

mLearn Tweetable Report

A SUMMARY REPORT IN 140 CHARACTERS



Tweetable Report

The aim of this document is to create the ultimate answer to tldr (Too Long; Didn't Read) phenomenon. While the full report is quite comprehensive and sits at around 60 pages, this version boils down some of the key points to a mere 140 characters. Of course it is no substitute for the information contained in the full report, but it will provide a taste and a prelude to whats covered in the report.

The twitter icons embedded in the document will allow you to click to tweet from the report itself - so if you'd like to share feel free. You can follow us too at [@csumlearn](https://twitter.com/csumlearn) to find out whats happening with the project.



The project attempted to follow an agile methodology & borrow the Lean Start-up principles of Build-Measure-Learn *#mlearnreport*



The project is multi-threaded with a focus on encouraging small-scale innovation rather than large-scale outcomes *#mlearnreport*



Our aim was to gain knowledge & understanding through real world experiences with our students, staff & infrastructure *#mlearnreport*



The initial survey was to gauge participant's access to technology and their familiarity with mobile technology *#mlearnreport*



The second survey asked about experiences, activities, time, perceived affect, confidence, attitudes & technology preferences *#mlearnreport*



First set of trials focussed on students. iPads were deployed across the faculties to different disciplines areas & cohorts *#mlearnreport*



Second trial came through EOI. iPads, iPod Touch & GoogleNexus deployed to staff & students for unique applications of tech *#mlearnreport*



The project has also worked on mobilising a curriculum web app for students to provide significant improvement to access info *#mlearnreport*



Carried out an exploration of available techniques, file types, processes and software available to deliver content to mobile *#mlearnreport*



Students wrote notes for assignments & lectures, also longer forms including actual assignments and blog/journal/wiki posts *#mlearnreport*



Most students chose the iPad in class to take notes & research - also to perform more social tasks such as group work & share *#mlearnreport*



Most staff used the devices for productivity tasks such as calendar, jot notes, access files and share work *#mlearnreport*



Reading usage extremely high with 100% of students having used the device to read *#mlearnreport*



80% of students used the iPad daily with the remainder used it between 3-5 days a week *#mlearnreport*



46% of students spent 1-3 hours on the iPad and the other 54% between 30 minutes to an hour, many times a day *#mlearnreport*



89% of staff spent 30 minutes to 2 hours a day on the iPad. One staff member said they spent more than 5 hours/day *#mlearnreport*



Student Group 1: 69% the iPad didn't make them more engaged in class, but 62% were more engaged with the subject as a whole *#mlearnreport*



Student Group 1: 69% said that they did benefit from having the iPad for personal study outside of class *#mlearnreport*



Student Group 1: 92% would like their textbooks and other learning materials available on the iPad *#mlearnreport*



Student Group 2: 100% of students said the iPad made them feel more engaged in class & not a distraction in personal space *#mlearnreport*



Student Group 2: 100% of students said that they benefitted from using the iPad during class & during their personal time *#mlearnreport*



Student Group 2: 100% of students said that the iPad provided more motivation for their study *#mlearnreport*



Staff: 100% of staff said that they benefitted from the iPad for work purposes & personal research outside of work *#mlearnreport*



Staff: 100% of staff said the iPad provided more motivation for their teaching & research + more engaged in their teaching *#mlearnreport*



Technology Preference: Laptop to Write an Essay & Use PebblePad *#mlearnreport*



Technology Preference: Tablets to blog/wiki, LMS & web portals, read materials + take to class, practicum, conference & home *#mlearnreport*



Technology Preference: One task had a preference for paper - Read your Textbook *#mlearnreport*



Mobile can no longer be considered an add-on or a nice-to-have; it's the technology more people access to than anything before *#mlearnreport*



The new normal is a user-centric ecosystem encompassing multiple devices. Mobile is the primary device - compact & affordable *#mlearnreport*



We need to change how we think about technology, less about single solutions, more about operating in ecosystems *#mlearnreport*



No single device, app or service can provide **the** solution. Reality is we are live, work and learn across multiple devices *#mlearnreport*



The new normal is inclusive rather than exclusive, complex rather than simple, expansive not restrictive *#mlearnreport*



Devices are designed to be personal - Mobile Technology is essentially a personal technology platform *#mlearnreport*



Devices require a personal account to purchase applications, data sharing and backup. Most apps only have single user in mind *#mlearnreport*



Mobile devices provide a new paradigm of interaction through a touch interface, eliminating a reliance on extra peripherals *#mlearnreport*



Typically the loss of peripherals affects the ability to type quickly, error free or the nuance of a virtual pointing device *#mlearnreport*



Biggest advantage is Portability. The size & lack of peripherals means an iPad can be carried & used significantly more often *#mlearnreport*



Large internal storage means paperless marking is easier, reducing the physical requirement + mark wherever you like *#mlearnreport*



Touch interface can replicate natural handwriting. Enabling those who require or prefer handwriting to keyboard & mouse *#mlearnreport*



Smart mobile devices are not single purpose & combine a variety of technologies. In itself creating distinct affordances *#mlearnreport*



