

#1 DESIGNING TECHNOLOGY ENHANCEMENT DRIVEN BY ...

NEW DIGITAL CONTENT

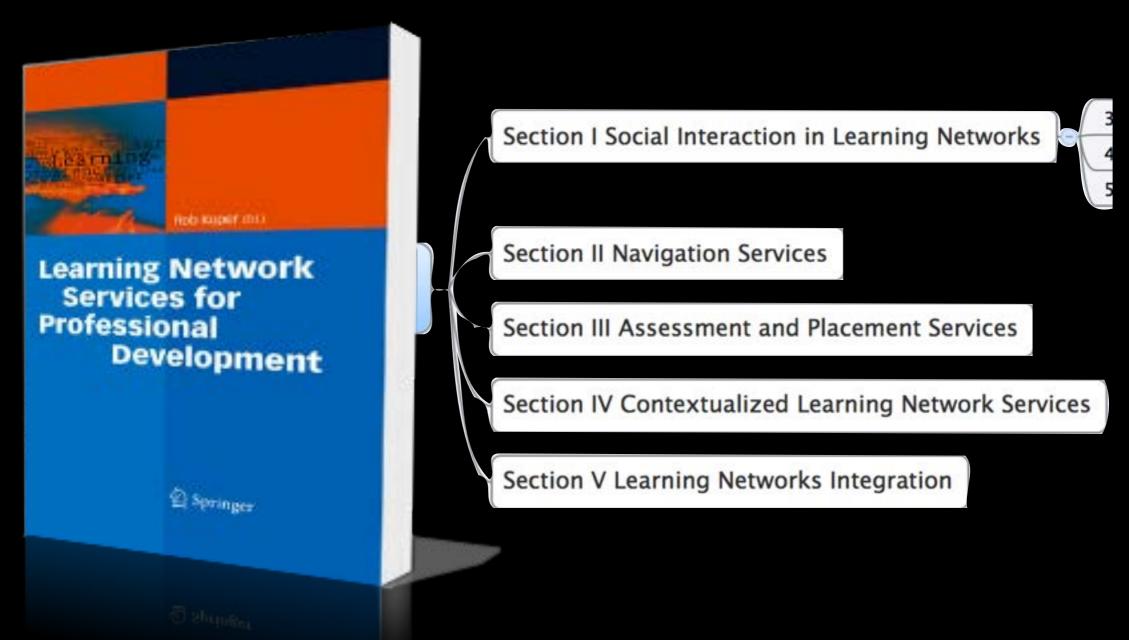


OER, iTunes U, Youtube EDU, ...

LOR: GLOBE, Ariadne, ODS, MACE, Sharetec,...

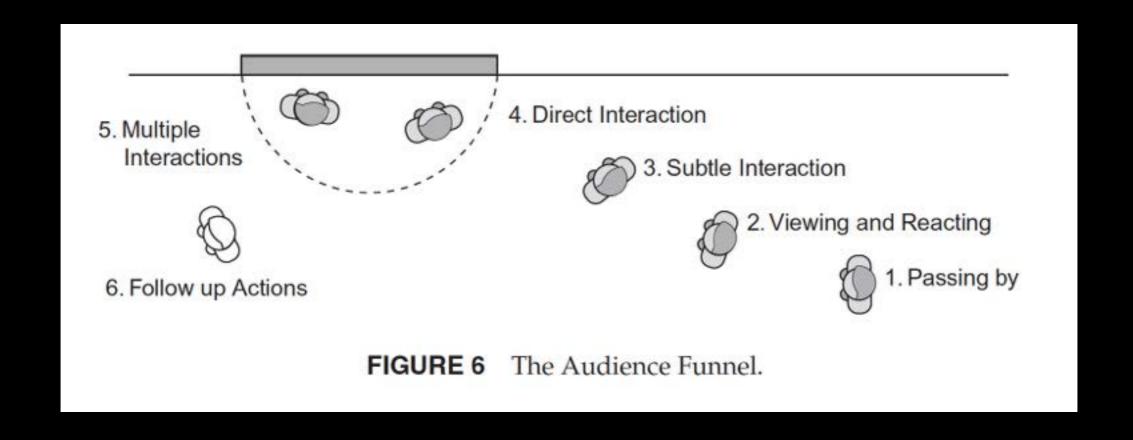
Mobile: GLOBE, Ariadne, ODS, MACE, Sharetec,...

Scaling Processes



MOOC: Coursera, edX, OpenLearn, Futurlearn, yOUlearn

NEWINTERFACES



Mobile Access, Augmented Reality

Tangibles, Sensor-Based Interfaces, Tabletops

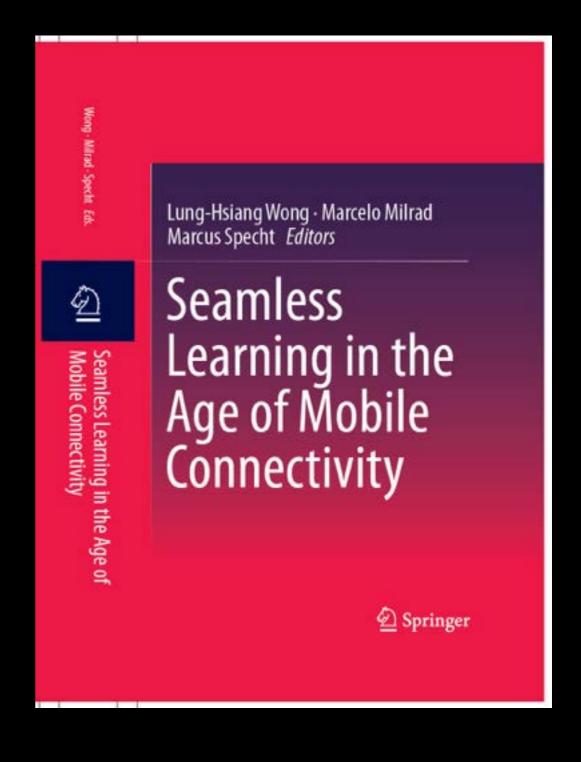
Situated Displays, Ambient Displays, Public Displays



RESEARCH AND DESIGN CHALLENGE:

HOW TO DESIGN SEAMLESS LEARNING SUPPORT IN TEL SPACES?

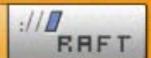
- Formal and informal learning;
- Personalized and social learning;
- Across time; locations, social contexts
- Combined use of multiple device types;
- Physical and digital worlds
- Multiple learning tasks knowledge synthesis



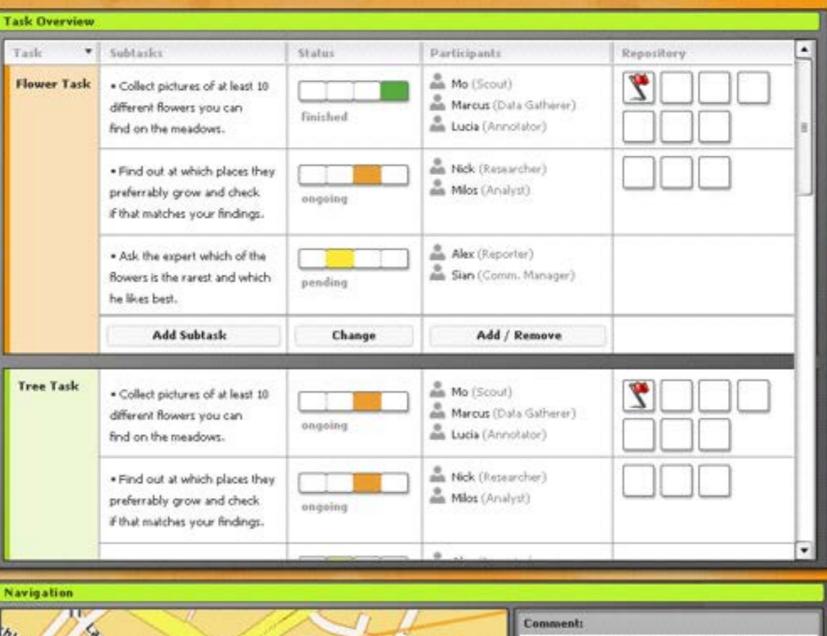
HOW TO CREATE LINKS BETWEEN DIGITAL AND PHYSICAL

