

PROJECT : DIGITAL SOLUTIONS FOR LEARNING

**Your job is to
change the world**

...but you will only succeed using a multidisciplinary approach.

A bold attempt in real-world massive collaboration across programs:

- Interaction designers
- Software engineers

Afternoon Game Plan

13:15

Development teams are divided into two main groups. The design teams are assigned to their development teams in group A or B.

13:20

- Group A teams go to the lecture-room and listen to a presentation on language learning for newly arrived. Responsibility: Jonas Landgren
- Group B teams meet their design teams and they listen to ideas on how to collaborate. Responsibility: Each design team

13:50

Switch: Group A teams meet their design teams, Group B teams go to lecture room.

14:20 – 16:00

Workshop with the design and dev teams.

It all started in autumn 2015







Tillstånd
erfordras
Teknik
0300-834000



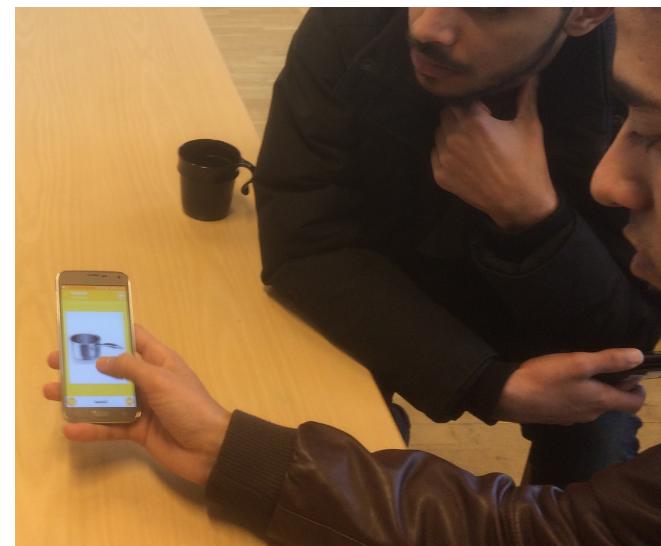
Volunteer teachers



Situated language training



From class room learning to mobile learning



- Länsstyrelsen har fått ett regeringsuppdrag att ta fram ett digitalt språkpaket för personer i asylprocessen.
- AMIF Forskningsprojekt kring IT-stöd för språkinlärning.
- Komplex designutmaning som kräver kloka och ambitiösa design och utvecklingsteam

DESIGN CHALLENGE

- Designa och utveckla **mobila** lösningar som underlättar, stödjer eller bidrar till **språklärande** för nyanlända migranter.
- Design and develop **mobile** solutions that improve, support or contributes to **language learning** for newly arrived migrants.

Mobile learning

... shifting focus from technology, devices and hardware to placing the **learning and learners at the centre** ...

