



Mobile Learning Day 2013

M-UOC

Three Pillars towards Mobile Learning: Mobility, Multimedia and Multidevice

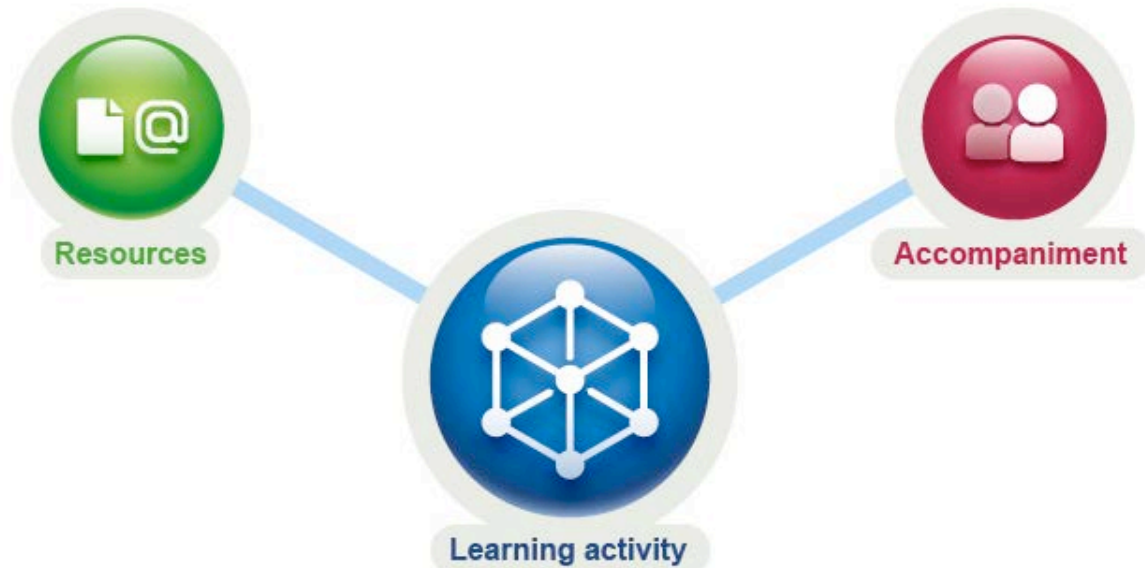
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Open University of Catalonia

About UOC

(Open University of Catalonia)

- Founded in 1994 (Barcelona) as an online university.
- Fully online university using ICT as the basis.
- Educational model focused on the learning activity.



About UOC Students

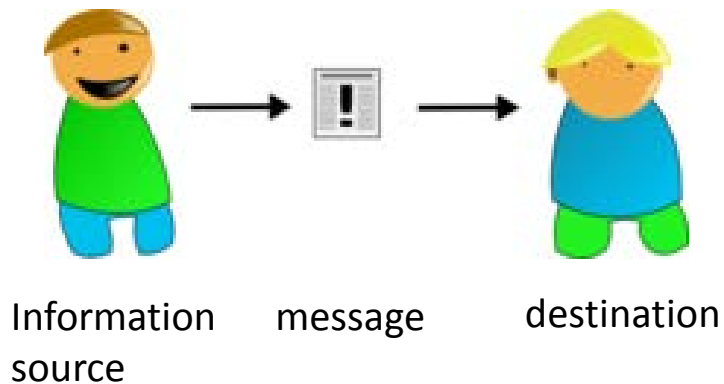
- There are many typologies of students with different ages, backgrounds, experiences, needs, desires and expectations.
- They are “on” 24x7.
- They are active participants in the learning process.
- They are overwhelmed with information.
- Asynchronous activities the most, but synchronous in some cases.
- “We are all disabled”. It depends on the context and the time (at home, bus, train, car drive and other situations).