#1 LINKING THE WORLDS







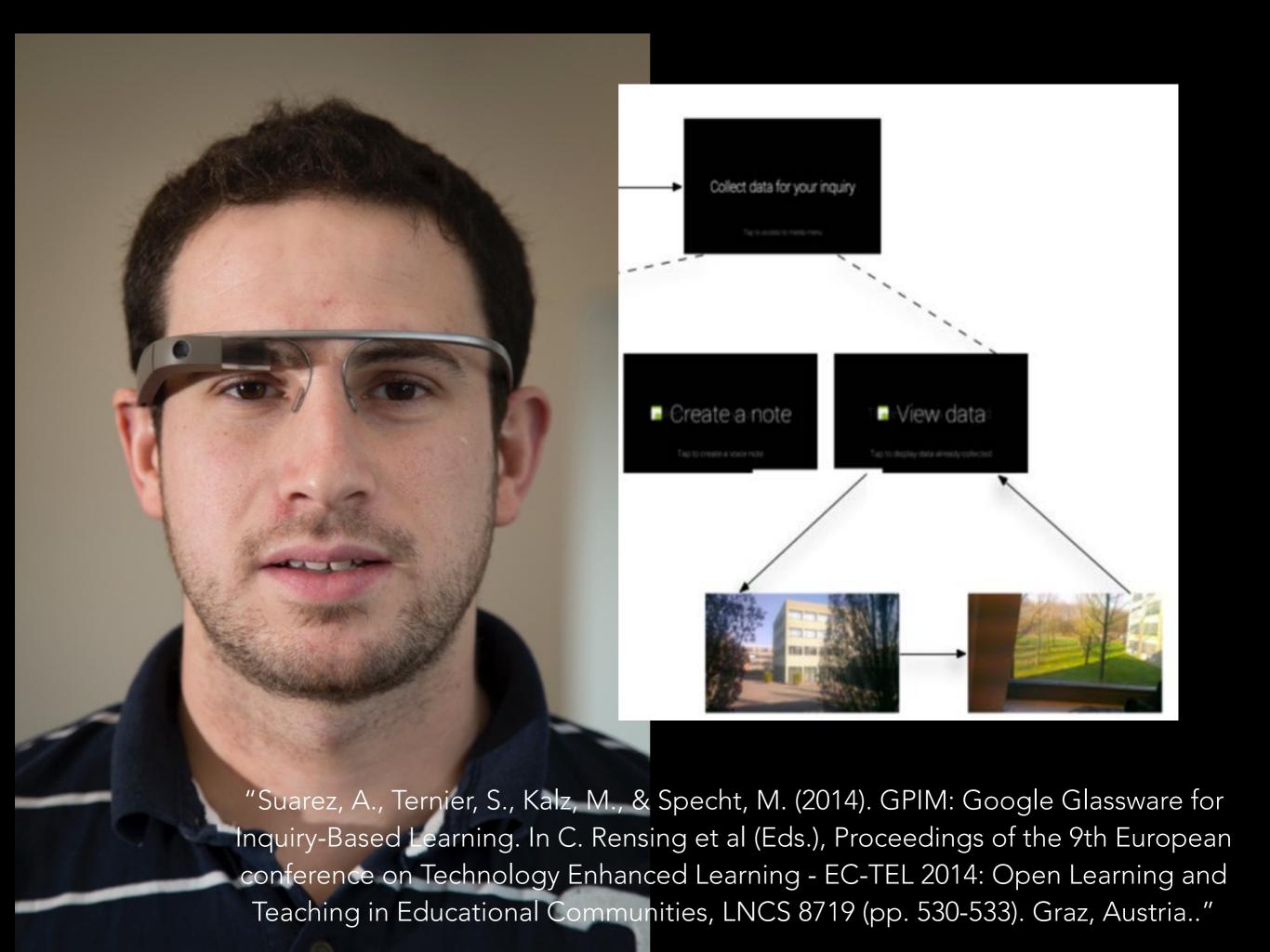


hlachte tangensur Schlachte Schlacht

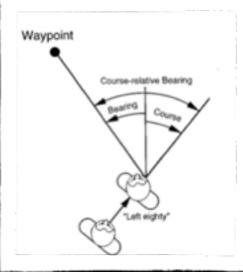
FIELD TRIPS LOCATION-BASED

Here are a a lot of different flower different flowers and

old trees.







audio augmented spaces ...

