

Mobile Learning: Learner Affordances



LEARNING ENVIRONMENTS

LEARNER IMPACTS

- Attitude
- Behavior
- Motivation
- Self-regulation

DESCRIPTION

Mobile learning is defined as supports for people learning on the move in personal learning settings, such as on a phone or tablets, as well as in public learning settings, such as museums. The mobile context permits deeper constructivist, “learning by doing” approaches to be employed, as well more contextual learning, as it is now possible to take the learning process out of the classroom into authentic, real-world environments. (McQuiggan, Kosturko, McQuiggan, & Sabourin, 2015).

The mobile learning environment also provides the learner with more control over which devices and support apps they choose to best enable their personal learning process.

CAPABILITIES

- Instruction: Multimedia active reading
- Management: Learner analytics
- Cognitive Tools: Timestamped video comments

SAMPLE DESIGN IMPLEMENTATIONS

- Robust Technology: Identifying tree species with LeafSnap.com
- Simple Technology: Notifications and prompts
- Content Support: Mobile flashcards



Pearson

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SELF-ASSESSMENT INSTRUMENT



| Principle Criteria | Integration (4-5 points) | Exploration (2-3 points) | Consideration (1 point) | Not Applicable (0 Points) | Total Points |
|--|---|---|---|--|--------------|
| Purpose/ Model | The product strategy is aligned to mobile learning as a core principle of a learner-centered product. | The product team is exploring mobile learning as a core LDP for creating a more learner-centered product. The product strategy is exploring integrating an evidence-based model of mobile learning. | The product team considers mobile learning to be an important LDP for creating a more learner-centered product. The product strategy considers mobile learning at a high level but does not currently align to an evidence-based model. | The mobile learning LDP does NOT align to the product strategy and is not necessary to explore further. | = ____ |
| Mobile Learning Application | The product uses empirically-based recommendations concerning mobile learning. | Principle is applied only to a specific area of the product and more learner feedback is needed to improve principle application. | Product team thinks applying this principle would add value to their product strategy. Product team has applied similar principles to their product strategy. | This principle is NOT currently being applied to any area of the product and is NOT needed to improve the product. | = ____ |
| Mobile Learning Delivery | The impact on a capability or service aligned to this principle has been gathered/reported on. | Product team is in early discussions about partnering with LD team to validate this principle with learners. Product team has specific capabilities they need to validate this principle with. | Product team needs more information about how this principle might be tested with learners using LD's validation services. | This principle does NOT need to be validated in order to inform product design & development. | = ____ |
| Learner Characteristics | Design & development are currently using validation reports to further align the principle and the product strategy. | Product team is currently exploring how validation results and recommendations could be used in product design & development. | Product team feels there is time in the schedule to include validation data to inform product design & development. Product team needs a consultation to learn more about validation services and results reports. | This principle does NOT need to be validated in order to inform product design & development. | = ____ |
| Formative/ Summative Applications | The formative and summative applications make proper use of mobile learning LDP recommendations for creating assessments. | Product team is currently exploring how recommendations for designing assessments for mobile learning could be used in product design & development. | Product team feels there is time in the schedule to include time spent on assessment application design & development. Product team needs a consultation to learn more about designing mobile learning assessments. | Formative/summative applications will NOT be used to inform product design & develop. | = ____ |