About UOC Faculty

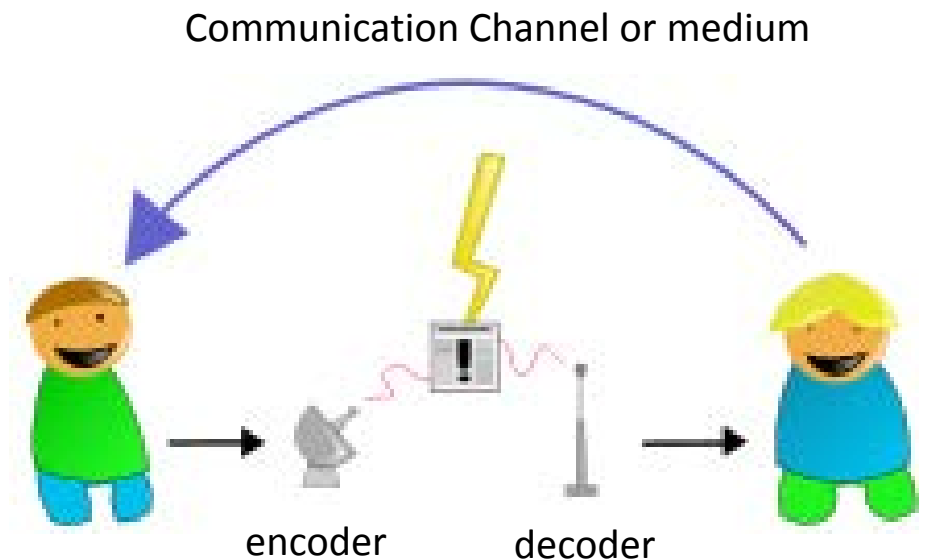
- Would prefer using different tools and services based on the subject taught or previous experience.
- The online environment is their only medium to teach and motivate students.
- Their “teaching” is essentially asynchronous.
- The resources they use evolve very fast.

Remote communications

Communication Classic Model



Shannon and Weaver Model (1949)



Classic Internet based Communication



Encoder/decoder Device:
The Computer

Medium / communication channel:
The Cloud

No mobility, the device fixes the context



The focus on the medium

Today eLearning Models



Educational Model

Learning Platform

Learning Resources

Learning tools

Technologies and processes

Learner and faculty needs

...

But today ... Wireless and more Devices



More than a “responsive” approach

Each device is a new world,
research and knowledge is required



New Paradigm. Rethinking ...

eLearning Models



Educational Model ?

Learning Platform ?

Learning Resources ?

Learning tools ?

Technologies and processes ?

Learner and faculty needs ?

The Time Problem

The mobile world is growing very fast, can we change the approach faster enough?



