We're Going Mobile... Apps, Activities, and Adventures

Curt Bonk, Professor, Indiana University President, CourseShare, LLC cjbonk@indiana.edu http://mypage.iu.edu/~cjbonk/







Poll #1: Can you hear me ok?

A. Yes

B. No



Poll #2: Can you see me ok?

A. Yes B. No



Poll #3: Do you have a smartphone?

A.Yes, one

B.Yes, two or more

C.No, none



Are you totally mobile?

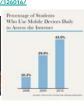




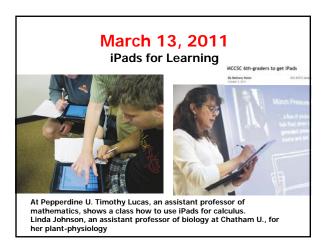
January 23, 2011
As the Web Goes Mobile, Colleges Fail to Keep Up,
Chronicle of Higher Ed, Josh Keller







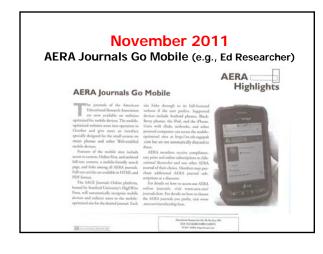
"I used it to sign up for classes. I used it to check e-mails," says Laura Patterson, a junior at Nevada State College, about her iPhone. "I used it all the time, for everything. "More than 40 percent of all college students, like Nevada State's Laura Patterson, used mobile devices to get on the Internet every day last year, compared with 10 percent in 2008.













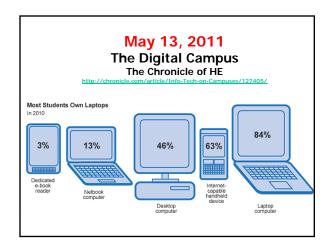






March/April 2011 Educause Review Mobile Devices, Jim Davis and Rosemary A. Rocchio Mobile use of the Internet is on targe

"Mobile use of the Internet is on target to surpass fixed use by 2014. Three-fourths of all college/university students have purchased or intend to purchase an Internet-enabled handheld device within the next year. The smartphone market is changing almost monthly."







Judy Brown, Keynote talk, "Learning in Hand With Mobile Technology," Wisconsin Distance Teaching and Learning Conference, August 10, 2012

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Mobile is the single most pervasive technology ever invented

Putting Global Mobile in Context

Judy Brown, Keynote talk, "Learning in Hand With Mobile Technology," Wisconsin Distance Teaching and Learning Conference, August 10, 2012

Did You Know...

Mobile is the fastest growing industry ever 88% American adults have cellphone, 57% laptop, 19% eBook reader, 19% tablet

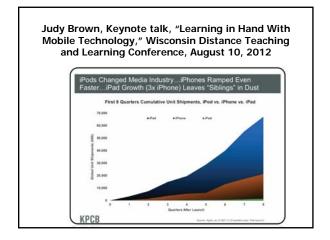
Smartphones are used by 50.4% of US consumers
Data now over 85% of the mobile traffic in the US 66% of organizations are investing in mobile technologies for their employees

We spend > 1/3 of our time on mobile apps than desktop web The average person has cellphone within reach 14 hours a day US mobile phone owners pick up device 150x per day US martphones have average 41 apps - up from 32 last year

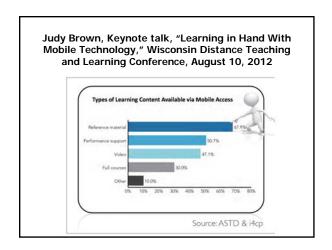
Judy Brown, Keynote talk, "Learning in Hand With Mobile Technology," Wisconsin Distance Teaching and Learning Conference, August 10, 2012

