

Summer 2010 Course Syllabus

Title: EDIT 575: Mobile Learning

Course date and duration: meets 5/18 – 6/18

Mode: Blended – in-person and online

Instructor: Ben Bonnet

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Course Description:

The use of mobile devices for communication has exploded in recent years, significantly impacting the way we communicate and consume information. This course will focus specifically on the impact of mobile technology on learning. Students will examine trends and techniques involved with creating and consuming learning assets with mobile devices. Examples of mobile learning will be shown to illustrate the current best practices and techniques required to deliver effective learning content to learners through mobile devices. Pedagogical approaches to mobile learning will be introduced and students will have an opportunity to produce a storyboard for a mobile learning design as well as be exposed to some programming requirements for this platform.

Students will investigate mobile learning delivery-related technologies such as podcasts, mobile web applications, native mobile applications, augmented reality, micro-blogs, global positioning systems (GPS), text messages and video. Platforms including the iPhone, Android, Blackberry, Flash and mobile web browsers will be demonstrated and discussed to give students a foundation of knowledge about possible options for mobile learning.

Nature of Course Delivery:

This course will utilize both online tools and in-person classes to deliver course content and facilitate discussion and collaboration. The class will meet in-person at the beginning, middle and final day of the course. Sessions taking place between the in-person meetings will be conducted using Adobe Connect, a synchronous online web meeting tool. Asynchronous learning activities conducted between classes (discussions, access to class resources, etc.) will be available through Blackboard

The following resources are required from students participating in this course:

- Internet access
- GMU email account
- Blackboard account (details below)
- Headset microphone to use the Voice-over IP (VoIP) in Adobe Connect
- Mobile phone (smart phone with browser is preferable, but not necessary)

- Blackboard Information
 - a. The Blackboard course site will be open to students 24 hours before the start of the Summer session. To access the course, go to the Blackboard login page at <http://courses.gmu.edu> . Your GMU email user name is also your Blackboard ID and your GMU email password is also your Blackboard password.

Student Outcomes:

1. Define best practices in mobile learning design
2. Identify current mobile learning technologies and trends impacting k-12, higher education, business, government and military
3. Develop a design prototype demonstrating use of best practices of mobile learning design
4. Develop a basic mobile learning application deployable on the mobile web
5. Identify the cultural and contextual affordances of mobile learning that differentiate it from other forms of learning
6. Evaluate the pedagogical effectiveness of mobile learning designs

Course Week

This course will use a blended approach. Class will meet in person on the first meeting, May 18th, 3rd meeting, June 1st, and 5th meeting, June 15th. Meetings on May 25th and June 8th will be conducted through Adobe Connect. Course materials and discussion boards will be available at all times through Blackboard.

Course Schedule

Discussions listed under Activities section will take place both in class (in person and through Adobe Connect) and asynchronously through Blackboard.

Course Week	Learning Objectives Covered	Readings	In Class Activities
Week 1 – May 18 th GMU Campus: TBA	2,5	<p>Current State of Mobile Learning – text book p. 9 – 21</p> <p>A Model for Framing Mobile Learning – text book p. 25-41</p> <p>Ubiquitous Knowledge Construction: Mobile Learning Re-defined and a Conceptual Framework – Available through library (EJ857328)</p> <p>- Explore Online Resources for Mobile Development</p>	<p>- Introductions</p> <p>- Presentation on trends and technologies</p> <p>- Discuss final project and course expectations</p>
			Course Week Activities
			<p>- Discussion: Affordances of mobile learning</p>
Week 2 – May 25 th	1,3,4	<p>Design and Development of Multimedia Learning Objects for Mobile Phones – text book p. 158 – 179</p> <p>- Explore Online Resources for Mobile Development</p>	In Class Activities
			<p>- Presentation on Best Practices for Mobile Learning</p> <p>- Begin development of basic mobile learning web app</p>
			<p>Course Week Activities</p> <p>- Discuss design examples</p>
Week 3 – June 1 st	3,4,6	Anatomy of a Mobilized Lesson: Learning my way	In Class Activities

GMU Campus: TBA		<p>– Available through library (EJ854617)</p> <p>Advancing the m-learning research agenda for active, experiential learning: Four case studies – Available through library (EJ847455)</p>	<p>- Evaluate initial student designs for final project</p> <p>- Review and evaluate basic web apps developed by students</p> <p>Course Week Activities</p> <p>- Discuss Mobile Learning Examples from Readings</p>
Week 4 – June 8 th	2,6,3	Good Things Come In Small Packages – Instructor Provided	<p>In Class Activities</p> <p>- Review and evaluate student designs for final project</p> <p>Course Week Activities</p> <p>- Discuss future technology and pedagogical trends in mobile learning</p>
Week 5 – June 15 th GMU Campus: TBA	3,6	No Readings in final week.	<p>In Class Activities</p> <p>- Present final designs</p> <p>- Peer review of final designs</p>

Course Requirements

There are three main graded requirements in this course. These requirements are presented below.

Final Design Project:

Each student will be required to create a mobile learning design prototype in Microsoft PowerPoint. This project will represent 50% of student grades. Design prototypes will address the platform(s) the student is targeting for their learning product, along with flow charts and visual representations of their design in a storyboard format. Details of this project will be explained thoroughly during the first class.

Mobile Learning Development Project:

Each student will be required to build a basic mobile learning web site. This project will represent 30% of student grades. Each site will contain content of the student's choice. Resources will be available to aid students in completing this project. This project will be thoroughly explained during the first class.

Discussions:

Discussions represent 20% of student grades. Discussion topics will be introduced through Blackboard on the Sunday of each week where a discussion is listed in the schedule. General discussion topics for each week are listed in the Course Week Activities section of the course schedule. The instructor will guide the topics by introducing them and providing questions and commentary through each week. Students must participate in discussions in a meaningful way. Discussions will often revolve around reading topics of the week, therefore students should be familiar with the reading content prior to participating in discussions. Students must provide their first for the weekly topic by 12am on the Thursday of that week. Discussions will take place during in-person classes, Adobe Connect Sessions and a continuous discussion on the week's topic will be available through Blackboard.

Assessments and Grading

Final Design Project: 50 points

Mobile Learning Development Project: 30 points

Discussions: 20 points

Grading Scheme:

A = 94-100

A - = 90-93

B+ = 86-89

B = 83-85

B- = 80-82

C = 70-79

F = 69 and below

GSE Syllabus Statements of Expectations

The Graduate School of Education (GSE) expects that all students abide by the following:

Students are expected to exhibit professional behavior and dispositions. See gse.gmu.edu for a listing of these dispositions.

Students must follow the guidelines of the University Honor Code. See http://www.gmu.edu/catalog/apolicies/#TOC_H12 for the full honor code.

Students must agree to abide by the university policy for Responsible Use of Computing. See <http://mail.gmu.edu> and click on Responsible Use of Computing at the bottom of the screen.

Students with disabilities who seek accommodations in a course must be registered with the GMU Office of Disability Services (ODS) and inform the instructor, in writing, at the beginning of the semester. See <http://www2.gmu.edu/dpt/unilife/ods/> or call 703-993-2474 to access the ODS.

Approved March 2004

Revised January 2010