Mobile Learning

Mobility

Multimedia

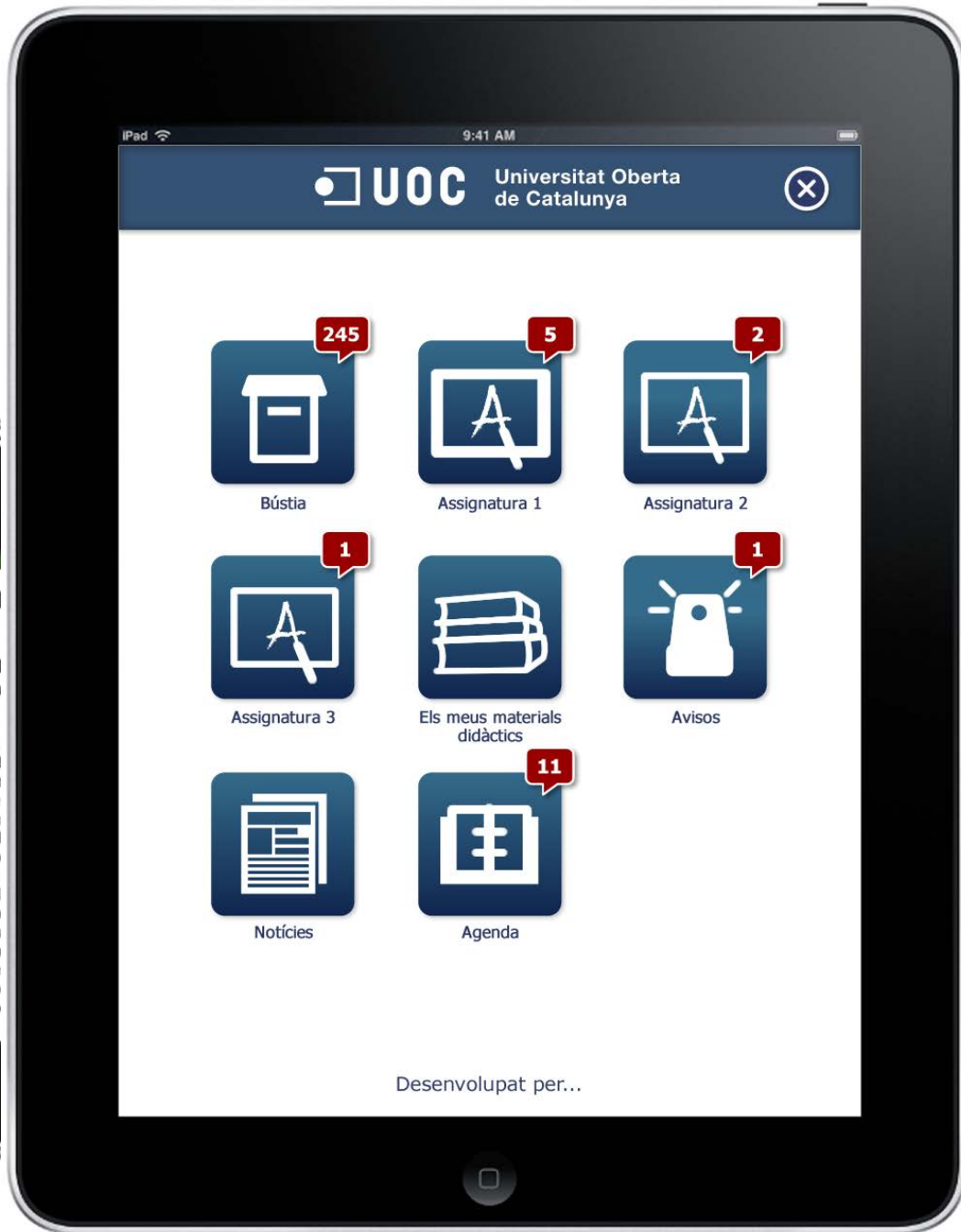
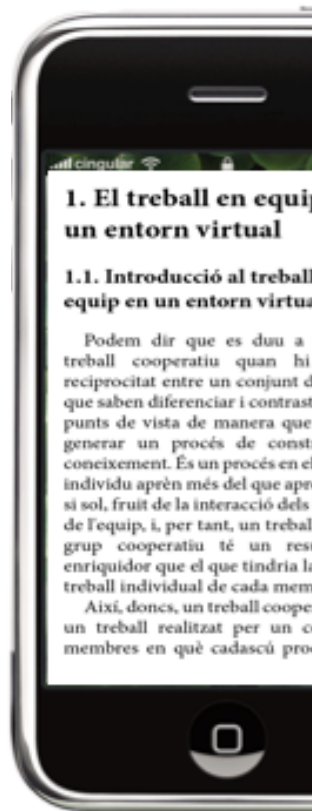
Multidevice