Rate Of Change

- 1.4 M PCs worldwide - 1.4 M mobile phones are all by 2016 there will be approximately 7.3 billion people on earth - and 10 billion mobile connected devices [Cisco]
- It took Japan's most popular social network (mixi) 4.5 years to move from 14% to 85% mobile traffic [Kleiner Perkins]
- October 2011 1.1 billion page views on The Weather Channel and 1.3 billion on mobile
- At the start of 2009 13% using Facebook on mobile - just over 2.5 years later over 50% [TechCrunch]



Judy Brown, Keynote talk, "Learning in Hand With Mobile Technology," Wisconsin Distance Teaching and Learning Conference, August 10, 2012 Here Today · 360° cameras Language translation Anticipation · Location-aware · Augmented reality M2M · NFC Biometrics • QR codes · Charging options Face recognition Sensors Gestures Voice recognition Gimbal Geofence Wearable



Judy Brown, Keynote talk, "Learning in Hand With Mobile Technology," Wisconsin Distance Teaching and Learning Conference, August 10, 2012

How Phones Function In Our Lives

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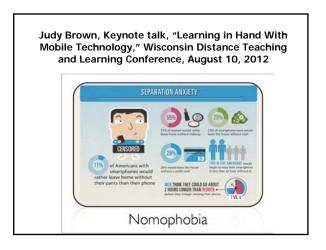
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Poll #4: Do you suffer from nomophobia?

A. Yes

B. No



Poll #5: Do any of your immediate family members suffer from nomophobia?

A. Yes

B. No



Poll #6: Do you think Dr. Grace Lin should research nomophobia?

A. Yes

B. No





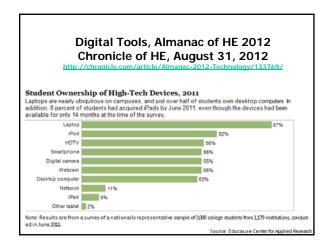
Judy Brown, Keynote talk, "Learning in Hand With Mobile Technology," Wisconsin Distance Teaching and Learning Conference, August 10, 2012

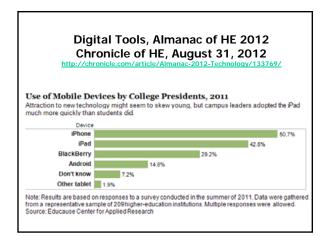


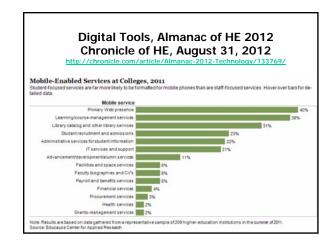


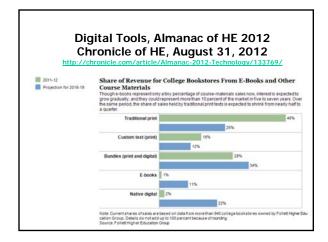
Judy Brown, Keynote talk, "Learning in Hand With Mobile Technology," Wisconsin Distance Teaching and Learning Conference, August 10, 2012

Total Conference on State Conference on State











The Slow-Motion Mobile Campus

Josh Keller, The Digital Campus, The Chronicle of HE, May 8, 2011

DUKE UNIVERSITY

Duke gave iPods to all incoming students in 2004 but scaled back the program two years later. Tracy Futhey, chief information officer, says campus officials are now focusing on improving Duke's mobile application and making existing campus data available on new platforms.







SETON HILL UNIVERSITY

April 10, 2010: Seton Hill University, Greensburg, PA, 2,100 students an iPad and freshmen a 13-inch MacBook Pro laptop (\$500 student tech fee).

Josh Keller, The Digital Campus, The Chronicle of HE, May 8, 2011

An iPad for Everyone

Final to every full filter slucters in fall 2010. March 30, 2010 - The Pinch state of 8th a (Individual) of 19th Technology Advantage Program, Thi they arrow an arrows in subset of this best in technology and collisionates because princip, excount that Sear Hill muletim will be uniquely further to white the country of the contract that the white-search than divince , even those that have not yet been invested.

