

#NPF14LMD Learners and Mobile Devices: Sharing Practice

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NPF14LMD is a National AKO Aotearoa funded two year project exploring the key issues surrounding learners and mobile devices. The project encompassed six tertiary institutions across New Zealand, involving over 50 practitioners and several hundred students. The sharing practice session will report on some of the key findings from this project after two years of implementation.

Keywords: mobile learning, learner engagement, new pedagogies.

Introduction

The field of mobile learning has a significant and growing body of literature and research, however there has been little longitudinal research or meta analysis on the impact of mobile learning upon learners and the key issues around integrating mobile devices into educational environments. After two years of exploration and implementation the #NPF14LMD project (Cochrane et al., 2014) has a wealth of practitioner and learner stories to enrich the field of mobile learning. Practitioners from the six collaborating tertiary education institutions across New Zealand will share their journeys, and introduce the development of an innovative new framework linking mobile learning and Maori pedagogies. The project utilises a community of practice hosted via a Google Plus Community (<http://bit.ly/1zP2S0T>) that links the six case studies creating a national network of researchers and practitioners. Practitioner stories are curated via a variety of social media platforms using a common hashtag #npf14lmd (e.g. see the Twitter conversation analysis at <http://bit.ly/MwhcLi>) and a collaborative Google map <http://bit.ly/npf14lmdmap>.

Format

1. Introduction of the #NPF14LMD project team (5 mins)
 - Short participant SurveyMonkey Survey – what is your experience of implementing mobile learning?
2. We will showcase three examples of mobile learning implementations from six collaborating institutions across New Zealand selected from a variety of contexts including: (15 mins)
 - Paramedicine
 - Occupational Therapy
 - Computer Science
 - Game Design
 - Carpentry
 - Teacher education
 - Introduction to the Framework: “He Whare Ako, He Whare Hangarau”
3. Participant Question and Answer: (10 mins)
 4. How could you use mobile learning in your context?
 5. What are the key practical lessons learnt?
 6. Discuss on Today'smeet: <http://todaysmeet.com/npf14lmd> and Twitter: #npf14lmd

Strategies

The session will utilise a range of participant interaction strategies including an introductory survey, a



Twitter conversation stream, and time for participants to ask in depth questions of each of the case studies represented.

Audience

Any academic wanting to explore mobile learning. Participants will need to BYOD: laptop, smartphone, and/or wireless tablet.

Biographies of Presenters

<p>Thomas Cochrane</p> 	<p>Thomas Cochrane is an Academic Advisor and Senior Lecturer in educational Technology at AUT University's Centre for Learning and Teaching (CfLAT). Thomas has managed and implemented over 50 mobile learning projects, with a recent focus upon Android and iOS smartphones and the iPad as catalysts to enable student-generated content and student-generated learning contexts, bridging formal and informal learning environments. He has over 100 peer reviewed publications, receiving best paper awards at Ascilite 2009, ALT-C 2011, and ALT-C 2012. Research profile: https://www.researchgate.net/profile/Thomas_Cochrane/</p>
<p>Stanley Frielick</p> 	<p>Dr Stanley Frielick is Director of Learning and Teaching at AUT University in Auckland – a central role in a network of staff, students and enabling technologies that increases the capability of the university for educational development and innovation. His involvement in educational computing began as a teacher with the Apple IIe and LOGO in schools in 1984, and since then has participated in the evolution of networked technologies that interlink with the development of new theories and approaches.</p>
<p>Vickel Narayan</p> 	<p>Vickel Narayan a learning and teaching consultant at the Centre for Learning and Teaching (CfLAT) at the Auckland University of Technology. Previously, Vickel was an Academic Advisor (eLearning) at Unitec Institute of Technology from 2009 to 2011. He has a keen interest in Web 2.0 technologies and its potential to engage students and teachers in the teaching and learning process. Vickel is particularly interested in exploring mobile Web 2.0 tools for creating, nurturing and maintaining virtual communities, social connectedness, fostering social constructivism, student generated content and contexts.</p>
<p>Acushla Dee Sciascia</p> 	<p>Dr. Acushla Dee Sciascia (O'Carroll) Ngaruahine Rangi, Ngati Ruanui, Te Ati Awa Senior Researcher</p> <p>Centre for Learning and Teaching (CfLAT), AUT University Te Wananga Aronui o Tamaki Makaurau</p>
<p>Mandia Mentis</p> 	<p>Mandia Mentis coordinates and teaches the post graduate Special Education Programme at Massey University, New Zealand and manages the online teaching and community environments for the School of Education. My research interests include inclusive education, e-learning within communities of practice and assessment and teaching practices for learners with diverse needs.</p>
<p>James Oldfield</p>	<p>James Oldfield is a Senior Lecturer in Information Systems and an</p>

	<p>Academic Advisor within Te Puna Ako at Unitec Institute of Technology. James currently provides advice and support to teaching staff working with new teaching spaces, eLearning and mobile learning. James has recently designed and implemented a mobile learning initiative in the Bachelor of Business programme where iPads are used by all students to enable pedagogical change. His research interests are focused on mobile learning and authentic learning and is an Apple Distinguished Educator.</p>
<p>Adrienne Moyle</p> 	<p>Adrienne Moyle (Learning Designer, Centre for the Creative Application of Technology in Education, Faculty of Education, University of Auckland) Adrienne's background in screen production, learning design and education has resulted in a unique mix of skills with which to contribute to the Centre for the Creative Application of Technology in Education (CreATE). Adrienne really enjoys empowering educators to integrate technology into their learning and teaching in pedagogically sound ways. The learners and mobile devices project (#NPF14LMD) is a great way for her to collaborate nationally with other participant researchers, and learn more about the affordances of mobile devices.</p>

References

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