Mobility

More contexts, more times, more possibilities for learning and teaching





Multimedia

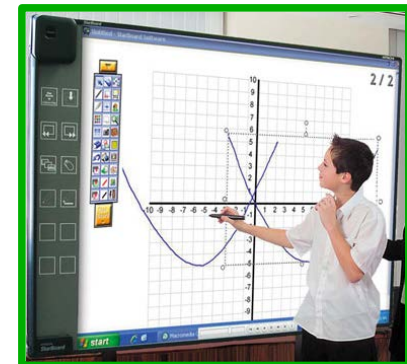
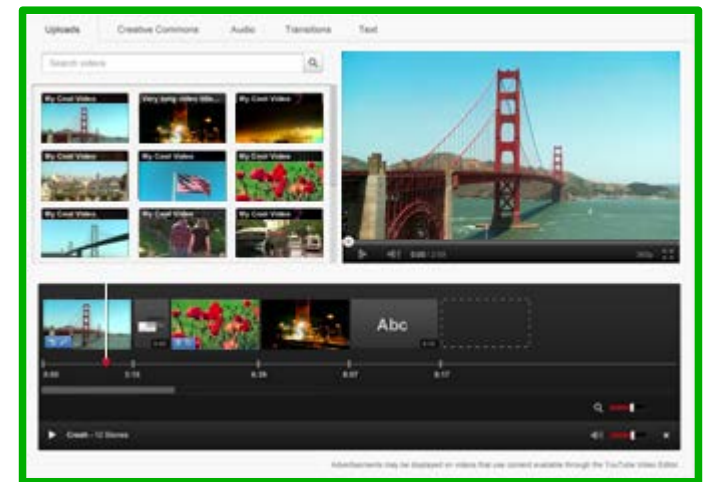
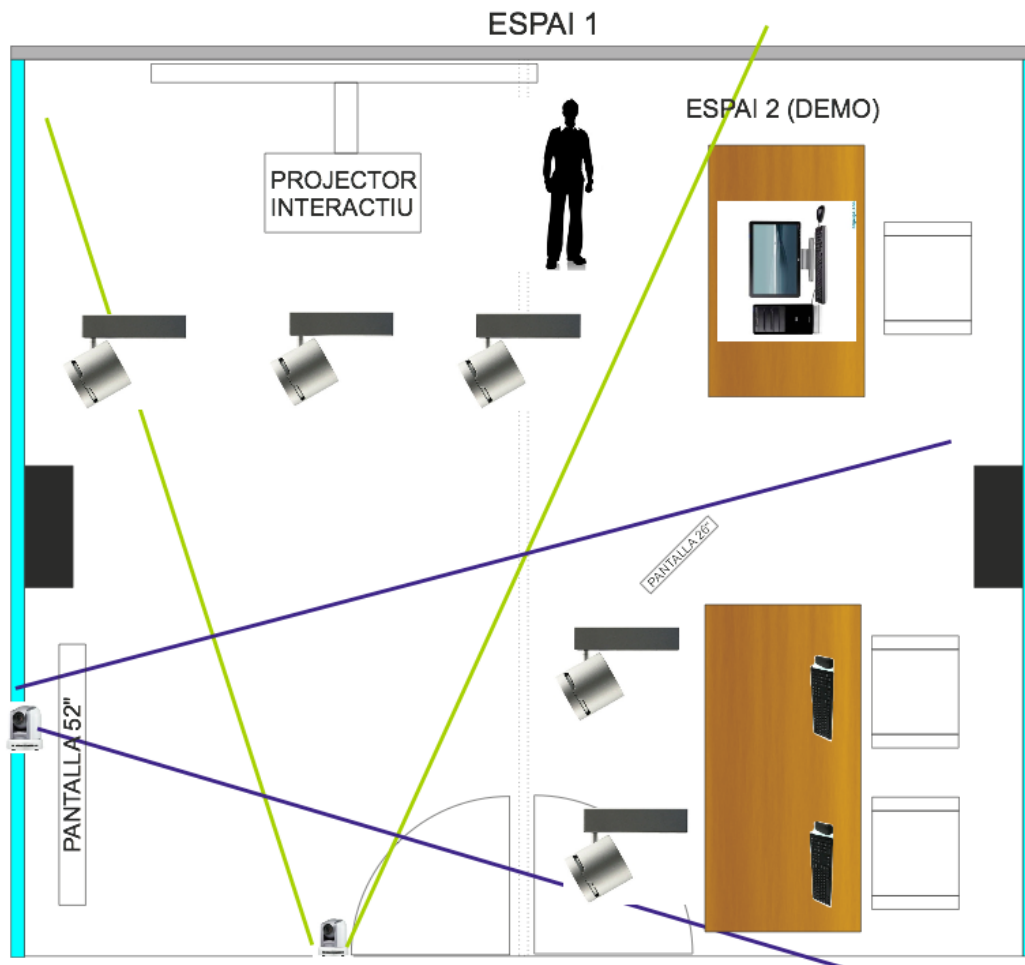
Mobile devices. A portable and open to all multimedia studio