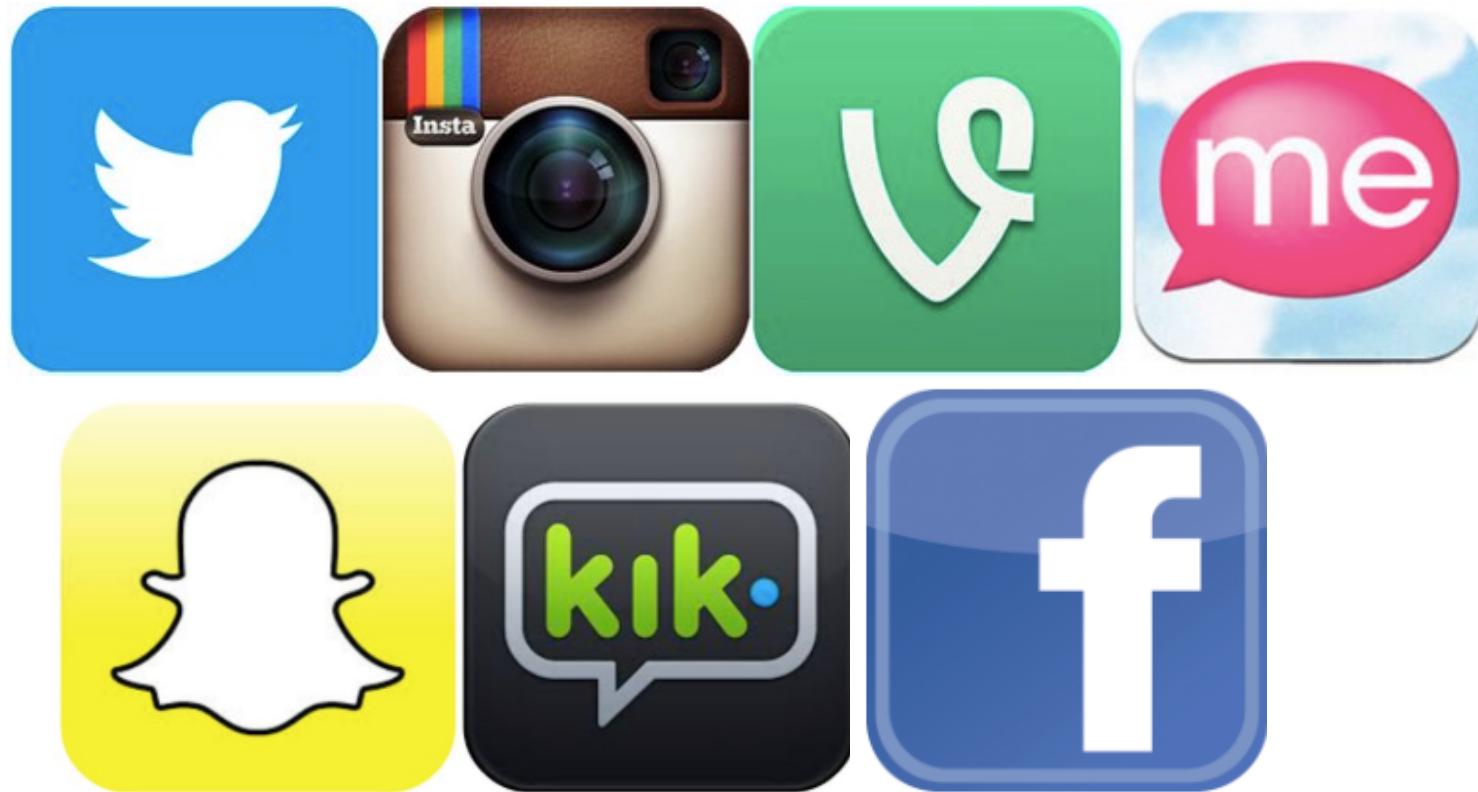
(Traxler; Barcela & Laborda, 2015)

Mobile learning – some background



Mobile of the Year in 2002
Nokia 6100,
source Wikipedia

- The research community started with the first *mLearn* conference in 2002
- Moving away from the traditional classroom
- Addressing learning from different angles
- Reaching out to
 - geographically secluded rural areas or other spacial distance
 - persons who are socially excluded, lacking confidence in societal engagement, for privacy reasons, cultural differences



**Communication is a lot more than just text:
images – film – speech – symbols – gestures – music –
sound - ?**

Think language learning: what are some existing apps?



COOKING WITH SWEDISH GROCERIES

Home page الصفحة الرئيسية Recipes

Name Falafel

En matlåda
A test chicken
Food From Swedish Groceries

At asylum living places the crew want to be able to cook the food that the refugees want. However, they don't know how to do it with Swedish groceries.