Mobile technology can create new learning spaces. It allows “anywhere, anytime” to become “everywhere, all the time” *#mlearnreport*



Staff & students agreed that setup & learning to use iPad is quick and easy. No need for prior learning or specific skills *#mlearnreport*



The iPad has a learning curve associated. A new device + a variety of new concepts and methods of working with technology *#mlearnreport*



New concepts = No visible file system, equivalent apps, cloud computing is integral so new services to signed up for *#mlearnreport*



Students are not as sophisticated as we seem to think and not all students are confident using mobile devices *#mlearnreport*



There is a lack of available Institutional documentation & information around mobile devices, applications, software and usage *#mlearnreport*



What should be Mobile? - timetabling, chat & forums, workplace learning, study guides/modules, online meetings *#mlearnreport*



Reward for Mobility - Improved Digital Literacy- staff & students are report improved confidence & knowledge with technology. *#mlearnreport*



Reward for Mobility - Support for Current Initiatives - eStudent, paperless & move to online & blended modes of teaching. *#mlearnreport*



Reward for Mobility - Increased Engagement & Flexibility - can provide flexible, rich content through apps & publications *#mlearnreport*



Reward for Mobility - Enhanced Communication - opened new channels across a range of social media & online tools *#mlearnreport*



Reward for Mobility - Reduction in Costs - significant reduction in travel was achieved by stable platform for contact on prac *#mlearnreport*



It is felt the iPad is still the best tablet solution on the market. Both WiFi + 4G, bundant app store & development ecosystem *#mlearnreport*



iPad Pros: Consistency of user experience, a simpler system to manage, suitability for use across our course profile *#mlearnreport*



Infancy of other operating systems + lack of thriving app development & publishing for tablet devices on other platforms *#mlearnreport*



Mobile devices make the online environment more accessible, driven by portability + range of applications & available content *#mlearnreport*



Mobile aligns with strategic moves by institutions & publishers away from paper by offering a highly capable alternative *#mlearnreport*



Mobile allows a range of content to be incorporated into learning & teaching practice to create truly innovative curriculum *#mlearnreport*



Mobile devices are multifunctional & can take the place of a huge range of single use technologies to improve learning & teach *#mlearnreport*



Smartphone 3-5" tends to be the 'hero' device - majority of sales & its small size = the most portable & most frequently used *#mlearnreport*



The Phablet 5-7" is a crossover of tablet & phone - suits those who want more capability for creating & consuming *#mlearnreport*



Mini Tablet 7-9" suits those that want to primarily consume content as the device is lighter and a better fit to the hand *#mlearnreport*



Tablet 10-11" size screen for more interactions/creation & adds functionality for touch interactions & consumption of media *#mlearnreport*



Recommending a single device would not prudent or wise. Instead look at the affordances of a more rounded & inclusive strategy *#mlearnreport*



Recommending Devices - Smartphones - The adoption of an enterprise wide BYOD to smartphones would be the most suitable *#mlearnreport*



Recommending Devices - Phablets & Mini Tablets - adoption of an enterprise wide BYOD would be the most suitable *#mlearnreport*



For Edu Tablets are most suitable because of screen size, ergonomics, portability, no contract obligations, mix type & drawing *#mlearnreport*



We need to support a BYOD policy but should investigate complimentary provisioning models to groups of staff & students *#mlearnreport*



BYOD comes with significant risks & implications = increased support for dispersed & diverse profile of devices available *#mlearnreport*



BYOD also creates issues for development of solutions for mobile and impacts the ability to provide best of breed solutions *#mlearnreport*



Provisioning devices means a single vendor approach - not a single device approach = common OS, hardware specs & device types *#mlearnreport*



A range of Provisioning Models could address concerns of costs & sustainability - Institution Provided, Loans or Sourced *#mlearnreport*



Other provisioning models could entail commercial affiliations - vendor sourced or through contractual basis - eg Data *#mlearnreport*



Rollout options & deployment models come down to managed & unmanaged. Each has specific pros and cons for purpose and goal #mlearnreport



Managed Devices are similar to current IT methods & devices essentially become locked down to any customisation #mlearnproject



Managed Devices are would suit lab environment, loan devices, or where support requirements need to be kept to a minimum #mlearnreport



Unmanaged rollout is handing the device over as the factory default. The user sets up the device which is left totally open #mlearnreport



Unmanaged puts onus on the user to maintain & manage their device = greater sense of ownership & increased digital literacies #mlearnreport



Project found that Face-to-Face support was the most helpful above all else #mlearnreport



Most complaints = Our WiFi network - stability of connection, unable to connect, speed, sleep/wake issue & authentication #mlearnreport



Agile methods ensured adaption to changes, but delays caused by friction to try & mesh with existing waterfall process #mlearnproject



Existing learning content formats are too specific to their delivery channel and difficult to adapt to mobile devices #mlearnproject



Content needs to flow like water, changing shape to match every presentation channel. Need to develop an adaptive approach #mlearnreport

mLearn 2012: Lessons Through Exploration

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