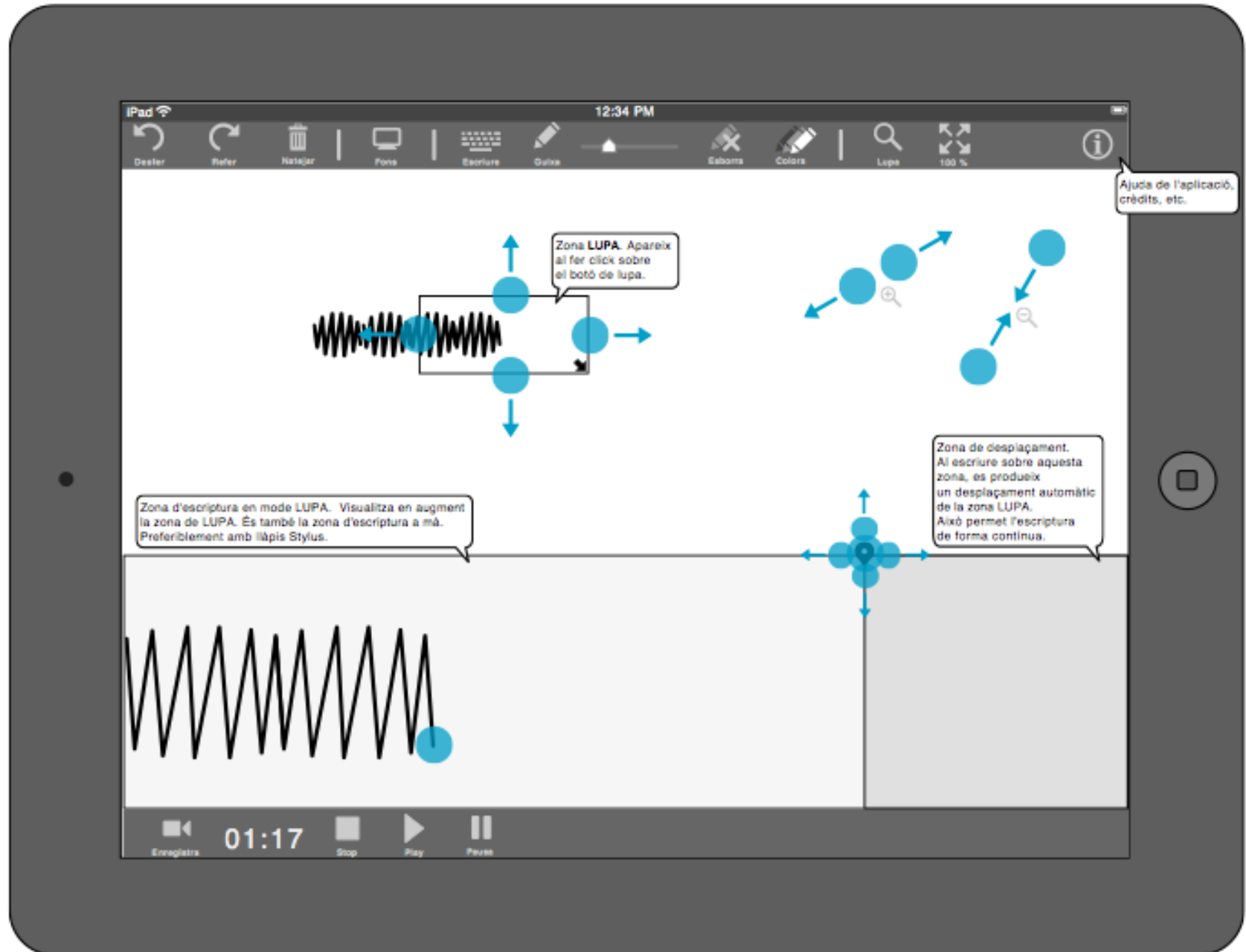
Multimedia Room (Lab)

