**Why Mobile?**

- New Generation of Students
  - Online presence
  - Now generation
  - 8 generation
  - Virtual generation
  - Social networking
  - Games
  - Digital experts
  - Adapt to technology quickly
  - Technology is second nature

- Shift to Mobility
  - E-learning to M-learning
  - E-Commerce to M-commerce
  - E-government to M-government
  - E-collaboration to M-collaboration
  - E-library to M-library
  - E-health to M-health

**AU Mobile Projects**

**Websites**
- English as a Second Language: http://eslau.ca
- Workplace English: http://wpeau.ca
- French as a Second Language: http://fslau.ca

**Content**
- Four different question types (multiple choice, T/F, matching, word ordering)
- multimedia objects including images, audio, video, animation
- Lessons target grammar and pronunciation while incorporating realistic scenarios

**Guidelines**
- Content is “chunked” to fit devices
- Device type is detected, and then the content is delivered optimized for the specific device
- Design as learning objects
- Store in repositories for easy access
- Metatag for retrieval, discovery, and re-use

**Features**
- Open Access with Creative Commons
- Supports AU’s mission of removing barriers to learning

**Mobile Future**
- More multimedia - devices now easily handle high-quality audio, video, and other content
- More devices - there are more and more advanced devices: iPhone, iPad, Android, Windows Phone 7, Blackberry
- Applications (apps) - increasingly popular and capable, apps are an easy way to engage users and directly deliver content
- Fragmentation - different operating systems, versions, carriers, and connection types make it expensive to develop for all
- Dynamic pages rendering XML for desktop/mobile use
- Mobile Knowledge Management System (MKMS) for the creation and rendering of mobile content
- Advanced automatic device detector that detect device capabilities

---


**2. Ibid.**