For more information on the Enthro Technology Advertage Program, please out the website. www.netonfoll.edu/se/factorings - Centines to not website





Some Ideas from Educause Review

March/April 2011, Scott Perkins and Michael Casdorph, Georgia Health Sciences University, "The Digital Swiss Army Knife"

- 1. Attendance
- 2. Class roster
- 3. Class assignment due dates
- 4. Course calendar
- 5. Deliver course videos
- 6. Digital flashcards
- 7. Course blogging
- 8. Internet searching

Poll #7: Which of these ideas interests

Which of these ideas interests do you the most?

- A. Class roster
- B. Course calendar
- C. Digital flashcards
- D. Course blogging
- E. Internet searching



Some Ideas from Educause Review March/April 2011, Scott Perkins and Michael Casdorph, Georgia Health Sciences University, "The Digital Swiss Army Knife"

Perkins: "I think that mobility makes it a little less important for us to work on mastery of content during those class minutes." Top Smartphone Apps to Improve Teaching, Research, and Your Life By Jeffrey R. Young, January 2, 2011, Chronicle of HE

1. Taking Attendance (David M. Reed, a computer-science professor at Capital U.). Calling roll may not seem like an activity that needs an upgrade..."I used to use a piece of paper," he said. "What would happen is invariably I would lose that piece of paper halfway through the semester."



Top Smartphone Apps to Improve Teaching, Research, and Your Life

By Jeffrey R. Young, January 2, 2011, Chronicle of HE

2. Collecting Data

A professor at the University of California at Davis is asking drivers to help him with his research on roadkill by logging any dead squirrel, possum, or other critter they see along the highway...the research team built an iPhone app to let citizenscientists participate at the scene. It's more convenient, and it gives the researchers better data, because a phone's GPS feature can send along exact location coordinates (and the app encourages users to take a picture with the phone's camera).







Top Smartphone Apps to Improve Teaching, Research, and Your Life

By Jeffrey R. Young, January 2, 2011, Chronicle of HE

3. Reading Scholarly Articles

"Instead of clicking print when saving an article for later reading, many professors now send the document to their phone or tablet computer. Those I talked with cited a range of apps designed for the task, though Dropbox was cited most frequently. The commercial app is available for iPhones, iPads, and for smartphones or tablets running Google's Android operating system. David Parry, an assistant professor of emergent media and communications at the University of Texas at Dallas, said he uses Dropbox for both scholarly reading and keeping track of documents for the courses he teaches. " (for syllabus storage and deadlines)



Top Smartphone Apps to Improve Teaching, Research, and Your Life

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4. Recording Notes

Aaron Delwiche, an associate professor of communication at Trinity, often uses the camera built into his Android phone to snap a picture of his whiteboard before he erases it. When he breaks the class into groups for a project, the photos remind him who was on each team and what they came up with. Highend whiteboards offer a function to print out or e-mail their contents, but some professors say their phone cameras do just as well.





Top Smartphone Apps to Improve Teaching, Research, and Your Life By Jeffrey R. Young, January 2, 2011, Chronicle of HE

5. Using Textbook Tools

Cellphone screens are tiny...CourseSmart, a company that sells electronic versions of textbooks from major publishers, offers a free iPhone app to read books purchased through its service. It may not be ideal for long reading sessions, but it could be a handy way for professors to look over the material to remember what their students are reading.

CourseSmart

Are Mobile "Classroom" Apps the Future of Collegiate Learning?



Top Smartphone Apps to Improve Teaching, Research, and Your Life By Jeffrey R. Young, January 2, 2011, Chronicle of HE

6. Planning Lectures

Brainstorming for classroom talks has gone high-tech with "mind mapping" software that encourages arranging thoughts and ideas in nonlinear diagrams...the touch-screen interface of smartphones or tablet computers enhances the process, letting scholars toss around ideas with a flick of the finger. Gerald C. Gannod, director of mobile learning at Miami University, in Ohio, recommends Thinking Space for Android devices, MindBlowing for the iPhone, and Popplet for the iPad. Mr. Delwiche, of Trinity University, likes MindJet. "It's great when organizing papers or project ideas," he said.