OPENSOURCE FRAMEWORK FOR MIXED REALITY GAMES

ARLEARN



LANGUAGE LEARNING

http://www.elenalearning.eu



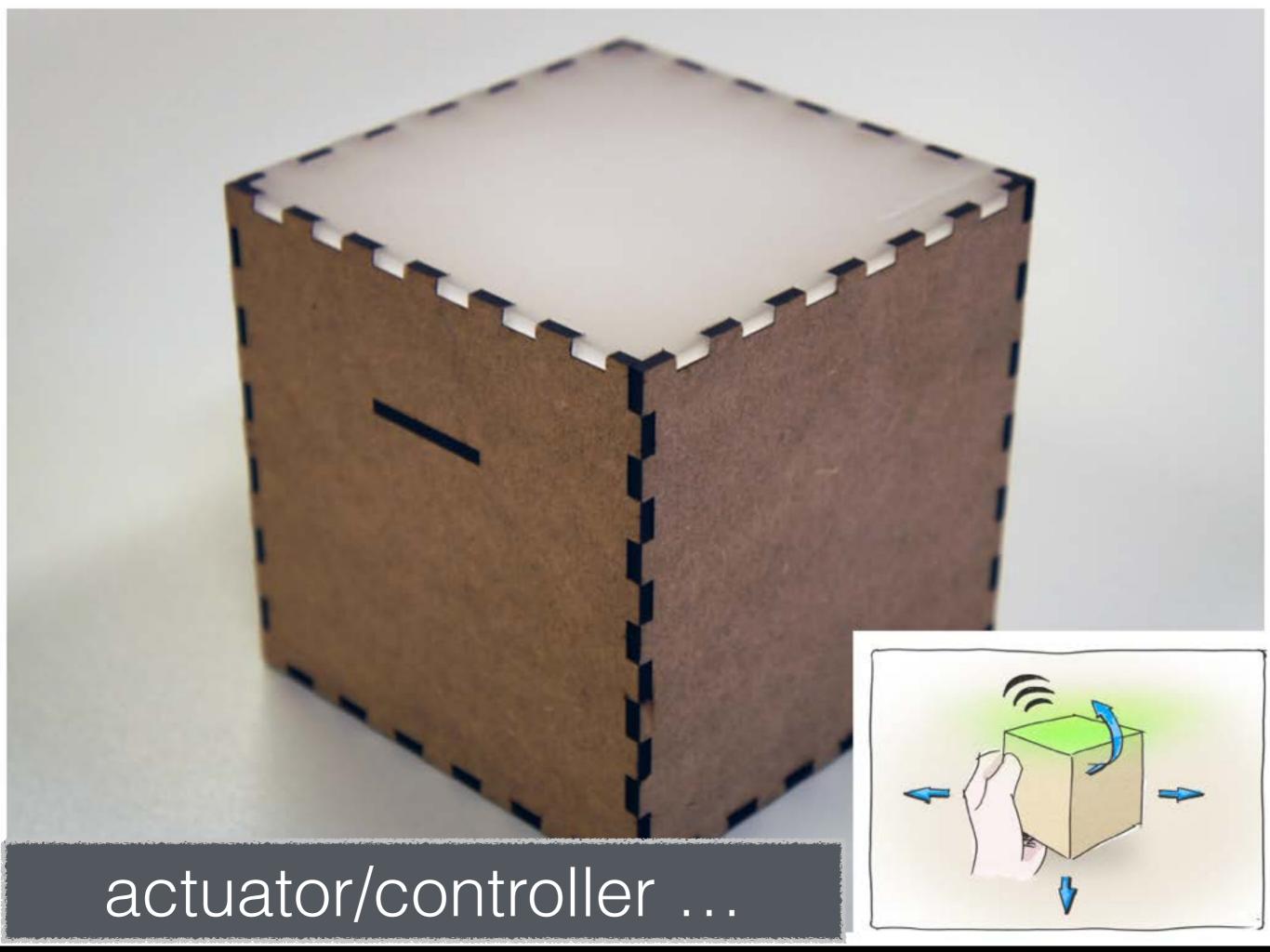


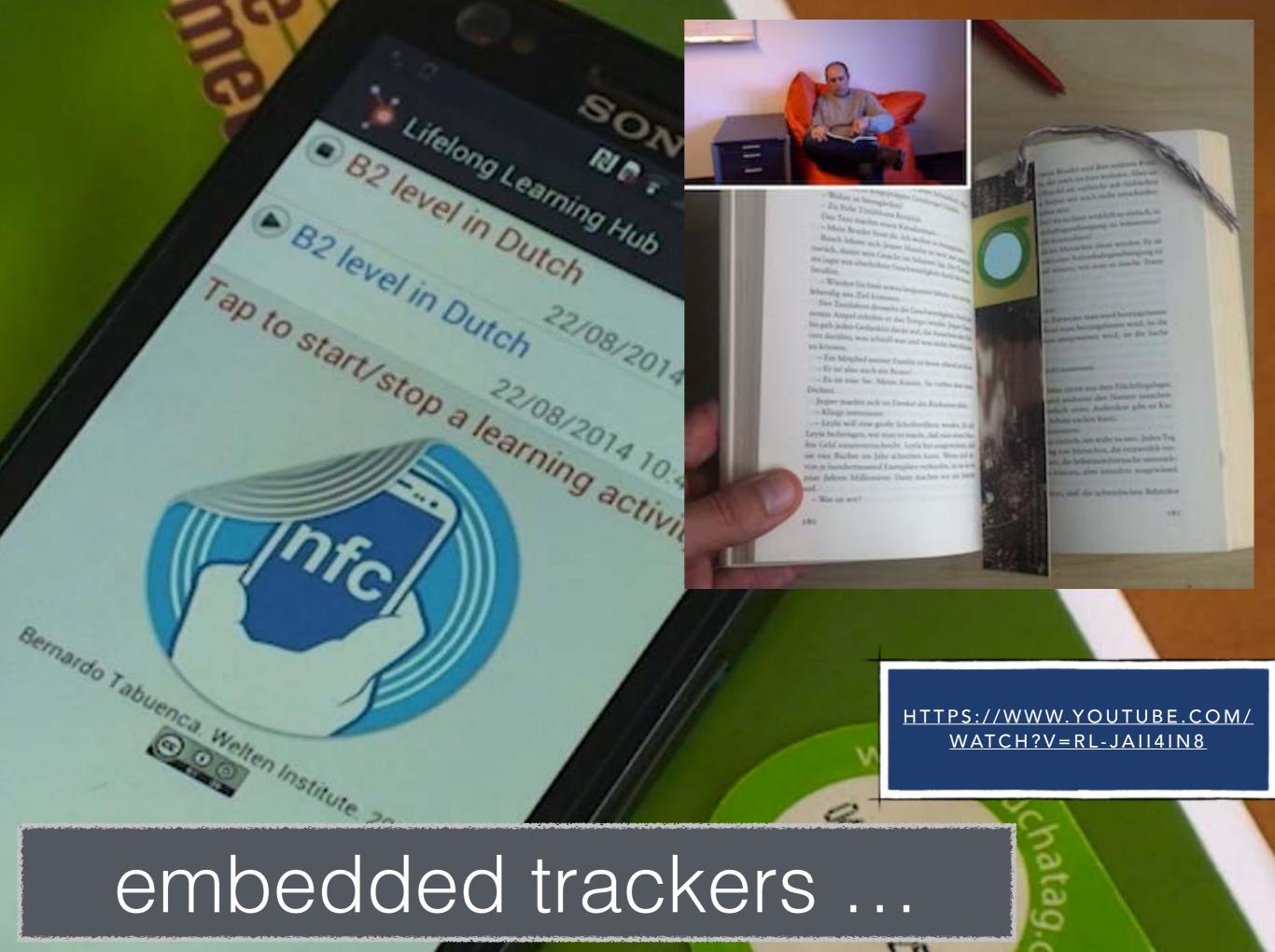


MACE | EVERYVILLE

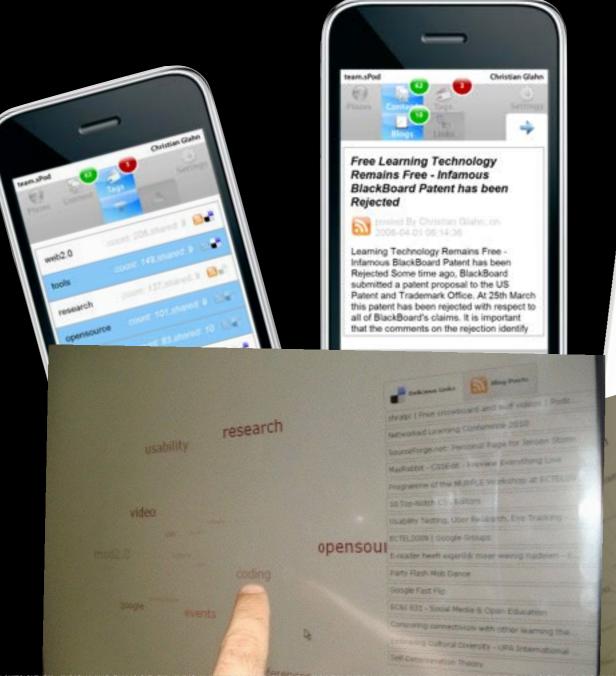
interactive installation at the Venice Biennale '08

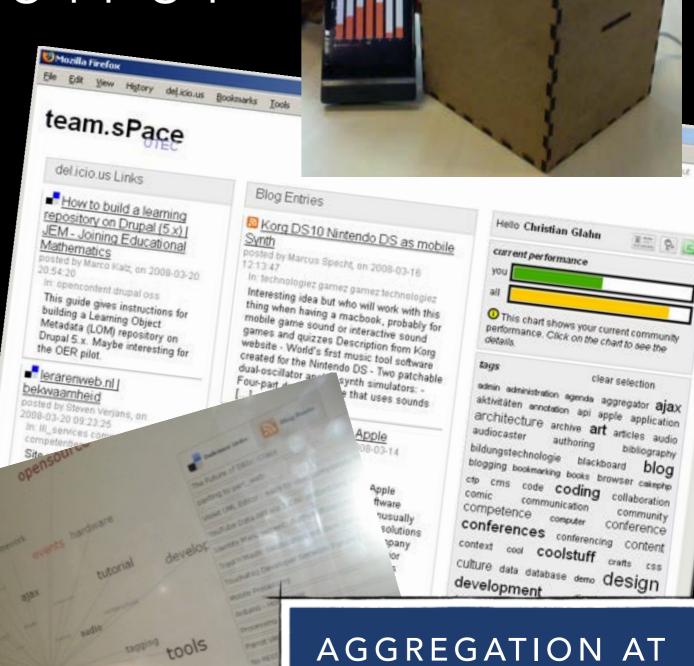
objects as controllers of ambient displays ...





MULTI-DEVICE OUTPUT





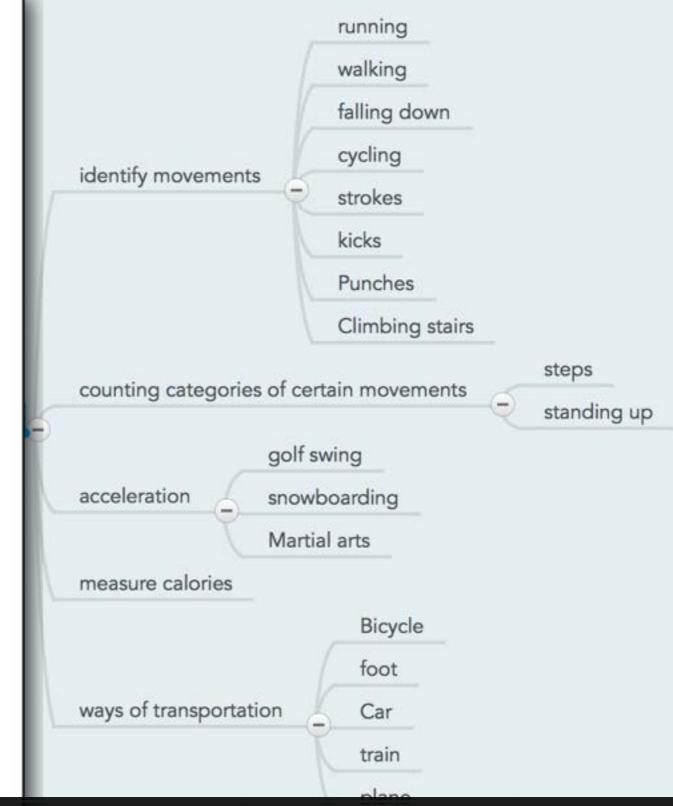
SOCIAL SPOTS

personal and social views ...