Both, physic and virtual space

Video production space for learning multimedia skills



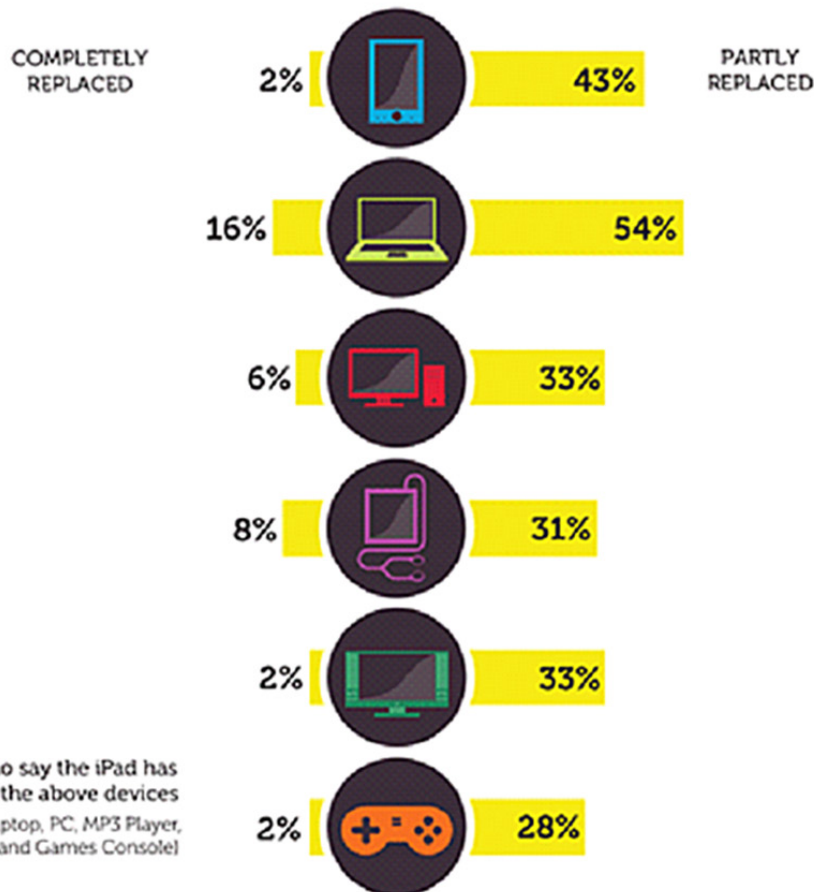
Guixa: <https://itunes.apple.com/en/app/guixa/id586894445?mt=8>



Multidevice

The combined and complementary use of devices provides more possibilities

Each device, by its nature, leverages certain activities



i want to check



i want to immerse



i want to manage

http://m-learning.uoc.edu

A social space for UOC students and teachers

How to perform learning activities through different devices

The screenshot shows the homepage of the m-learning.uoc.edu website. At the top, there is a header with the 'm-learning' logo on the left and the 'UOC Universitat Oberta de Catalunya' logo on the right. Below the header, there is a navigation bar with 'CA' and 'ES' language options. The main content area is divided into several sections:

