Mobile Learning Innovations and Trends

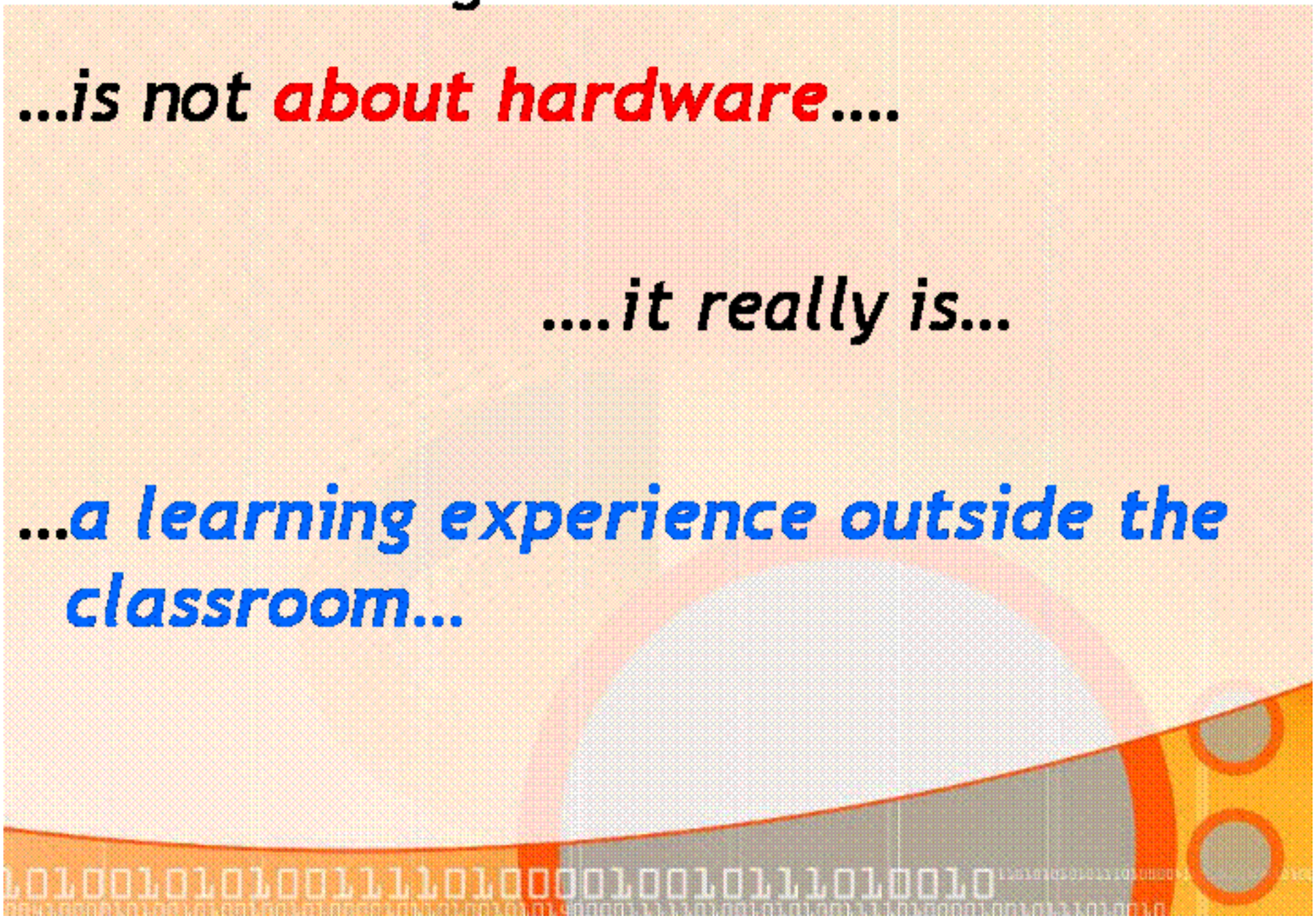
Mark Oehlert - Booz Allen Hamilton

Mobile Learning.....