Sensor data

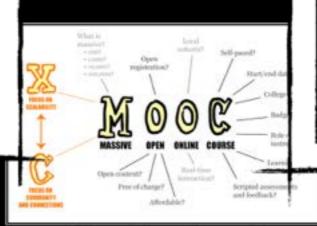
- ▼ 1. audio
 - a. volume analysis
 - b. frequency analysis
 - c. rhythm analysis
- ▼ 2. video
 - · a. face recognition
 - b. lighting conditions
 - c. image and object recognition
- ▼ 3. accelerometer
 - a. vibration
 - b. movement
 - c. activity
 - d. agility
- ▼ 4. magnetometer
 - a. orientation
 - b. magnetic field
 - c. shaking
 - d. absolute orientation
- ▼ 5. gps
 - a. location
 - b. environment
 - c. proximity
- ▼ 6. user input (ESM)
 - · a. everything else



HTTP://WWW.LUMOBODYTECH.COM/LUMOBACK/

sensor data for...

PSP **EMMA**: EUROPEAN AGGREGATOR, LANGUAGE AND INSTRUCTIONAL DESIGNS



PSP **ECO:** MASSIVE MOBILE, UBIQUITOUS AND OPEN LEARNING, MOBILE EXTENSIONS OF MOOCS

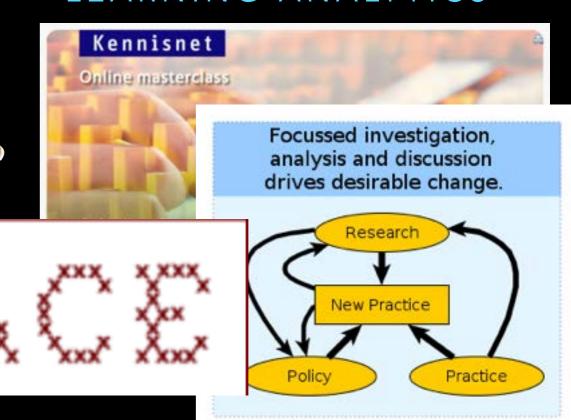


OPEN CONTENT AND DATA SOCIAL COMPUTING, UBIQUITOUS COMPUTING

BIG DATA

LINKED DATA

LEARNING ANALYTICS

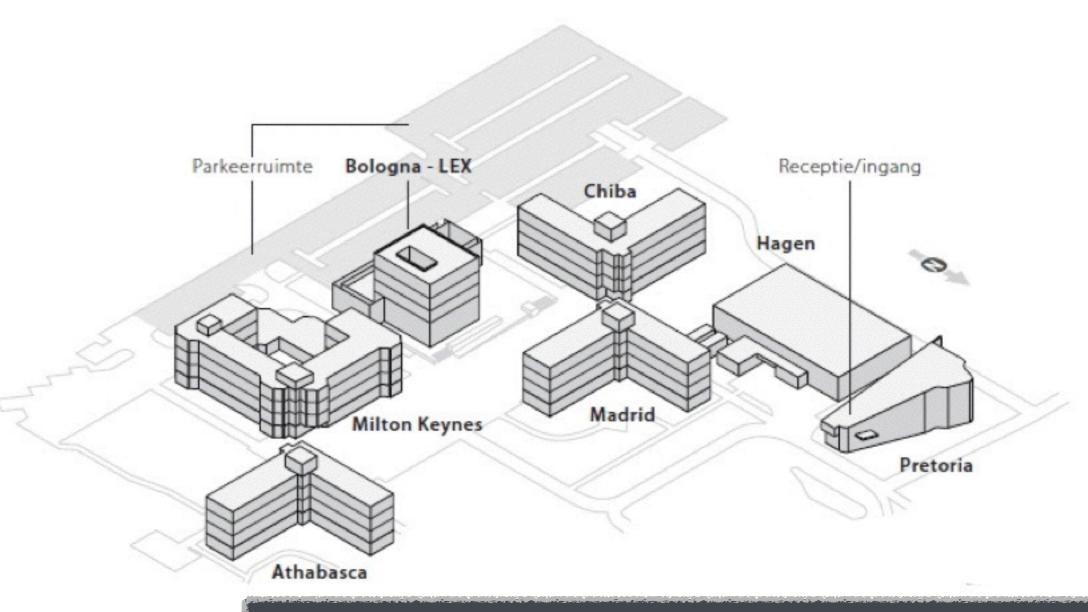


OTSOF CHANGESIGS, TABLE G DATA, MOBILE COMPUTING, SENSOR NETWORKS, NING ANALYTICS, USAGE TRACKING, NFC TECHNOLOGIES, ET OF THINGS, TABLET COMPUTERS, EBOOKS, CAMERA computers changed nt displays, tangible media, brain ROBOTS, AUGMENTED REALITY, BIG D NSOR NETWORKS, LEARNING ANALY embedded in our daily interactions and environments, gible media, brain computer interfaces, they **sense** our activities and analyse the data, they visualise and integrate data in our personal space G DATA, MOBILE COMPUTING, SENSOR NETWORKS OF THINGS, TABLET COMPUTERS, EBOOKS, CAMERA COMPUTER INTERFACES ROBOTS

