

## TOPIC 3 – MOBILE TECHNOLOGY AND LEARNING

### INTRODUCTION

Introductory clip <https://www.youtube.com/watch?v=j9xKQBc2J2I>

### Organizing individual work

There are three sets of resources devoted to the topics: [Mobile Learning](#), [Bring your own device](#) e [Augmented Reality/Virtual Reality \(AR/VR\)](#).

Participants will split into three work groups and each one will tackle one of the topics.

Each group will use all resources available on their topic and then debate the main ideas they identify.

[During the synchronous session](#), each group will have [10 minutes](#) to present their main conclusions. This presentation can be made with whichever resource they think is more convenient. After the presentation, each group will formulate a [couple of ideas or questions](#) to promote a debate with the larger group.

### RESOURCES - MOBILE TECHNOLOGY AND LEARNING

- [Resources - Mobile Learning](#)

Mobile Learning - Oxford University Press ELT - <https://www.youtube.com/watch?v=rKR-BwBvoGk&t=19s>

Over the last couple of years, the popularity of PCs and laptops has been challenged by the arrival of tablets. While tablets continue to become more widely available, mobile phones are already everywhere. Consequently a lot of what you can do with a tablet, you can also do with a smartphone...

Pimmer, C., Mateescu, M., & Gröhbiel, U. (2016). Mobile and ubiquitous learning in higher education settings. A systematic review of empirical studies. *Computers in Human Behavior*, 63, 490–501.  
<https://doi.org/https://doi.org/10.1016/j.chb.2016.05.057>

- [Resources - Bring your own device](#)

John Traxler: The Future of Mobile Learning - <https://www.youtube.com/watch?v=K3VBnn61Gdk&t=5s>

When it comes to digital learning teachers no longer have control over what device their students are learning with. They bring their own device, their smartphone and their tablet computer. And this is a nothing but a revolution in higher education, says John Traxler of Wolverhampton University, one of the pioneers of mobile learning. So how do teachers and universities cope with that new situation?

Bring your own device (BYOD) - An upcoming trend in education | EdTech School -

<https://www.youtube.com/watch?v=7S7-vq7ghqY&t=88s>

BYOD, or bring your own device. Some teachers love it, some teachers don't. Here's what you need to know about BYOD, before implementing it in your digital classroom.

Singapore's 21st-Century Teaching Strategies (Education Everywhere Series) -

[https://www.youtube.com/watch?v=M\\_pK7ghGw4&t=10s](https://www.youtube.com/watch?v=M_pK7ghGw4&t=10s)

By cultivating strong school leadership, committing to ongoing professional development, and exploring innovative models like its technology-infused Future Schools, Singapore has become one of the top-scoring countries on the PISA tests.

- [Resources - Augmented Reality / Virtual Reality \(AR/VR\)](#)

Augmented Reality Demo for American Museum of Natural History - <https://www.youtube.com/watch?v=nWGffYtmODo&t=4s>

Animating 100 year old dioramas at the American Museum of Natural History. Developed by Ori Inbar and Snowball VFX

Samsung Gear VR Commercial #2 - <https://www.youtube.com/watch?v=-zmdN8Z0qEY&t=2s>

Virtual Reality in Medicine: New Opportunities for Diagnostics and Surgical Planning -

<https://www.youtube.com/watch?v=AttXbcLUyR0&t=11s>

Before an operation, surgeons have to obtain the most precise image possible of the anatomical structures of the part of the body undergoing surgery. University of Basel researchers have now developed a technology that uses computed tomography data to generate a three-dimensional image in real time for use in a virtual environment.

How Augmented Reality Will Change Education Completely | Florian Radke | TEDxGateway -

<https://www.youtube.com/watch?v=5AixGqzqQ54&t=60s>

Florian Radke talks about how Augmented reality is not a toy, it's a powerful tool that will help solve some of the worlds biggest problems. If we do it right, it can be the next great platform for education, human connection and productivity. Like Iron man, we all will soon be surrounded by data and 3D models that we can interact with, as early as the year 2025.

## FORUM – ACTIVITIES WITH MOBILE TECHNOLOGIES

Include brief thoughts replying to the corresponding topic (Mobile Learning, Bring your own device or AR/VR).

We remind you that these thoughts should be brief to foster interactivity with other participants (no more than 15 lines). It would be interesting to comment on other participants' thoughts on any of the topics.

Enjoy your interaction!