Top Smartphone Apps to Improve Teaching, Research, and Your Life By Jeffrey R. Young, January 2, 2011, Chronicle of HE

7. Multimedia study guides on the go.

A cellphone screen may seem too small to use as a study aid. But then again, those screens are about the same size as standard 3 by 5 index cards, an age-old format for flashcards. So the space can be just right when it's time to cram for a test. Unlike paper flashcards, though, a smartphone can display video clips, audio, and interactive features that go far beyond flipping a card over to see an answer.





Poll #8: Which of these mobile activities did you like best?

- A. Collect Data
- **B. Multimedia Study Guides**
- c. Plan Lectures
- **D. Record Notes**
- E. Take Attendance



8. Medical Training





Top Smartphone Apps to Improve Teaching, Research, and Your Life,

By Jeffrey R. Young, January 2, 2011, Chronicle of HE

Peter H. Abrahams, a professor of clinical anatomy at the University of Warwick, in England, recently released a video reference-manual app called Aspects of Anatomy for the iPhone. The software quizzes students by presenting them with medical scenarios, and asks them to name the relevant body part...It includes 38 short films of Dr. Abrahams guiding viewers through anatomical models of human organs



An app called Aspects of Anatomy brings flashcards into the YouTube age. Designed by a professor the U. of Warwick, in Britain, the software includes three- to seven-minute videos. Medical students can, say, review a dissection of the thorax and upper limb while on a break.

iPads in Medical Training: Videos of Procedures

The Slow-Motion Mobile Campus, Josh Keller, The Digital Campus, The Chronicle of HE, May 8, 2011

Stanford's School of Medicine lent iPads to all new students...Medical students spend most of their third and fourth years in hospitals, working with patients...can watch a video in the hospital showing how to conduct a complex procedure right before they are about to perform it...in an emergency, they can pull up a cheat sheet on an iPad showing the steps they should follow.





Top Smartphone Apps to Improve Teaching, Research, and Your Life By Jeffrey R. Young, January 2, 2011, Chronicle of HE

9. Clickers/Student Response Systems

Professors at the mobile-device summit at Abilene Christian stressed that more study needs to be done on whether these services improve education and are worth the cost. Some research done at Abilene Christian on the clicker application, for instance, showed that while students liked the ability to take quizzes by phone, their grades did not improve compared with those of a control group that did not use the clicker approach.







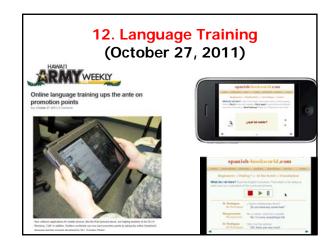
10. Mobile Dictionaries (September 2010, Chronicle of HE)



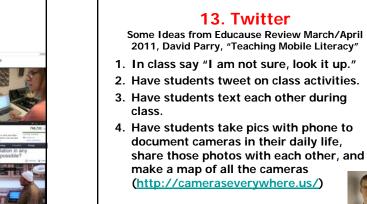


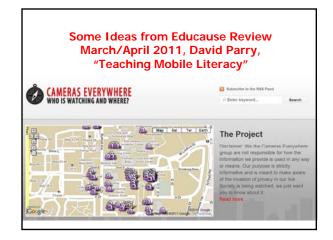






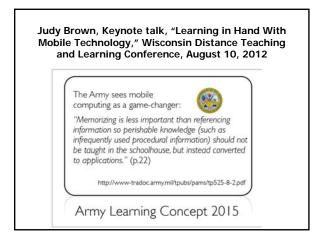


















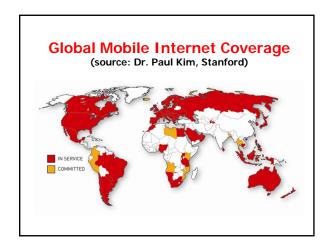
17. Discounts for Attending Classes
The Slow-Motion Mobile Campus
Josh Keller, The Digital Campus, The Chronicle of HE,
May 8, 2011

Stanford University: Weston McBride (right)
and Andrew Bellay created an iPhone application
that rewards students for attending class.
Students with better attendance records will
receive cheaper campus meals, and eventually
discounts on bigger-ticket items like student
loans and car insurance. The application, which is
supported by Stanford, verifies attendance by
checking students' GPS locations when they
check in to class.