#2 LINKING TO HUMAN LEARNING

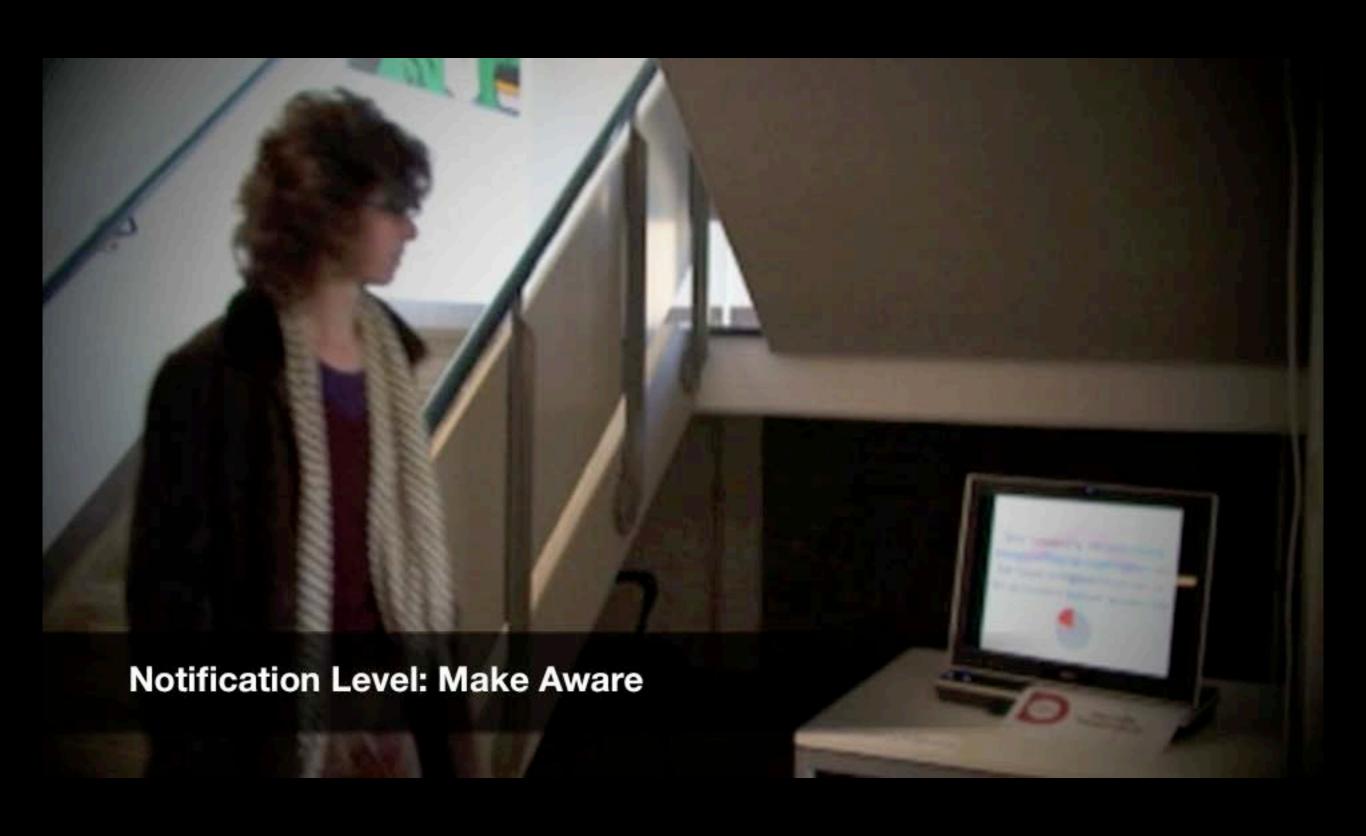
#2A AWARENESS

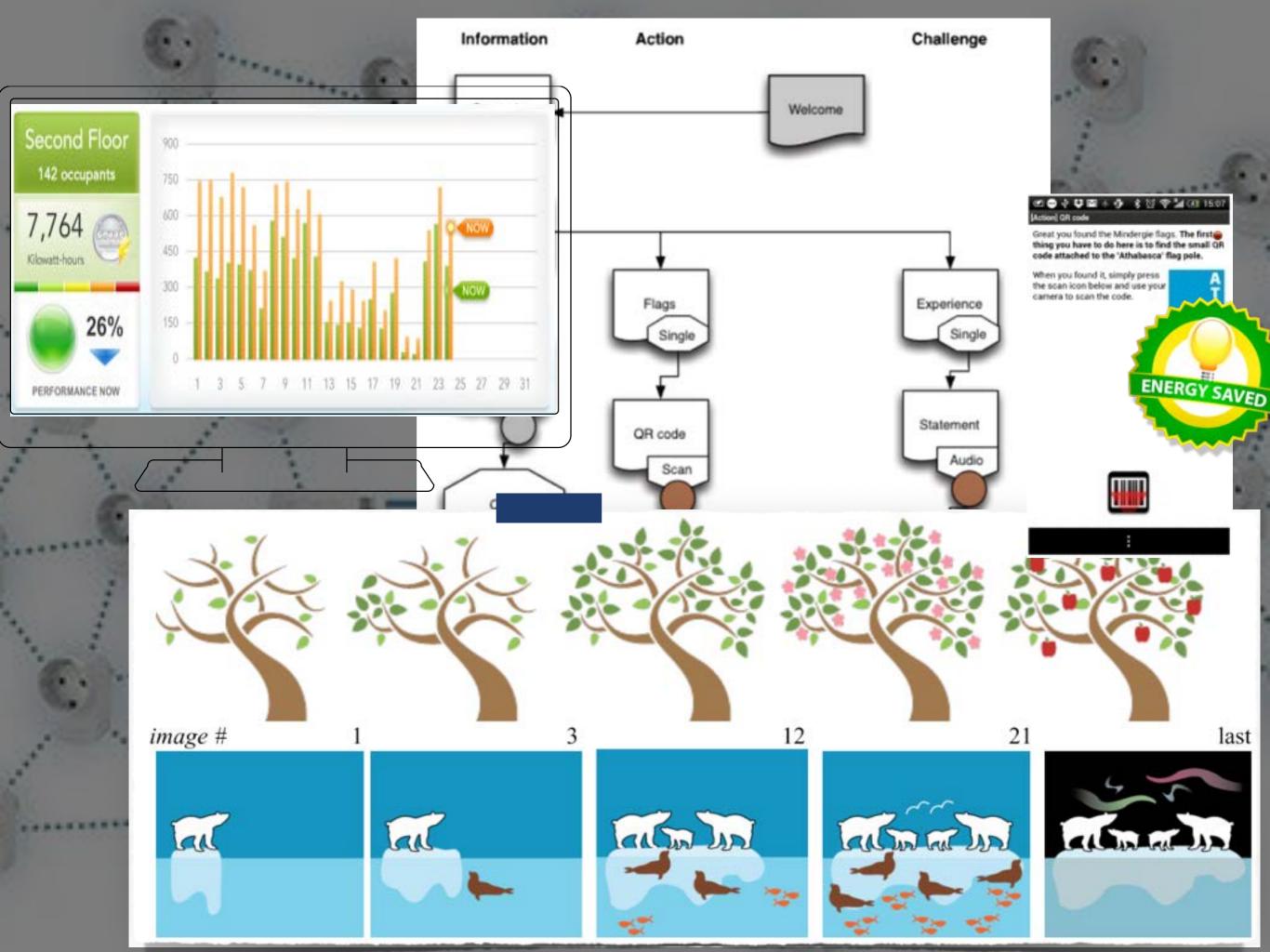
Conception



measuring power consumption on campus with standard facility management, plus sensors on workplaces and public devices, personal registration of power consuming activities.

Energy consumption ...





MAIN RESULTS ENERGY AWARENESS

- Situated displays have a generic effect of raising awareness and energy consumption on a mid to long term
- Badge and social incentive systems must be embedded with social media to have an effect
- Real world action foster curiosity, discussion, and reflection about the topic when combined with public displays

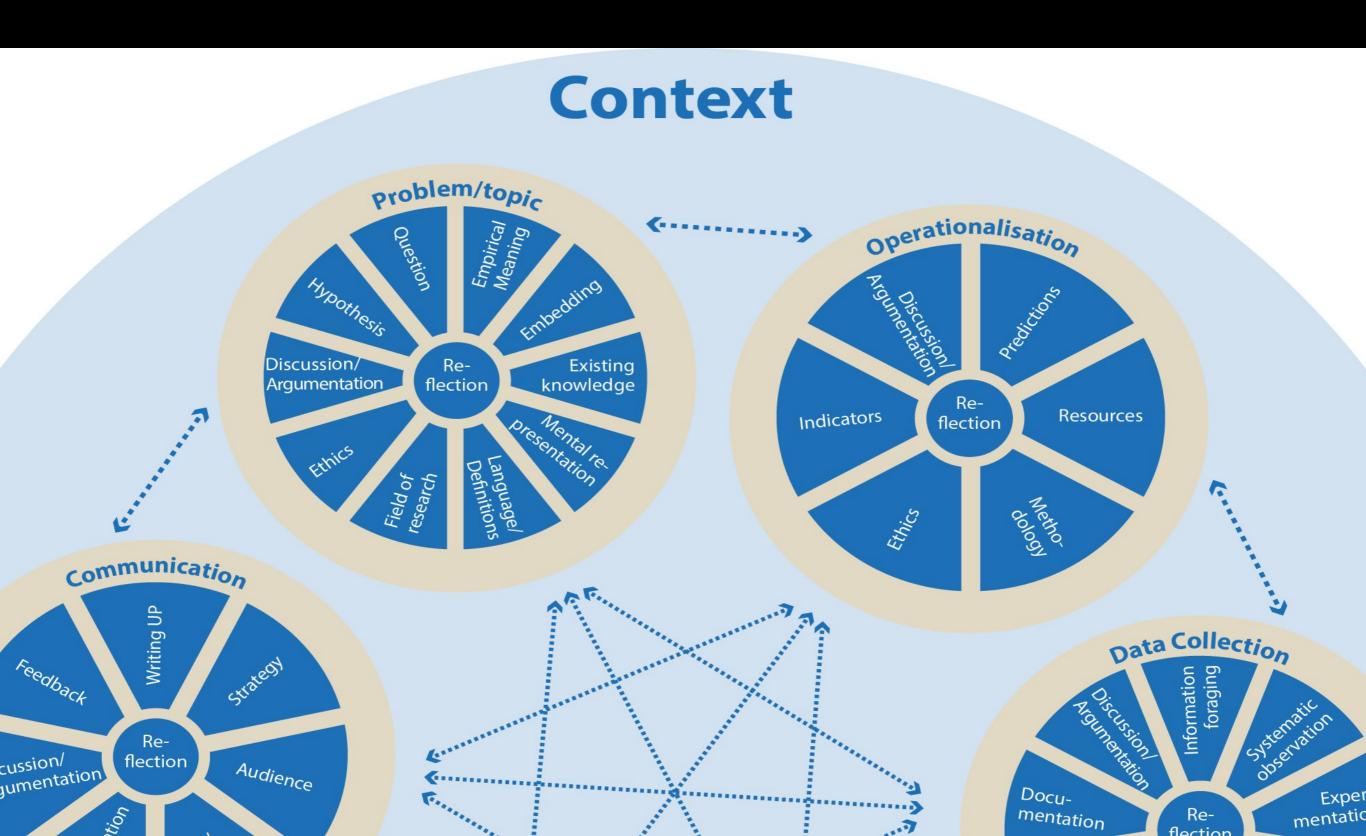
#2B CONTEXTUALISED SUPPORT

HUMANS STRUCTURE AND ...

