

Activities - Problems Solving

Suppose you are a specialist consultant of your research topic and have been hired to assist in the implementation of a mobile educational application to teach concepts related to your area. Developer analysts have already listed the technical requirements of the application, however they rely on your advice and pedagogical experience to clearly specify what pedagogical requirements the mobile application must meet.

It is known that motivation and engagement in activities is a major issue for learners when using distance education tools, thus you should assist them in their doubts using your experience in tutoring and/or teaching in your area of expertise.

In this scenario, how would you help them solve the following problems:

1. The initial motivation on using the application is fleeting and learners may feel bored, leading to dropouts. How can you mitigate this problem in the mobile app?

2. When a topic takes longer to be presented than the learner's concentration time, this may bore him or her and lead to difficulties in the learner's understanding. How can this problem be avoided in the mobile app?

3. When learning a new subject, the learner must exercise the new knowledge and skills acquired. However, if the learner considers the proposed activity too difficult, s/he may feel frustrated and discouraged. On the other hand, if the activity is considered too simple by some learners, they may have the impression that they are not learning any new content. How to deal with this situation so that all learners carry out the activities and remain engaged?

4. Keeping learners engaged in the learning process when there is no on-site periodic engagement can be difficult. It is necessary that they continue to exercise the knowledge acquired to achieve the established goal, besides knowing what stage they are at before reaching that goal. How can this be handled in the mobile app?

5. You want to ensure the effectiveness of the knowledge acquired by the learners, but the theory may not be as simple as it seems due to the difficulties that arise during this process. How to deal with this situation without overloading learners?