- ¿Qué puedo hacer?** (What can I do?): This section is divided into two steps:
 - Paso 1. Elige contexto y dispositivos** (Step 1. Choose context and devices): This section has two columns. The 'Contexto:' column has checkboxes for 'Casa', 'Casa - Despacho', 'Casa - Sofá', and 'Transporte público'. The 'Dispositivo:' column has checkboxes for 'Ordenador', 'Smartphone - Android', 'Smartphone - iOS', 'Tablet - Android', 'Tablet - iOS', and 'Web'.
 - Paso 2. Haz click en qué hacer** (Step 2. Click on what to do): This section lists several activities: 'Corregir', 'Crear contenidos', 'Gestionar fuentes de información', 'Gestionar la evaluación', 'Interactuar y comunicarse', 'Planificar y organizarse', and 'Trabajar recursos de aprendizaje'.
- Dispositivos** (Devices): This section explains that for each device, it shows the most popular apps according to user recommendations. It features a sub-section for 'Ordenador' (Computer) with a monitor icon.
- Últimas aportaciones** (Latest contributions): This section lists recent contributions, including 'Guardar lecturas con Pocket' (Save readings with Pocket) and 'Gestionar fuentes de información' (Manage information sources).
- Apps más valoradas** (Most valued apps): This section lists the top-rated apps, including 'La Meva UOC Mòbil - Android' and 'Evernote'.

At the top right of the main content area, there is a search bar labeled 'Buscar...' with a magnifying glass icon.

The paradigm

The digital world stores the physical world information

IMAGINE a world
where **everyday things**
are **connected** to the web
and **interact** with
PEOPLE and
OTHER THINGS...



Source: <http://siliconangle.com/blog/2013/06/04/>



Apple Store & Google Play are registered trademarks.

The developers' paradise

New technologies, sensors, last frameworks, markets, ...



Source: www.picstopin.com Beach Wallpapers

Ecosystem of applications

Lots of Apps for different purposes and interacting together

Dynamic: evolution, modifications, deprecation, ...

Multiple authors, competition and dependencies



eLearning. From platforms to services

Lots of Apps for different purposes and interacting together



UOC API: <http://open-api.uoc.edu>

An API for integration and data
Web and mobile (REST and JSON)

For students, developers and researchers
For managing the ecosystem and legal conditions



The screenshot shows the 'Open API' page of the Universitat Oberta de Catalunya (UOC). The header includes the UOC logo and the text 'Universitat Oberta de Catalunya'. Below the header is a navigation bar with links: HOME, THE API AND THE VIRTUAL CAMPUS, DOCUMENTATION, SUPPORT, EXAMPLES, and TERMS OF SERVICE. The main content area features a title 'Benvinguts a la web de desenvolupament del Campus UOC' and a subtitle 'El teu programa, també al Campus de la UOC amb la API'. The page is dated 'setembre 04, 2012' and has 'Sin categoria' and 'No Comments'. The main text describes the CELERY API and its capabilities. A list of instructions is provided, including the need for an 'access code' and links to documentation, examples, and support. The right sidebar contains a section 'ABOUT THIS PAGE' with language options (ca, en, es, fr) and a description of the space for developing applications. Below this is a 'DOCUMENTATION' section with links to 'About the API', 'Available Services', 'Calendar', and 'Classroom'.

Open API
El teu programa, també al Campus de la UOC amb la API

UOC Universitat Oberta de Catalunya

HOME **THE API AND THE VIRTUAL CAMPUS** **DOCUMENTATION** **SUPPORT** **EXAMPLES** **TERMS OF SERVICE**

Benvinguts a la web de desenvolupament del Campus UOC

Administrador Dominis UOC | setembre 04, 2012 | Sin categoria | No Comments

By means of this CELERY will be able to create integrated applications to the Virtual Campus of the UOC. The CELERY the way to expand the functionalities of the Campus, to integrate new educational tools and also to access through different devices. With the CELERY will be able to build your applications Campus for mobile, tauleta, computer or what want to.

- If you want to do an application with the CELERY, requests an **access code**.
- If you want documentation on the services that offers the CELERY visits the apartat Documentation .
- If you want to practical examples of code and of use looks the **gallery of examples**.
- For any doubt or technical explanation have of the space **Support**.

ABOUT THIS PAGE

This is the space for developing applications for the Virtual Campus of the UOC. Using this API's services, you can build your Campus applications for mobile, tablets, computers, you name it.

DOCUMENTATION

- [About the API](#)
- [Available Services](#)
- [Calendar](#)
- [Classroom](#)

Thank you!

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de Catalunya**

www.uoc.edu