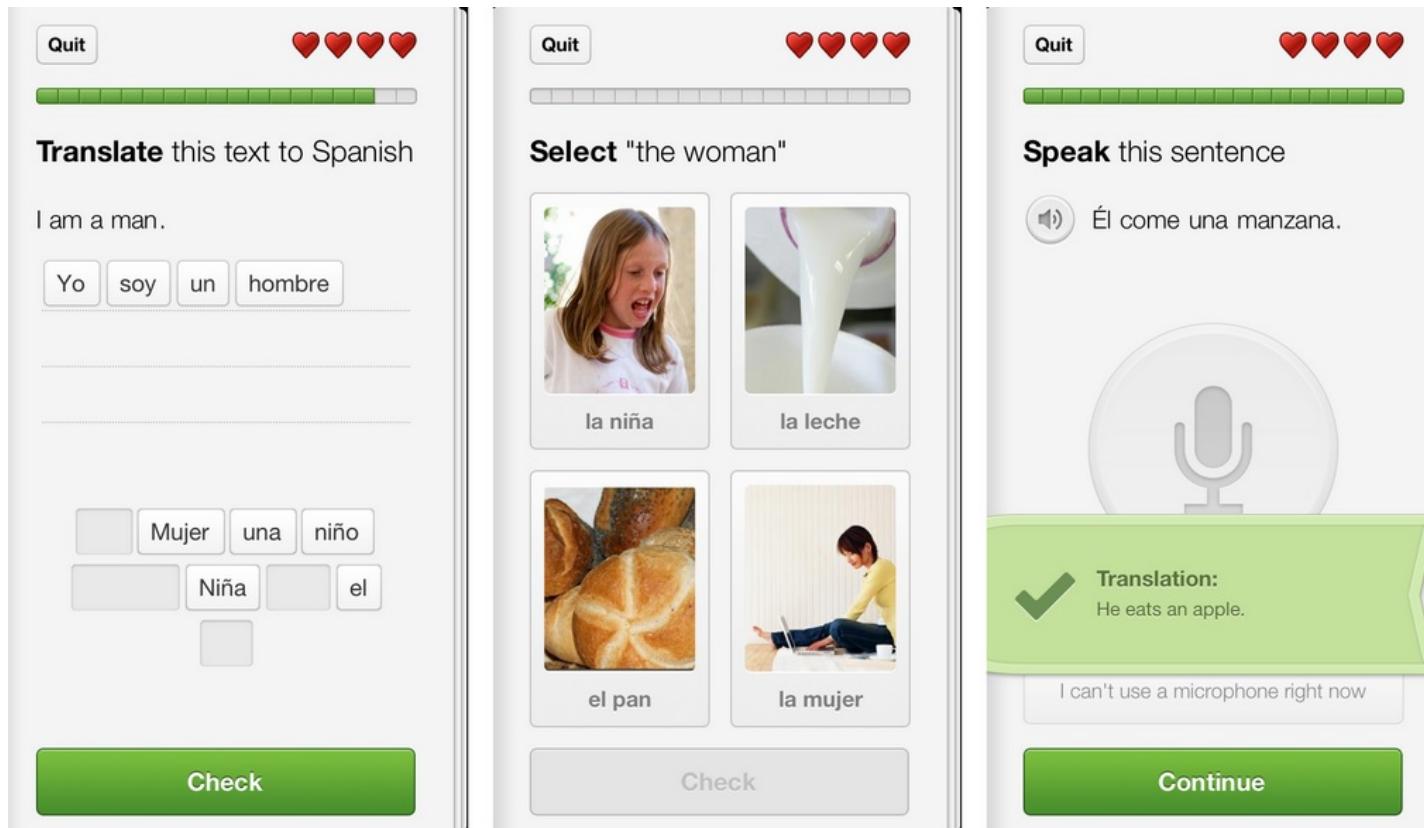


Pictalk

Digital version of <http://kom-hit.se/flykting/> with added contextual vocabularies



In the wealth of apps, What do users do? When? and How?



Screenshot from *Duolingo*

PEOPLE TEND TO BE HETEROGENEOUS

- People have different motivations
- People learn in different ways
- People need different assistance
- People focus on different aspects when learning

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- Interaction designers will bring insights from field visit to the design and development process.
- Software engineers will bring development expertise into the project and a capacity to materialize great solutions.

At the end of the course we will have an EXPO with an invited audience.