...is not about hardware....

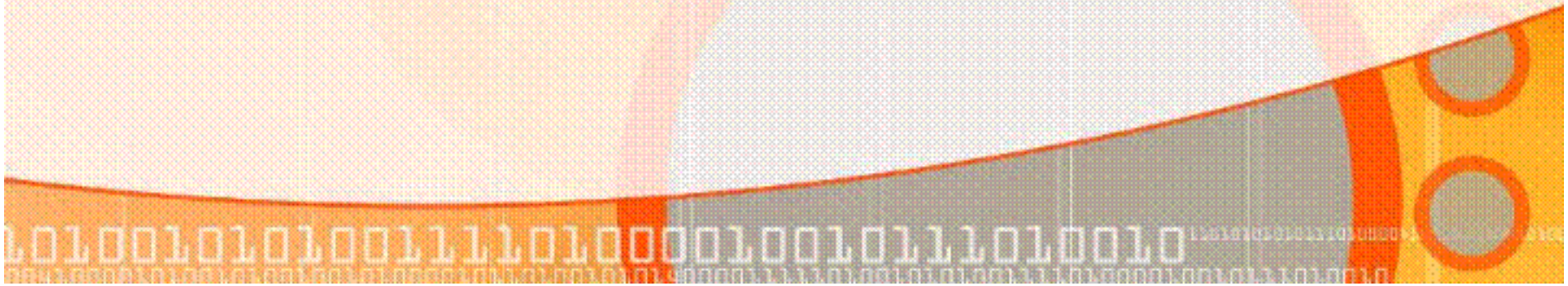
....it really is...

...a learning experience outside the classroom...



...that means that...

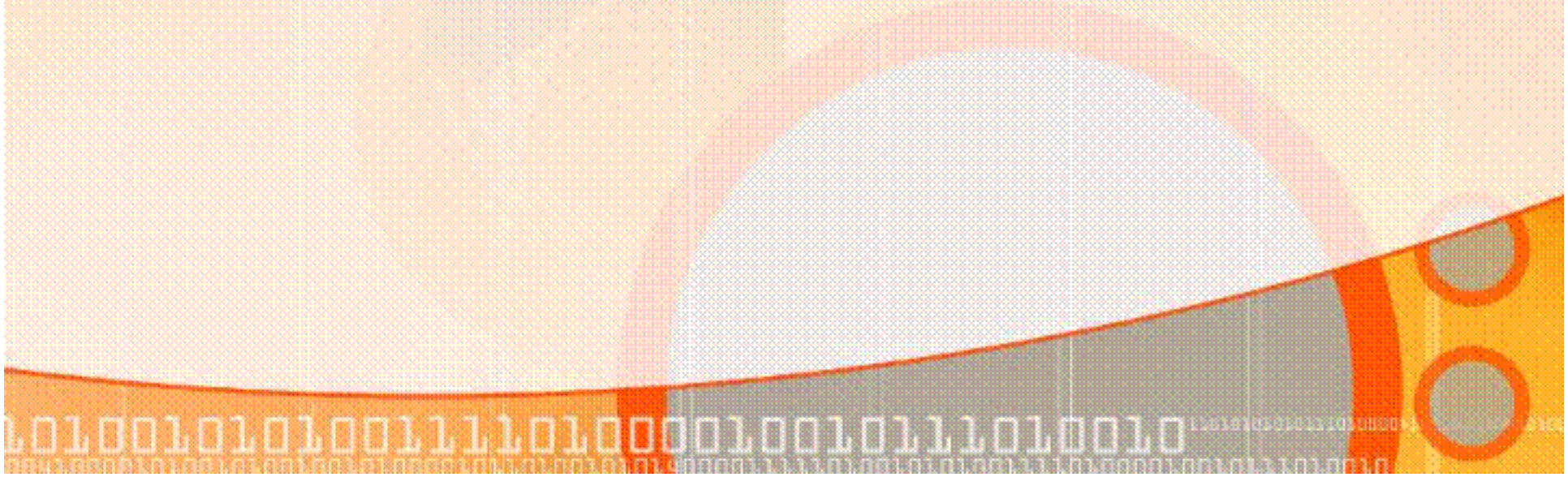
...we should begin any discussion about mobile learning by looking at the ***EXPERIENCE*** *that we want to engineer and NOT the hardware we have available....*



