iPedagogy: Exploring pedagogical transformation via mlearning with the iPad

Presenters/facilitators:

Thomas Cochrane Te Puna Ako Unitec, New Zealand

James Oldfield

Department of Accountancy and Finance Unitec, New Zealand

Workshop Duration

6hours

Maximum number of 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. Participants will require basic computer and cellphone skills, and a willingness to sign up for a range of free mobile web 2.0 services to explore. Participants will also need to create an iTunes Store account, and purchase iPad apps to the value of \$30 total.

Objectives

By the completion of the workshop participants will be able to:

- Explore the potential of wireless mobile devices (in particular the Apple iPad) to enhance tertiary education today within a social constructivist pedagogy (Pedagogy 2.0)
- Utilise research-informed principles for mlearning project designs
- Evaluate examples of student-generated content and student-generated learning contexts using the iPad
- Critique an experience of using of mobile web 2.0 tools

About the facilitators

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: Transforming 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, netbooks, tablets, and the new generation of mobile phones.

BE, BD, GDHE, MTS, Mcomp, PHD Student Academic Advisor (eLearning & Learning Technologies) Centre for Teaching & Learning Innovation, Unitec tcochrane@unitec.ac.nz (00649) 815-4321 xtn 7067 James Oldfield is a lecturer (Information Systems) in the Department of Accounting and Finance at Unitec New Zealand. His role at Unitec includes providing elearning support for the department as an elearning community coordinator.

James' research interests include educational games and mlearning. He is currently implementing an iPad and netbook project within an introductory information systems class allowing students to integrate the technology into their learning experience both in and out of the classroom. James is also developing an educational game incorporating mobile technology for use in the classroom. BCom, CertHE, MCom

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Overview of activities

The workshop will be a 'hands-on' exploration of some of the potential applications of wireless mobile devices (in particular the Apple iPad) 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 critique an iPad project with 35 students at Unitec during 2010, while Thom will draw upon his work with mobile web 2.0 projects at Unitec from 2007 to 2010, including three iPad projects with three different student groups in 2010. A range of iPad affordances will then be demonstrated and explored by the workshop attendees, including:

- Video Editing and presentations
- Geo tagging
- Micro-blogging
- RSS subscriptions
- Direct image and audio blogging
- eBooks
- Enhanced Student PODCasts
- Social Networking
- Gaming

Detailed plan of workshop activities

9am	Introductions
9:10	iPads
	WiFi & Wiki logins
	Create Participant Wiki profiles - cellphone number, Web2 links
9:15	Workshop outline
9:20	PollEverywhere
9:25	MLearning Intro
	mlearning evolution
	Student Prezis
	MLearning demos and examples
9:40	MLearning Affordances
9:45	iPad App exercises
	Collaborative Communication
	Twitter
	RSS readers
	Blogging & eportfolio options
10:15am	n Morning Tea
!0:30	Thom MLearning Research Overview (Wiki)
11 - 12	MLearning Exercises
	Media Generation and Sharing
	YouTube

Picasaweb and Flickr

12 Lunchtime. 1pm James Accountancy iPad Project Overview 2pm Creating an MLearning Project Plan 3pm MLearning exercises Context Aware Applications Geotagging and Geolocation

4pm Questions

Previous Presentations and References

Cochrane, T. (2010). Exploring Mobile Learning success factors. ALT-J, Research in Learning Technology, 18(in press).

Cochrane, T., & Bateman, R. (2010). Reflections on 3 years of mlearning implementation (2007-2009). Paper presented at the IADIS International Conference Mobile Learning 2010. from http://www.mlearning-conf.org/

Cochrane, T., & Bateman, R. (2010). Smartphones give you wings: Pedagogical affordances of mobile web 2.0. Australasian Journal of Educational Technology, 26(1), 1-14.

Cochrane, T., & Bateman, R. (2010, 5th to 7th July). Pedagogy 2.0: Invigorating A Paper Based Design History Course. Paper presented at the EDULEARN10 the International Conference on Education and New Learning Technologies, Barcelona, Spain.

- Cochrane, T. (2010). Mobilizing Learning: Intentional Disruption. Harnessing the potential of social software tools in higher education using wireless mobile devices. *International Journal of Mobile Learning and Organisation*, 3(4. Special edition: Developing Themes in Mobile Learning), 399 -419.
- Cochrane, T. (2009). Contemporary Music Students and Mobile technology. In J. Odonoghue (Ed.), *Technology Supported Environment for Personalised Learning: Methods and Case Studies*. Hershey, PA 17033, USA: (In pre-press) IGI Global.
- Cochrane, T. (2008, 8-10 October). Designing Mobile Learning Environments: Mobile trials at United 2008. Paper presented at the MLearn08: The bridge from text to context, University of Wolverhampton, School of Computing and IT.
- Cochrane, T. (2008, 1 4 December). *Mobile Web2.0 the New Frontier*. Paper presented at the ASCILITE 2008, Deakin University, Melbourne, Australia.
- Cochrane, T. (2007, 16-19 October). *Mobile Blogging: A Guide for Educators* Paper presented at the MLearn 2007 - Making the Connections 6th International Conference on Mobile Learning, Melbourne.
- Cochrane, T. (2007, 16-19 October). Moving Mobile Mainstream: Using Communities of Practice to Develop Educational Technology Literacy in Tertiary Academics. Paper presented at the MLearn 2007 - Making the Connections 6th International Conference on Mobile Learning, Melbourne.
- Cochrane, T., & Bateman, R. (2009). Transforming Pedagogy using Mobile Web 2.0. Paper presented at the IADIS International Conference on Mobile Learning 2009. from http://www.mlearningconf.org/
- Cochrane, T., Bateman, R., Cliffin, P., Gardner, J., Henderson, I., & Holloway, S. (2009, 6th to 8th July). *Mobilizing Learning: Mobile Web 2.0 Scenarios in Tertiary Education*. Paper presented at the EDULEARN09 the International Conference on Education and New Learning Technologies, Barcelona, Spain.
- Cochrane, T., Bateman, R., & Flitta, I. (2009, 22-24 April). *Integrating Mobile Web 2.0 within Tertiary Education*. Paper presented at the m-ICTE2009, Lisbon, Portugal.
- Cochrane, T., Flitta, I., & Bateman, R. (2009). Facilitating Social Constructivist Learning Environments for Product Design Students Using Social Software (Web2) and Wireless Mobile Devices. [Journal]. DESIGN Principles and Practices: An International Journal, 3(1), 15pp.

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Requirements for facilitators

Room with wifi Internet access, with flexible seating (i.e. not rows) Video projector and screen with laptop input

Sound system for laptop Presenter will supply participants with the following for the workshop: 30 x wifi iPads (from Apple Australia)

Participants are encouraged to bring their own wifi enabled laptop or netbook (with iTunes 9.2 installed), personal cellphone, and iPod Touch/iPhone/iPad.