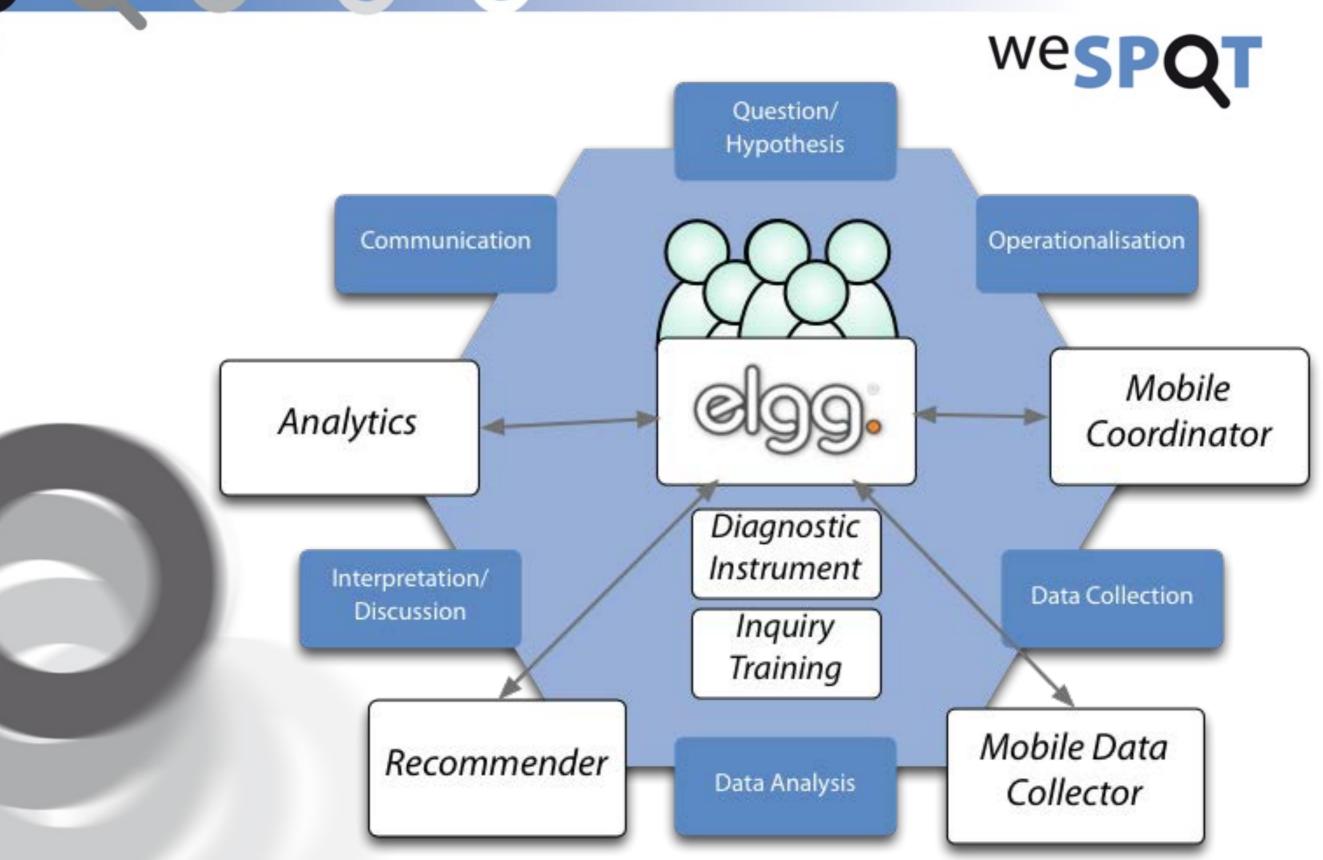
EPISODIC MEMORY ...