...the problem is...

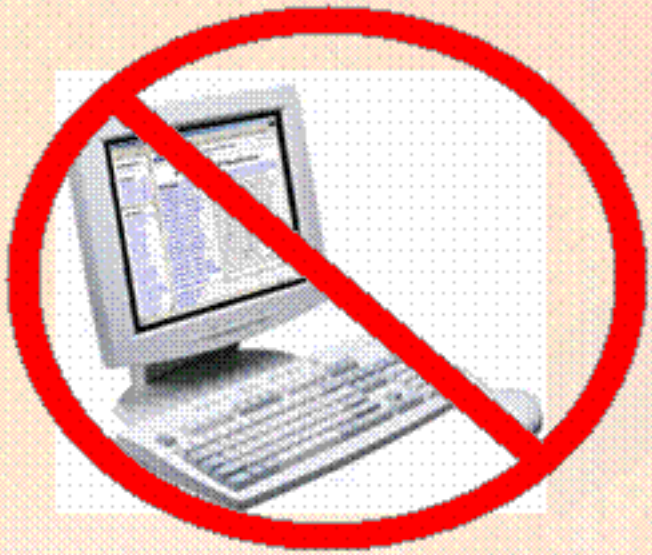
*...mobile learning began it's life as a discussion about **hardware** and NOT about*

