

# ROAD TO MOBILE LEARNING

5.3 billion

mobile subscriptions worldwide<sup>1</sup>  
more mobile devices than land lines<sup>2</sup>

50  
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LIMIT

## Why Mobile?

### New Generation of Students

- Online presence
- Now generation
- @ 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

90% of students

thought that mobile learning provided them with the opportunity to learn anytime, anywhere<sup>3</sup>

## 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

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### Workplace English

- 86 lessons
- 155 interactive exercises
- vocabulary from 8 different workplace situations

### Creative Commons

CC creative commons



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## 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

1. “ITU estimates two billion people online by end of 2010.” International Telecommunication Union. Retrieved 2011-04-26  
2. Ibid.  
3. Mohamed Ally, Tracey Woodburn, Tony Tin and Colin Elliott. “Mobile access for workplace and language training.” M-libraries 2 : a virtual library in everyone’s pocket. Eds. Mohamed Ally and Gill Needham. London: Facet, 2010.



NO TURNING  
BACK