

Exploring mobile space: Pedagogical affordances of wireless mobile devices

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Unitec

Half day. Maximum participants: 30. Intended audience: Educators interested in using mobile technologies in their teaching and those wanting a practical overview of how to use mobile devices within a pedagogical framework. Basic computer and cellphone use required. Willingness to sign up for a range of free mobile Web 2.0 services to explore.

Objectives To explore the potential of wireless mobile devices to enhance tertiary education today, outlining both research-informed principles, as well as giving participants' practical hands on experience of how to use the capabilities of wireless mobile devices within a pedagogical framework.

- Activities The workshop will be a 'hands-on' exploration of some of the potential applications of wireless mobile devices in tertiary education. Both presenters will introduce the workshop by over-viewing their involvement in mlearning projects over the past 3-4 years, outlining participant feedback (students and lecturers) and critical success factors that have been discovered from these experiences. James will outline his work with MoLeNET projects in the UK, while Thom will outline his work with mobile web 2.0 projects at Unitec. A range of mobile affordances will then be demonstrated and explored by the workshop attendees, including
 - Video Streaming
 - PODCasting
 - Geo tagging
 - Micro-blogging
 - Txt notifications and txt polling
 - Direct image and video blogging
 - Mobile Codes
 - Enhanced Student PODCasts
 - Social Networking

About the presenters

Thomas Cochrane



Thomas Cochrane is an Academic Advisor (elearning and Learning Technologies) with Unitec (March 2004 to present). His role at Unitec includes providing support for elearning and learning technologies for Unitec teaching staff, and pushing the boundaries of educational technology for enhancing teaching and learning at Unitec. His research interests include mobile learning, web 2.0, and communities of practice. He is currently implementing mobile learning trials for his PhD thesis, "Mobilizing learning: The potential impact of wireless mobile computing on teaching and learning in higher education in New Zealand". Harnessing the potential of social software tools (such as: Mobile Blogging, RSS, Instant Messaging, Moodle and Elgg...) using wireless mobile devices, such as: PDAs, laptops, and the new generation of mobile phones. Thomas Cochrane *BE, BD, GDHE, MTS, MComp* Academic Advisor (eLearning & Learning Technologies) Centre for Teaching & Learning Innovation, Unitec Email: tcochrane@unitec.ac.nz http://ltxserver.unitec.ac.nz/~thom/ http://ltxserver.unitec.ac.nz/mediawiki/index.php/Main Page

Blogs: http://tcblogtest.blogspot.com http://thomcochrane.wordpress.com http://thomcochrane.vox.com

Roger Bateman MA RCA.



Roger is a Senior Lecturer in the Department of Design and Visual Arts in Unitec's Faculty of the Creative Industries and Business. He teaches Product and Furniture Design, is a supervisor on the Master of Design and also runs a Design & Business Incubator called the Generator. His research interests include mobile learning, web 2.0, and Collaborative Practice. He is interested in the potential impact of wireless mobile computing on teaching and learning in higher education and how web 2.0 assists in collaborative projects.

Roger is also researching into sustainable design and is currently developing a series of projects that investigate the application of biopolymers to the design of office furniture.

Blogs: http://ondesigno.vox.com/ http://designproject.ning.com/

James Clay



James is Information and Learning Technologies and Learning Resources Manager at Gloucestershire College in the UK.

James is responsible for the VLE, the use of learning technologies, e-learning, the libraries, digital and online resources and the strategic direction of the college in relation to the use of learning technologies. James' current interests is in learning on the handheld devices that learners have. So how can we create learning activities which work on mobile phones, iPods, PSPs, PDAs, digital cameras, PVRs and others... James also has a large online footprint through the use and evaluation of Web 2.0 tools and services

Blog: http://elearningstuff.wordpress.com/ Twitter: http://twitter.com/jamesclay

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