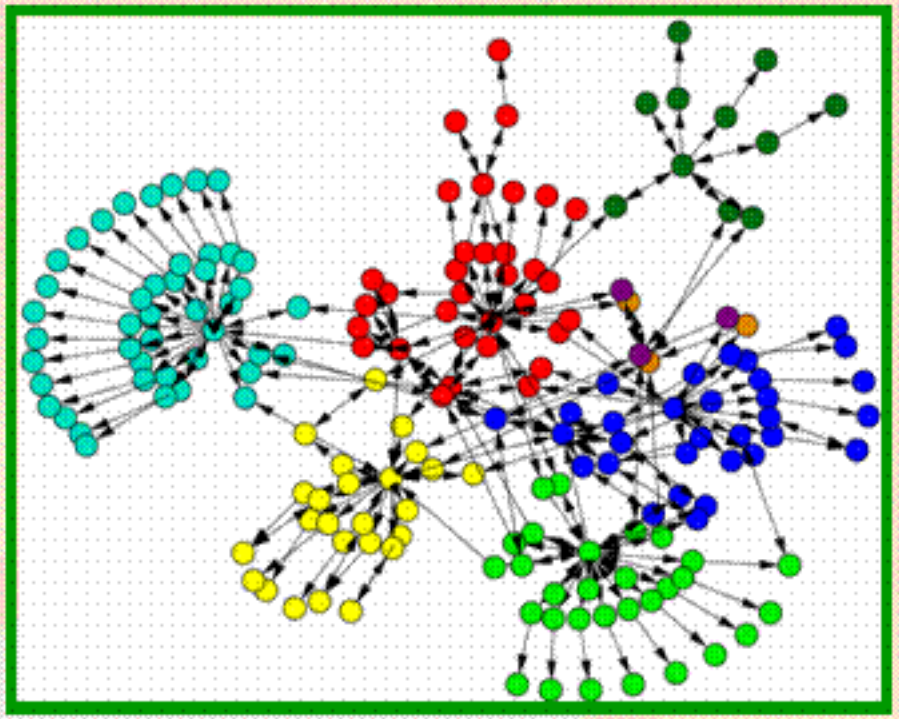
***DESIGN**...*



Let's Start Over and Think About This…

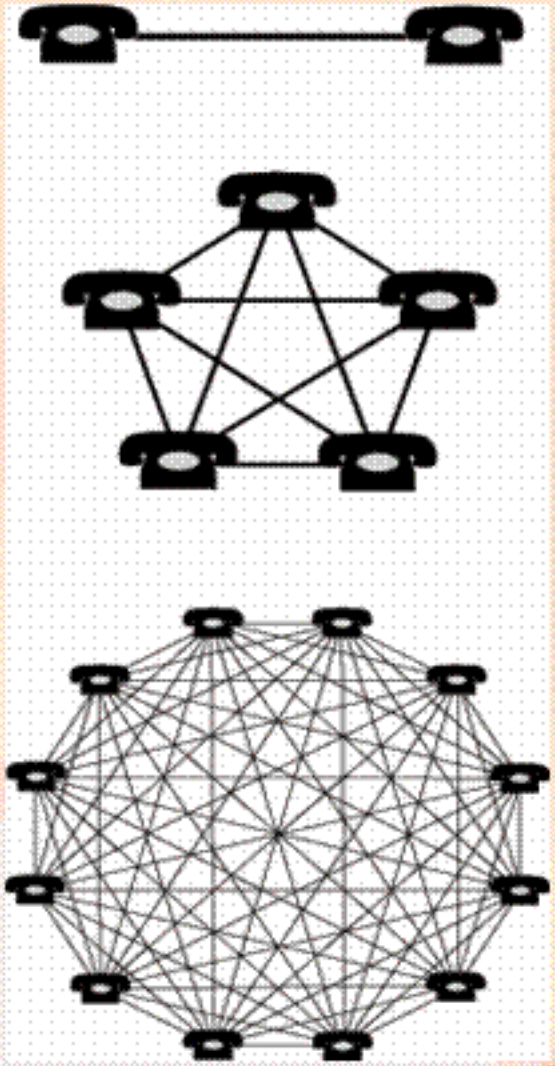
*Mobile is NOT about extending the desktop, its about extending the **network**….*





The Law of Network Effects (Metcalfe's Law)...

- *Best example: The first fax machine cost a lot of money and was worthless (no value) because there was no on to send a fax to. Now fax machines are so valuable, everybody must have one but they cost next to nothing.*



Thinking About Extending the Network Frees Us...

...from trying to figure out what the perfect platform is...so we can concentrate on what the best experience is...

Let's ask:

- *What do our learners need?*
- *How can we provide that to them in a way that makes their day easier and not harder?*
- *What are we going to tell them to STOP doing?*

Specifically for learning…

- *Accept that "learning" in a mobile sense will/can/should/would mean:*
  - *Training*
  - *Performance Support*
  - *Reference*
  - *Education*
  - *Collaboration*
  - *And other things that you can't yet imagine…*

It could even be <*gasp*> a gaming platform

Nintendo DS

Sony PSP

Interesting, useful, but pretty closed off…

The Ubiquitous Cell Phone

- *Which model?*
- *What features?*
- *What kind of delivery?*
- *What carrier?*
- *Who pays the charges?*

Dominant mobile dev platforms

Qualcomm proprietary mobile development platform

J2ME - Java Mobile Edition

(By 2009 90% of all US handsets will support one of these first two)

http://www.internetadsales.com/modules/news/article.php?storyid=3457

Macromedia/Adobe Flash

In 2005, before the release on the new mobile Flash spec, 45 million devices in the US were already capable of running it.

So what are the Revolutionary devices?