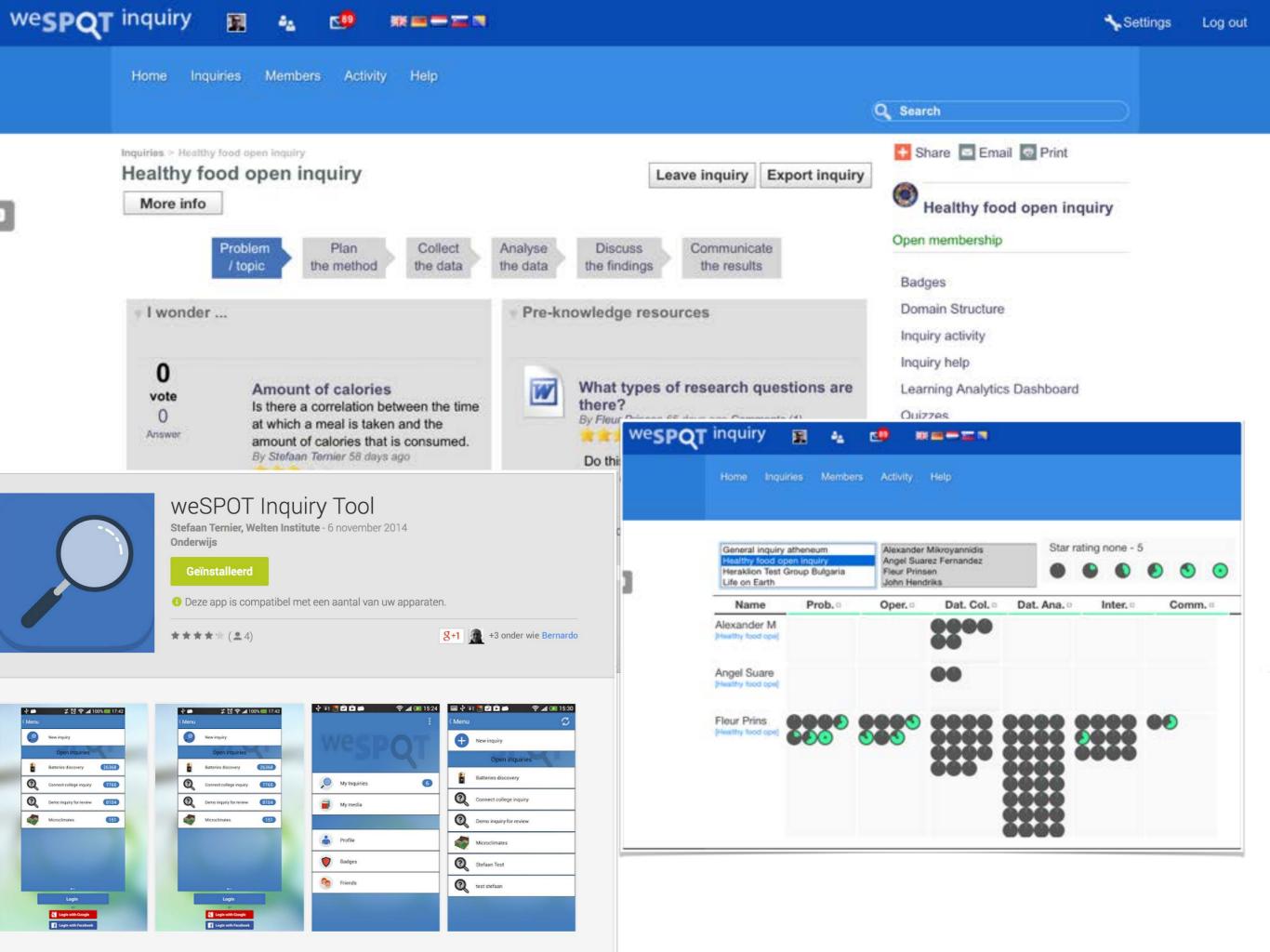


INQUIRY-BASED LEARNING









REFLECTION ABOUT ACTION

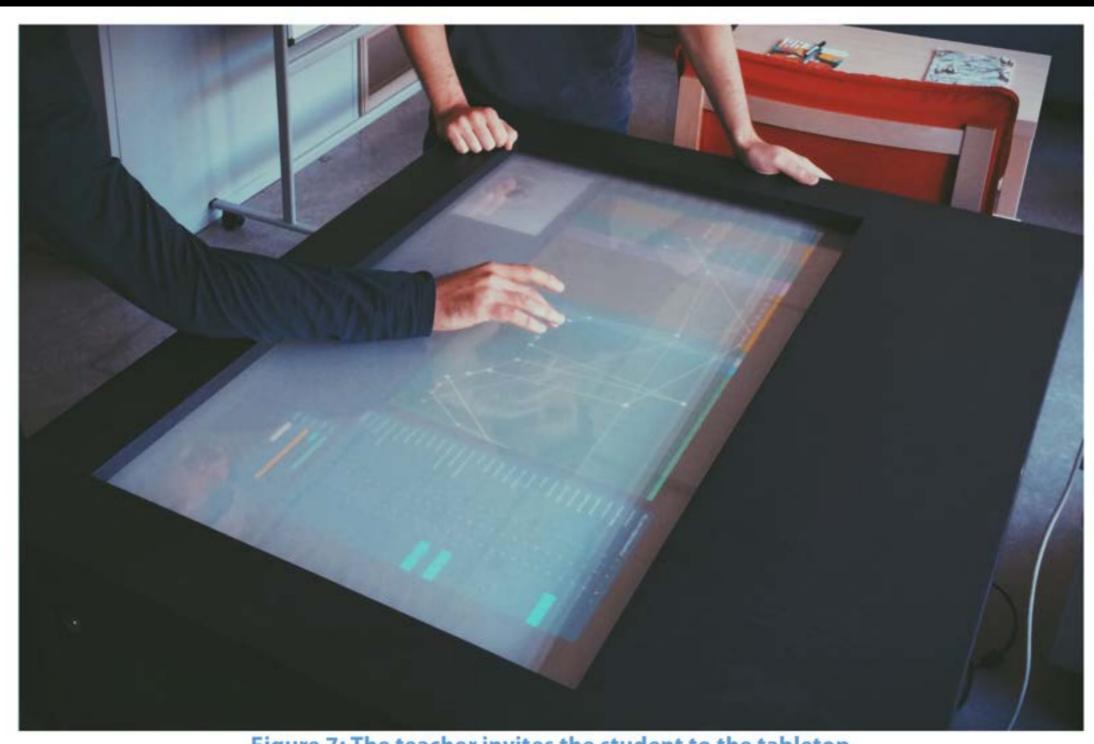


Figure 7: The teacher invites the student to the tabletop

HUMANS DO NOT ALWAYS LIKE TO DO ...

#2B REFLECTION IN AND ABOUT ACTION



WHAT MAKES IT PERSONAL IS ...

FEEDBACK ...





TENCompetence Usability
Visualisation Web WebAnimation
WebApplications WebDesign XML XUL

- activity



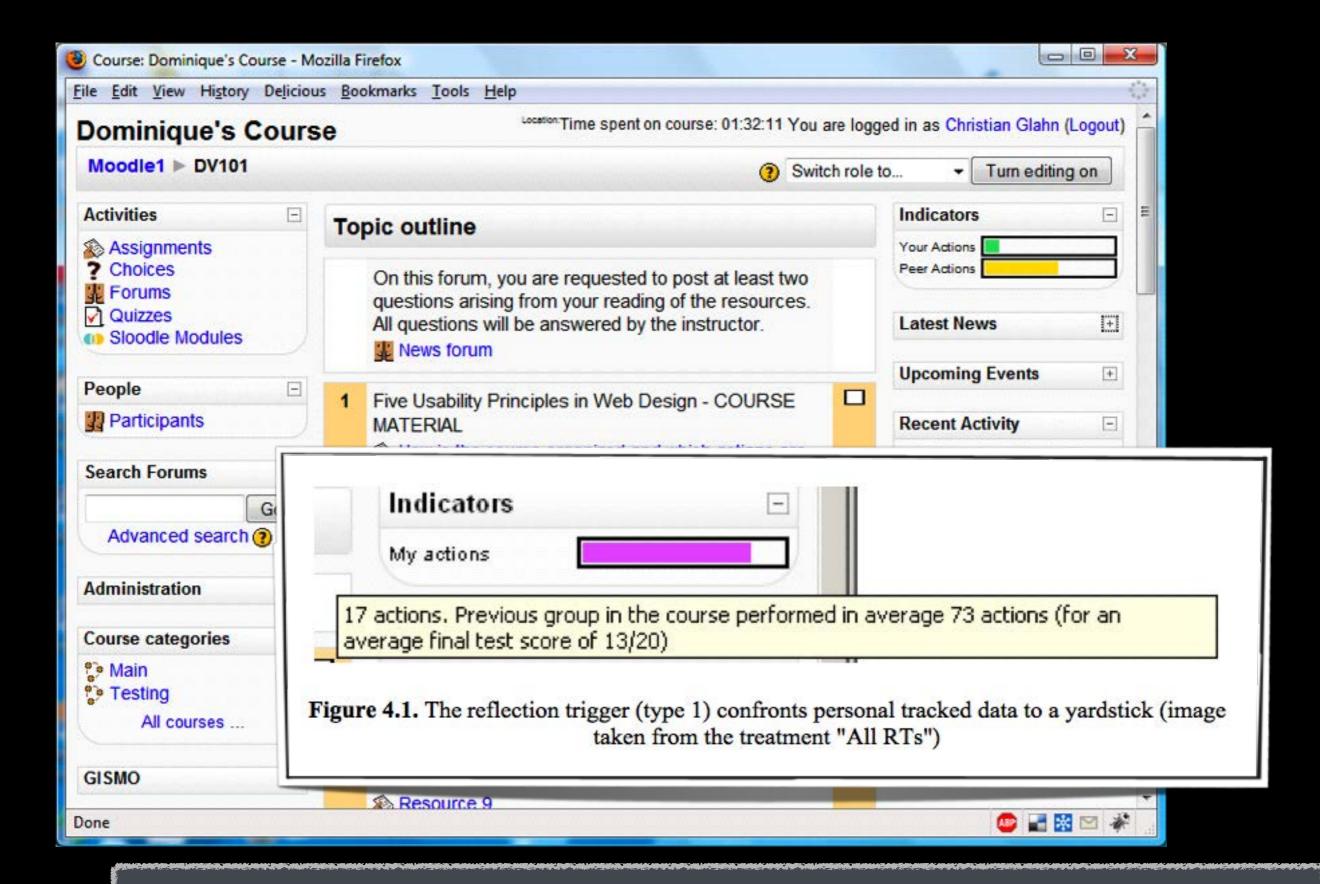
▼ tags ComputerGames ComputerHistory
ComputerScience Demos Design Flash
FutureTechnologies GameBasedLearning Gaming
GraphicDesign GUI HCI Journals JSON
LearningTechnology Literature LSA Mace MMURPG
MobileLearning OpenSource SOAP SocialSoftware
TENCompetence Usability Visualisation Web
WebAnimation WebApplications WebDesign XML
XI II

activity



* tags ComputerGames ComputerHistory ComputerScience Demos Design Flash FutureTechnologies GameBasedLearning Gaming GraphicDesign GUI HCI Journals JSON LearningTechnology Literature LSA Mace MMURPG MobileLearning OpenSource SOAP SocialSoftware TENCompetence Usability Visualisation Web WebAnimation WebApplications WebDesign XML XUL

