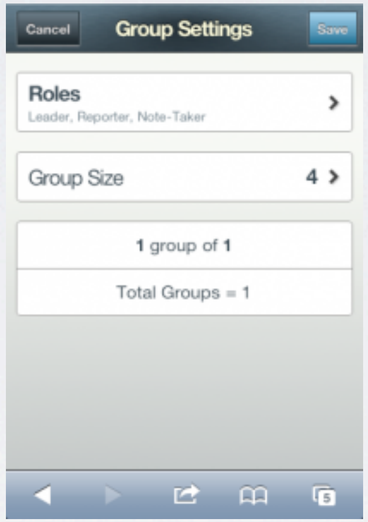
Replace your old graphing calculator! by AppShouter
This app really goes beyond your typical graphing calculator as well. How? By allowing you to interact with the graphs that you generate by touching them! I could go on and on about this app, but If you're still reading this review, let's just say that you're probably not going to find a better graphing calculator than this in the App Store.

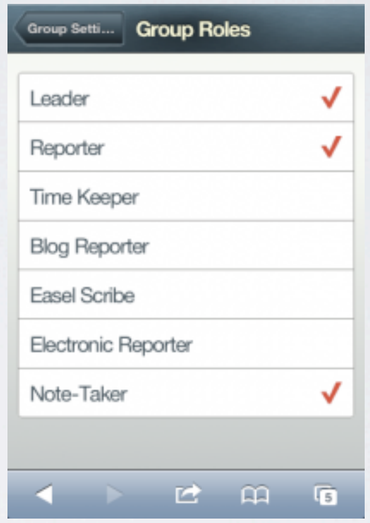
This calculator is easy to use, but so is my TI-83. I would rather have saved $10 and used my 83.

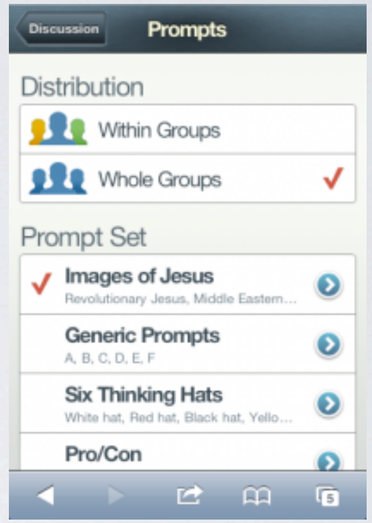
HEADS UP PILOT











Facilitates cooperative learning...

Assigns group roles...

Choose a prompt set...

Provide opportunities for peer evaluations...

Set up instructions for group reporting...

Change groups on the fly...

IN THE TRENCHES

What to do about cheating?

Which device is best?

What do students think about all of this?

Is mobile learning actually improving learning?

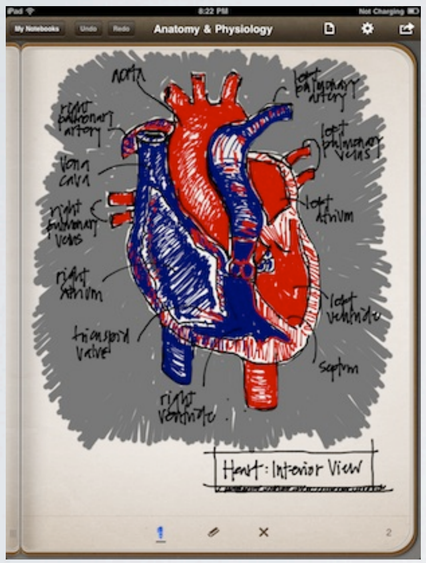
What are the potential land mines if I want to do this?

How does the teacher's role change in a mobile learning environment?

How does the classroom change in a mobile learning environment?

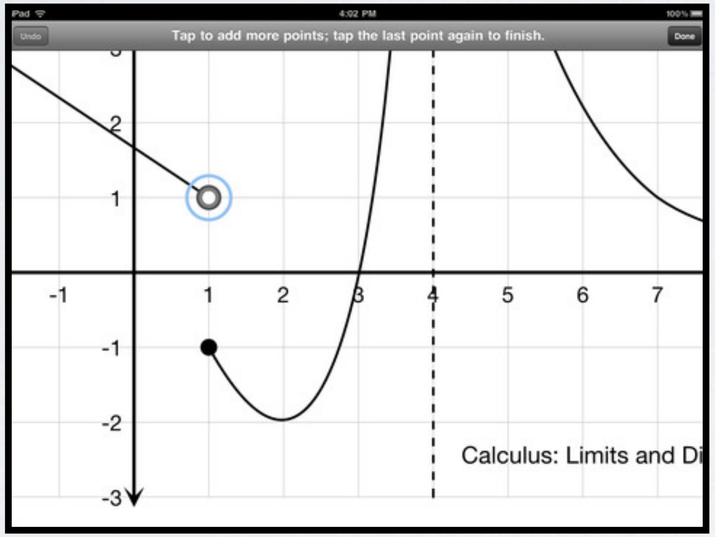
THERE'S AN APP FOR THAT

Taking Notes



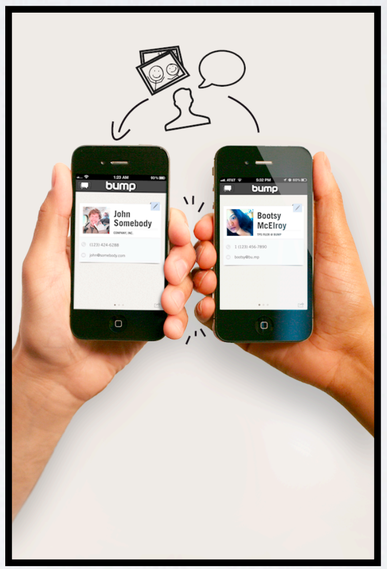
Penultimate

Sketching Graphs



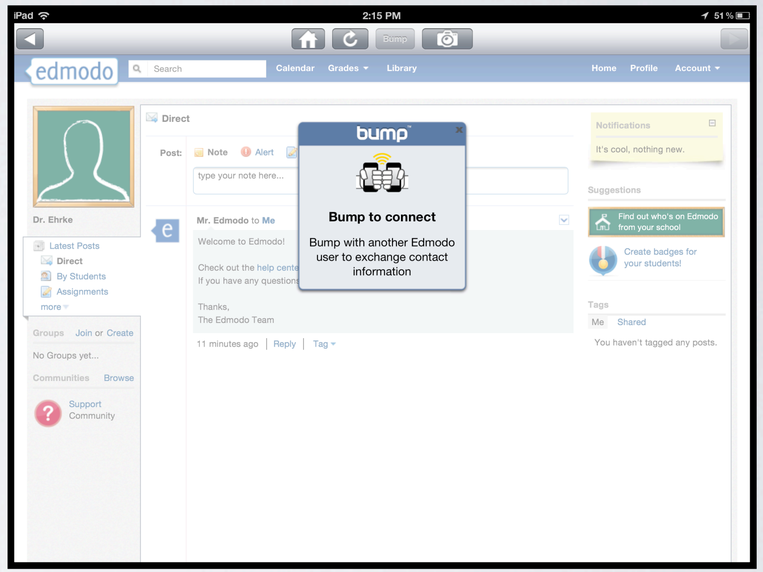
Omni Graph Sketch

Sharing Contact Info



Bump

Blogging Support



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