Applications + Data = Environment

The U3 USB

(my 2nd favorite mobile platform)

Ceedo

MojoPac

The $100 Laptop

- *"It's an education project, not a laptop project." — Nicholas Negroponte*
- *"Our goal: To provide children around the world with new opportunities to explore, experiment and express themselves."*
- ***What's the goal of your project?***

The iPod

Now Playing
1 of 14
3:27
iPod
Photos
Extras
Settings
Shuffle Songs

Stanford on iTunes

...provides access to a wide range of Stanford-related digital audio content via the iTunes Music Store, Apple's popular music jukebox and online music store. The project includes two sites:

- a public site, targeted primarily at alumni, which includes Stanford faculty lectures, learning materials, music, sports, and more.
- an access-restricted site for students delivering course-based materials and advising content.

"iPods helping languages click" (Philadelphia Inquirer)

Are you a student reviewing study notes for English class or the SAT, or a professional, studying for your CFA or MCAT? Then use your iPod to learn anywhere you are; in the car, train, bus or plane.

FirstAidPod (www.firstaidpod.com)

"the initial series of *Enhanced Podcasts* are:

*** NO BREATHING, NO PULSE, CPR -- Infant, Child and Adult episodes**

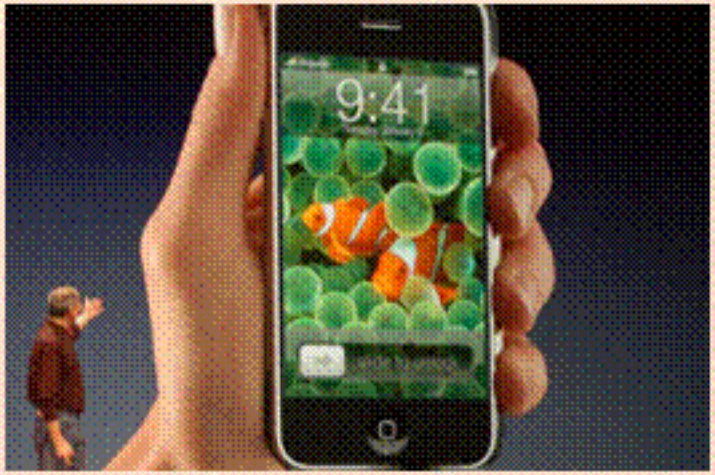
*** CHOKING, CPR -- Infant, Child and Adult episodes**

*** DROWNING, CPR - Infant, Child and Adult episodes**

*** BLEEDING -- Infant, Child and Adult episodes"**

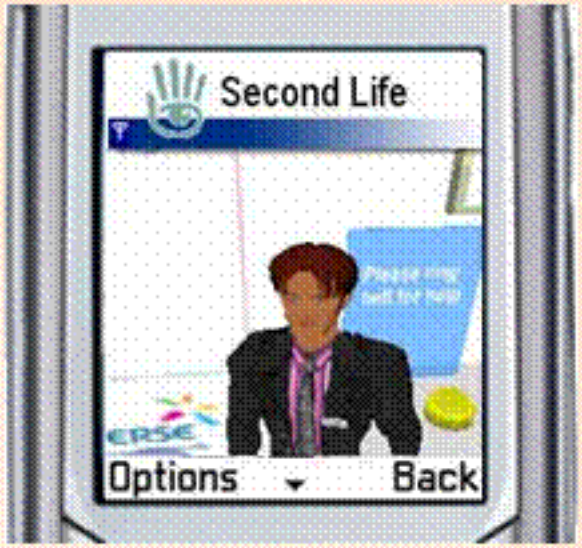
A Game Changer...but maybe for a different reason..

- *Might not be the world's greatest phone*
- *Will be the world's greatest experience*
- *Starts from a user's perspective – that's why it is important to us..*



Some important other vectors....

teleflip



GO TEST GO™

skype

TiddlyWiki

"a reusable non-linear personal web notebook"

Oh yeah...what is my 1st, MOST favorite mobile platform?

.....*My Moleskine*

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