context indicators



reflection amplifiers

Personal Context Notifications

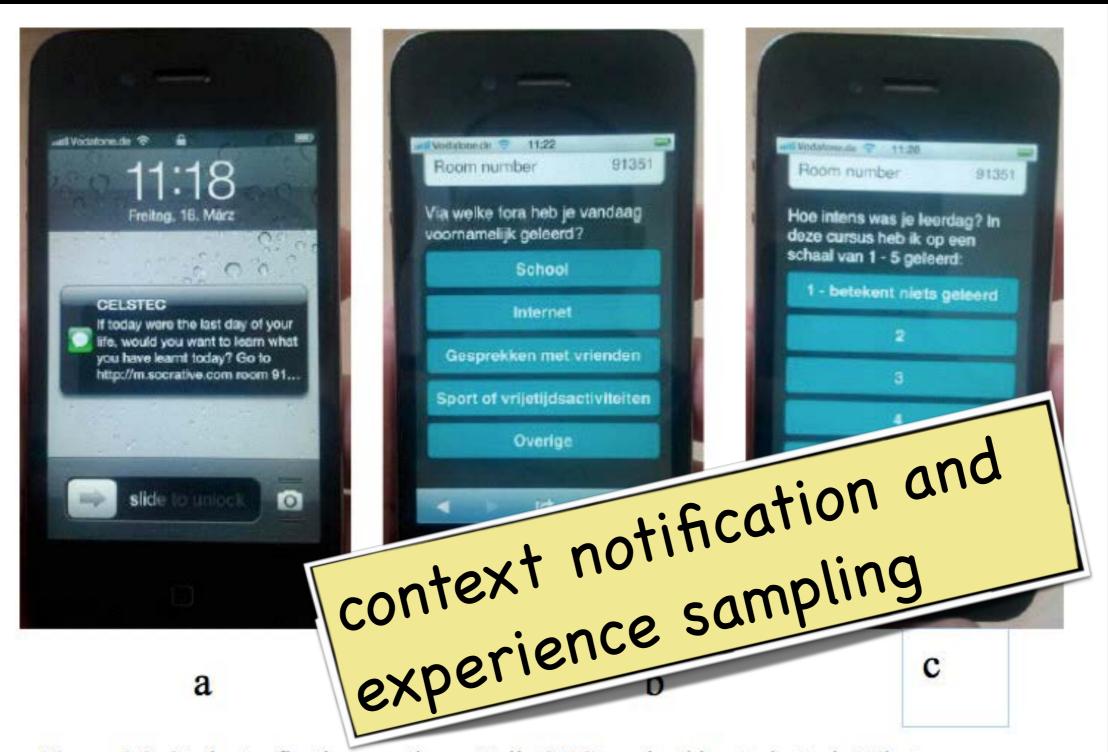


Figure 8.2. Student reflective practice a. Daily SMS received by students. b. What were your main learning channels today? c. How intense was your learning day? Rate it from 1 to 5.

PRESENTATION TRAINER

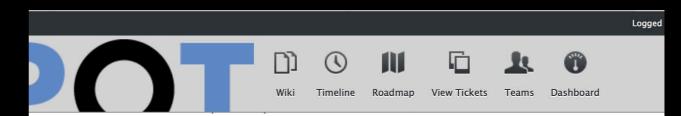


#3 RESEARCH METHODOLOGY

DEVELOP YOUR TECHNOLOGY AGILE ...

FOR BUILDING A COMMON GROUND WITH YOUR "CLIENTS"

user scenarios, early prototypes, early user feedback, foster communication between developers, end users and managers



enario 6: Messaging and Notification Scenario with different inquiry forms

First the teacher logs into the system

The teacher enters one of his inquiry or creates a new inquiry (see scenario 2).

The teacher opens a new thread with a message (is it different than the one before?)

All participants receive a mobile notification about the new message on the their mobile clients see also -> The lean new inquiry and a data collection task (✓ ticket:316, ticket:205).

All participants receive a notification via the ELGG platform. The notification appears via a popup window (ticket:new Students post replies to the questions posted by the teacher

Students receive a notification (mobile and/or IWE)

Teachers sends out a message requesting the students to collect a specific data

During a running inquiry a teacher reacts to a data collected and can around a message to all participants highlight

enario 7a: A teacher uses the fca tool to structures a new content domain

First the teacher logs into the system

The teacher enters one of her inquiries or creates a new inquiry (see scenario 2).

The teacher opens the FCA plugin by clicking on the link in the side-panel.

The teacher creates a new domain (✓ ticket:51, ✓ ticket:260).

The teacher enters elaborated objects and attributes of the content domain.

The teacher adds learning resources to objects and attributes (ticket: 647).

- · The teacher selects an object or attribute
- The teacher adds online resources by entering the url.
- The teacher adds new files.
 - The teacher navigates to the file uploading plugin (link in fca tool menu bar)(
 <u>ticket:747</u>)
- The teacher uploads the file/files to elgg.
- The teacher navigates back to the FCA plugin (link in right side panel)
- o The teacher adds files that were uploaded to elgg.

The teacher saves the new domain.

A concept lattice of the model is created and presented to the teacher (ticket: 265).

The teacher assigns the new domain to the inquiry. (Click on Approve and Publish domain) (ticket: 648)

enario 7b: A student browses to the resources of the inquiries' content domair

ADOPTION OF INNOVATION IS CRITICAL ...

LAYERED ADOPTION



DESIGN-BASED RESEARCH







ALIGN WITH DEV. LIFE-CYCLE

Development Lifecycle	Evaluation aspect / Variables	Evaluation Phase
Design phase (no system)	Requirements Domain Model	Phase A: Conceptual Evaluation
Low-fidelity prototype (mockup)	Usability Usefulness	Phase B: Qualitative and formative
High-fidelity prototype (running components)	Usability Measurement Effectiveness	Phase C: Quantitative and formative
Fully integrated system	Measurement Effectiveness	Phase D: Quantitative and summative



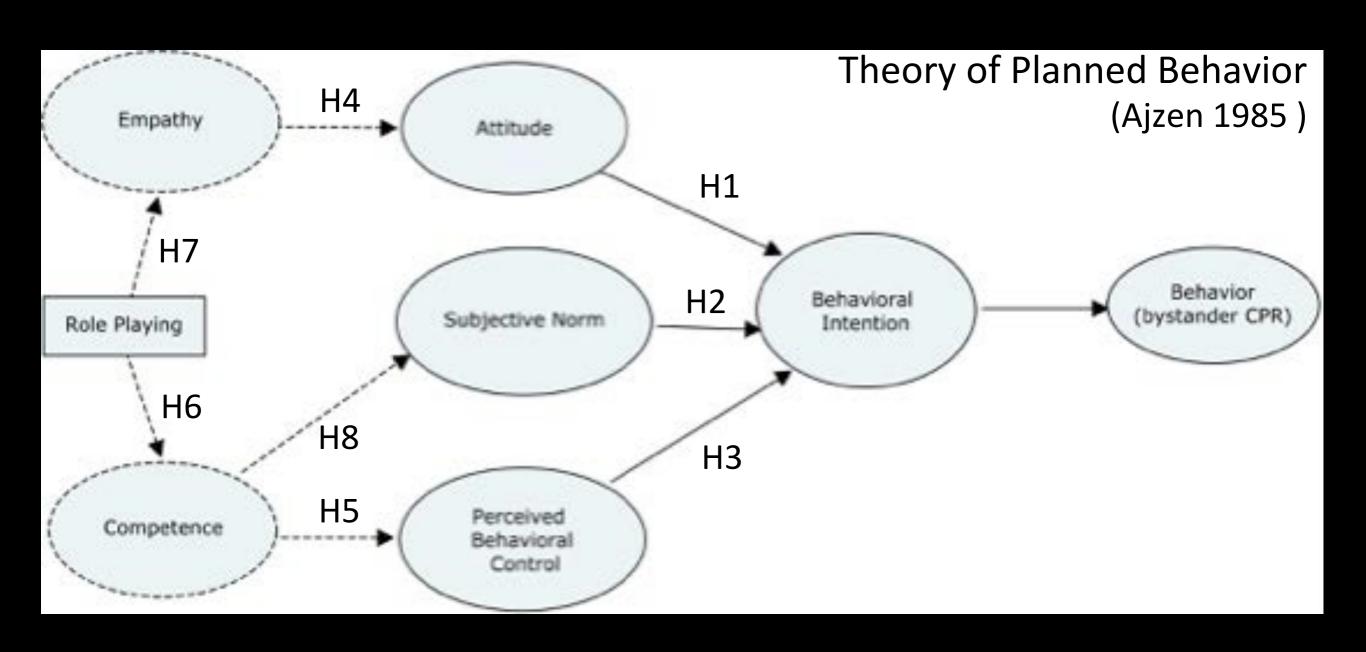
Experimental Designs ...



- raise and retain attention significantly better.
- lead **not** to higher cognitive load but to a significant higher knowledge gain.

HIDDEN VARIABLES CAN BE MORE IMPORTANT ...

TEL IN MULTI-VARIATE CONTEXT



#SUMMARY

SO ...

- #1 There are seams between the different learning contexts, locations, times, social contexts, ...
- #2 There are opportunities with new technologies that are open, ubiquitous, context-aware, and personalized.
- #3 look at the aimed effects on awareness, curiosity, creativity, knowledge, latent variables, ...
- #4 think careful about methodology and experimental designs dependent on your research questions ...

