MOVING THE GRAPHING CALCULATOR TO THE MOBILE PLATFORM Results of a Two Year Study

Dr. John Ehrke

TWENTY-FOURTH ANNUAL International Conference on Technology in Collegiate Mathematics



Friday, May 25, 12





EMBRACING MOBILE LEARNING





ACU MOBILE LEARNING TIMELINE February 2007-August 2012

Second Class of Freshmen Receive IOS Devices



Course Blog System Rolls Out





ACU Hosts First Connected Summit



I hosts its first Connected Mobile-Learning Summit, sded by more than 400 people from 119 institutions i tates and 8 countries.

First Mobile Learning Report Released



ACU Expands Initiative to Digital Texts Dec 8, 2009



ACU begins distributing iPhone and iPod touch devices to incoming freshmen. 612 iPhone 3G activations in the first 24 hours.





hmen To Receive iPhone or iPod Touch

he first meeting for what will become ACU's mobile arning initiative takes place in the Adams Center.

2008

Friday, May 25, 12

Two hundred and ninety one course blogs were used by 180 faculty members to enhance the learning experience for 3,064 students.

First Student Newspaper Published on the iPad



CU's The Optimist becomes the first student newspaper publish an app for Apple's new iPad.

ACU Gains Digital Publishing Partners



ACU announces a joint research project with Cambridge Iniversity Press and Alcatel-Lucent Bell Labs to explore he future of digital publishing and to develop technologies. or digital books.

Full Saturation of Mobile Devices



CU decides to distribute IOS devices not only to new ast year students, but to all students and faculty on

ACU's Second Mobile Learning Report Released



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AT&T contributes \$1.8 million to ACU to expand the mobile learning initiative by developing the Learning Studio for creating new media, the K-12 Digital Learning Institute, and an expansion of ACU's Mobile-Learning Fellows research

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K-12 Digital Learning Institute Launched

te AT&T Learning Studio ribbon-cutting is attended by everal hundred students, faculty, and members of the edia. Many eager attendees are given tours of the new

ACU's K-12 Digital Learning Institute launches first summer session to train K-12 teachers to integrate mo technologies and develop 21st century skills in the



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ACU Mobile Learning Initiative

Mobile Learning Initiative Begins April 18, 2007



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Incoming Freshmen To Receive iPhone or iPod Touch Feb 25, 2008



Official announcement: "ACU to give an iPhone or iPod touch to every entering freshman."







2010





2009



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ACU Distributes iOS Devices to Incoming Freshmen August 16, 2008

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Second Class of Freshmen Receive iOS Devices Aug 15, 2009







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2012



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Third Mobile Learning

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ACU Gains Digital Pub April 12, 2010 UNIVERSITY PRESE Æ ABILENE CHRISTIAN UNIVERSITY ucent (1)

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+ Mobile Devices

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ACU Gains Digital Publishing Partners April 12, 2010







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K-12 Digital Learning Institute Launcher Jun 11, 2011



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Third Mobile Learning Report is Released



Learning Studio Premieres Feb 28, 2011



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2012

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What's Next For ACU? August 22, 2012

The new iPad



iPad in the future?

2013

As ACU closes in on its fourth year of the mobile learning initiative, the university has an eye forward...is the new

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CRITERIA FOR ASSESSMENT

Embracing a new technology requires we assess the technology based on three criteria

- facilitate the technology
- Effect on content knowledge building

• Effect on the teaching and learning of mathematics

• Changes in instructional pedagogies required to



PARAMETERS OF THE STUDY

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

WHERE ARE STUDENTS GETTING THEIR CALCULATORS?

From High School Rented Borrowed From Friend Purchased Other

2%

3%

19%

1%

STUDENT ATTITUDES TOWARD MOBILE DEVICES IN THE CLASSROOM

Useful Tool

Mostly Hype

Not Required to Use

Increases Engagement

Increased Content Speed

Increased Content Quality

0%

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MOBILE LEARNING USABILITY SCALE

1 = Extremely Hard to Use 2 = Somewhat Hard, Didn't Get Better with Practice 3 = Average Level of Difficulty 4 = Eventually Became Easy to Do 5 = Extremely Easy to Use

MLUS exhibits strong internal reliability

CONFIDENCE INTERVALS Statistics Construct

Components	Non-treatment	Treatment	
Entering Data	4.529 ± 0.231	3.676 ± 0.361	
Sample Statistics	4.382 ± 0.243	4.027 ± 0.299	
Normal Distributions	4.235 ± 0.355	4.028 ± 0.348	
Regression Analysis	3.765 ± 0.394	3.676 ± 0.377	

CONFIDENCE INTERVALS Finance and General Constructs

lon-treatment	Treatment	
1.158 ± 0.331	4.133 ± 0.306	
4.368 ± 0.367	4.133 ± 0.306	
4.0 ± 0.454	3.767 ± 0.349	
8.895 ± 0.451	3.667 ± 0.371	
8.778 ± 0.335	3.447 ± 0.395	

CONFIDENCE INTERVALS Post Tests and Final Exam Scores

on-treatment	Treatment
75.14 ± 5.53	70.04 ± 5.56
68.33 ± 6.15	60.67 ± 6.17
69.88 ± 5.10	64.72 ± 2.92

TOPTEN LIST WHAT ARE THE TOPTEN FEATURES A MOBILE COMPUTING APP SHOULD HAVE?

- Data entry should be reasonably easy and support importing of large real-life data sets.
- The user should be able to choose between command driven UI and a menu driven UI.
- Graphing should be intuitive and leverage multitouch interfaces and gesturing.
- Graphing should support simultaneous plotting of multiple equation types and support for multicolumn tabular output.

Graphing should support labeling and annotation.

- The user should never effectively "leave" the home screen.
 - The app should have cloud integration and a well designed file system.
 - The app should support a variety of export options for graphs and files.
- The user should be able to make mistakes and quickly and efficiently edit those mistakes.
- The user should be able to customize elements of the UI to allow for personalized access.

CHANGES IN INSTRUCTIONAL PEDAGOGIES

multitouch is a game changer

cloud, cloud, cloud, cloud

teacher podcasting

Technology tools impact instructional pedagogies in two ways: as amplifiers and as reorganizers. - (Lee & Hollebrands, 2008)

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Amplifiers | Reorganizers

peer review, interaction

color, annotate, label, personalize

student screencasting

