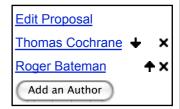
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A Mobile Learning Journey: Or "A Tale of Two Academics' Pedagogical Partnership"

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Short Description: An academics journey into the use and appropriation of mlearning within their teaching practice. This journey is based upon a four year research project into the potential of mobile web2.0

Long Description: Today, less than a billion people have access to computers, whereas around four billion people have access to mobile phones. At the same time, the nature of the Internet has been undergoing a revolution labelled 'web



2.0'. Most web 2.0 tools are also designed to be mobile friendly, allowing reading and updating of web 2.0 content from mobile phones, and also featuring enhanced mobile affordances such as photo and video blogging (from cameraphones), and geotagging (from GPS equipped smartphones). Hence mobile web 2.0 provides a platform for wider access than traditional computing that is context independent, facilitating 'authentic' learning environments (A. Herrington & Herrington, 2007, 2006; J. Herrington, Herrington, Mantei, Olney, & Ferry, 2009) beyond the boundaries of the traditional tertiary classroom. Thus mobile learning (mlearning) presents vast potential for appropriation within tertiary education. This paper presents an academics journey into the use and appropriation of mlearning within their teaching practice. This journey is based upon a four year research project into the potential of mobile web 2.0 (Cochrane, Flitta, & Bateman, 2009). Critical incidents along this journey are identified and examples given of how mobile web 2.0 has been integrated into the academics lifestyles and pedagogical toolkits. The paper outlines the significant events in the pedagogical development of two academics over this period of four years. Critical Incident Analysis is used to identify significant 'eureka' moments for the participants in their mlearning (mobile learning) journeys. Several 'lenses' are used to bring into focus themes that emerge upon reflection over this period, including: Communities Of Practice, the Social Construction of Technology, Actor Network Theory, Activity Theory, and Social Constructivism. The symbiotic relationship developed between the academic advisor (technology steward) and the academic teaching staff has proven a rich environment for harnessing educational technology to design social constructivist learning environments for different groups of tertiary students. It is hoped the insights gained will be useful for other academic staff wanting to implement pedagogical innovation, and for professional development staff seeking insights for facilitating academics to integrate educational technology into their pedagogies.

Keywords: mlearning, pedagogy, transformation, Community of Practice

Stream: Technology in Education

Presentation Type: Virtual Presentation in English

Paper: A paper has not yet been submitted.

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[bio no rego (fix rego)]

Thomas Cochrane (BE, BD, GDHE, MTS, MComp) is an Academic Adivsor (elearning and Learning Technologies) with Unitec (March 2004 to present). His role at Unitec includes providing support for elearning and learning technologies for Unitec teaching staff, and pushing the boundaries of educational technology for enhancing teaching and learning at Unitec. His research interests include mobile learning, web2, and communities of practice. He is currently implementing mobile learning trials for his PHD thesis: "Mobilizing Learning: The potential impact of wireless mobile computing on teaching and learning in higher education in New Zealand". Harnessing the potential of social software tools (such as: Mobile Blogging, RSS, Instant Messaging, Moodle and Elgg...) using wireless mobile devices, such as: PDAs, laptops, and the new generation of mobile phones.

Roger Bateman

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[bio no rego (fix rego)]

Roger is a Senior Lecturer in the Department of Design and Visual Arts in Unitec's Faculty of the Creative Industries and Business. He teaches Product and Furniture Design, is a supervisor on the Master of Design and also runs a Design & Business Incubator called the Generator. His research interests include mobile learning, web 2.0, and Collaborative Practice. He is interested in the potential impact of wireless mobile computing on teaching and learning in higher education and how web 2.0 assists in collaborative projects. Roger is also researching into sustainable design and is currently developing a series of projects that investigate the application of biopolymers to the design of office furniture.

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