

eFest Presentation and Tutor Reflections

Setup wiki notes with VOX and YouTube links

<http://ctlwiki.unitec.ac.nz/index.php/MlearningTrials>

1. Introduction
 - a. Overview, demo moblog of participants
2. Pedagogical underpinnings and Concept Map
3. History
4. Examples – present from N95 with video out.
 - a. Tutor COPs examples – D2D Intro, Minisymposium
 - b. N95 mobilepack overview
 - c. Student use examples: David Putra, Dan, Glenn VODcasts
 - d. DipMus iPhone VODCast
 - e. BDes student moblogging reflections
 - f. Most useful Mobile apps – Graph
 - g. Student feedback quotes (Wiki)
 - h. Example Mobile apps
 - i. Flickr
 - ii. YouTube
 - iii. RSS
 - iv. IM
 - v. Shozu
5. Roger's Reflections – a Tutor's perspective, including example mobile use.
 1. What potential benefits do you see for mobile web2 to enhance teaching and learning?
 2. Have you (so far) seen increased engagement in the course from students when using this technology?
 3. What are the key issues for integrating this technology into your courses?
 4. In what ways has (or will) your teaching approach changed by using these tools?
6. Evaluation
 - a. Thom Cochrane
 - b. Roger Bateman
7. Discussion
 - a. Issues
 - b. Further examples
 - c. Online Survey (Polldaddy?)

Description of session:

Connected Learners:

Blogs, wikis, podcasting, and a host of free, easy to use web2.0 social software provide opportunities for creating social constructivist learning environments focusing upon student-centred learning and end-user content creation and sharing. Building on this foundation, mobile web2.0 has emerged as a viable teaching and learning environment, particularly with the advent of the iPhone (Nicknamed “the Jesus phone”) and iPod Touch. Today's wifi enabled smartphones provide a ubiquitous connection to mobile web2.0 social software and the ability to view,

create, edit and upload user generated web2.0 content. This presentation outlines how mobile web2.0 technologies can be harnessed to enhance and engage students in a social constructivist learning environment. It is based on the experiences of 7 different Mobile Learning trials implemented at Unitec over the last 3 years. Examples of student and teaching staff feedback will be drawn from several of these mobile learning trials. Additionally the presentation will involve mobile web2.0 demonstrations and facilitate a discussion around the practicalities and potential of integrating and supporting mobile web2.0 within a tertiary course. It is hoped the insights gained will be useful for other academic staff, and for professional development staff seeking to integrate innovative educational technology into their pedagogies.

Goals for this session:

Attendees at this session will:

1. Gain an overview of the practical implementation of mobile web2.0 scenarios.
2. Participate in critiquing staff and student feedback from several mobile learning trials.
3. Discuss the potential of using mobile web2.0 pedagogies in tertiary education.

Audience Participation: (discussion, questions...)

Participants with WiFi enabled laptops are encouraged to bring them to the session for participation in the demonstrations. Links to media and supporting notes will be available online via a wiki during and after the session. An online survey will be used to gather audience experiences. This will be an interactive, powerpoint-free session.

Audience Level: (types of practitioners)

Academic teaching staff and academic professional development staff, also IT support staff wanting a pedagogical introduction to mobile web2.0 technologies.

Description of Content Level: (beginner, intermediate, advanced...)

Anyone who can operate a cellphone and a web browser.