Poll #9: Which of these mobile activities did you like best?

- A. Custom News
- **B.** Language Training
- C. Mobile Referenceware
- D. Mobile Tutoring
- E. Twitter









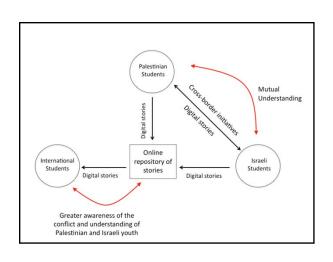


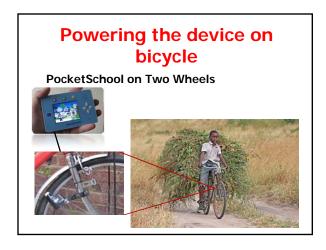


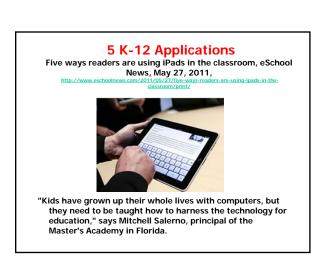












Five ways readers are using iPads in the classroom

eSchool News, May 27, 2011

1. For intervention.

"I found an app called Math Drills, to help students with their math facts. After a school-wide math fact program, there were a certain number of students that still didn't know their addition facts. Essentially, they had trouble with 'at a snap' recall of facts," she explained.



Five ways readers are using iPads in the classroom

eSchool News, May 27, 2011

1. For intervention.

"I put those few students on the iPad app, which gave them the opportunity to practice and then to test themselves. It kept track of their scores and showed their improvement. I've had students BEG me to allow them to practice their facts—under normal circumstances, what fifth-grader do you know [who] WANTS to practice their facts? I'll take it! Each student has showed improvement in the quick recall of facts, and they want to. It can't get much better than that."

Five ways readers are using iPads in the classroom

eSchool News, May 27, 2011

2. For Enrichment.

"There are several apps out there for the 'smart kids.' I found one for the iPhone, which I use on the iPad, called Miss Spell's Class," she said. "It gives students a series of challenging vocabulary words, and they need to decide if it's spelled correctly or incorrectly. I've seen my gifted kids get so frustrated (it shows them that they're not always No. 1), and consequently, so proud of themselves because they've finally conquered it. The success is made much sweeter when you have to work for it."



Five ways readers are using iPads in the classroom (seating charts, 2Do, marking goals)

eSchool News, May 27, 2011

"Teacher's Assistant allows my students on behavior plans to mark their own progress as they meet (or don't meet) their goals. They are responsible for it, and are eager to earn points during the day simply so that they can enter it on the iPad."



Five ways readers are using iPads in the classroom

eSchool News, May 27, 2011

3. For assistive technology.

One reader, Eva, said she uses the iPad to help a boy in her classroom who has autism. Supposedly, the iPad was the only tool that could engage him for any length of time with his speech therapist.

"Upon first seeing it, he stared at it for a few seconds then reached for it," she explained. "We gave him the iPad and he immediately started mimicking us by pushing all the right buttons to see the interactive app. We love it so much that his mother, with the help of a therapist, wrote a mini-grant to one of the local organizations so that he could have one of his own."



X A

Poll #10: Which of these mobile activities did you like best?

- A. Assistive Technology
- в. Digital Literacy
- c. Enrichment
- D. Intervention
- E. Organize Notes





