Welcome to

Teaching + Learning Tuesdays

September 17, 2013 I 2:30PM to 4:30 PM

Teaching + Learning Tuesday

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Title:

Mobile Tools in and out of the Classroom

Presenter:

Dr. Paul Wallace,
Associate Professor of Instructional Technology
Reich College of Education
Appalachian State University

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Mobile tools in and out of the classroom

Dr. Paul Wallace
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Mobile Learning Inside the Classroom

Feedback

Formative Assessment

Games

Backchannel Communication

Socrative

- http://socrative.com
- Use for feedback, formative assessment, games, and to enable backchannel communication
- Web-based interface for laptops, tablets, and phones
- iOS and Android app for students
- Allows 50 participants in each Socrative classroom

- http://**m**.socrative.com
- Room: 5221

Socrative: Quiz & Games

- Create Quiz in Socrative or import
- Use in Quiz and/or Space Race game
  - Student pairs or groups share one device
- Send report

NearPod

Content

Quiz

Poll

Multimedia

Draw it

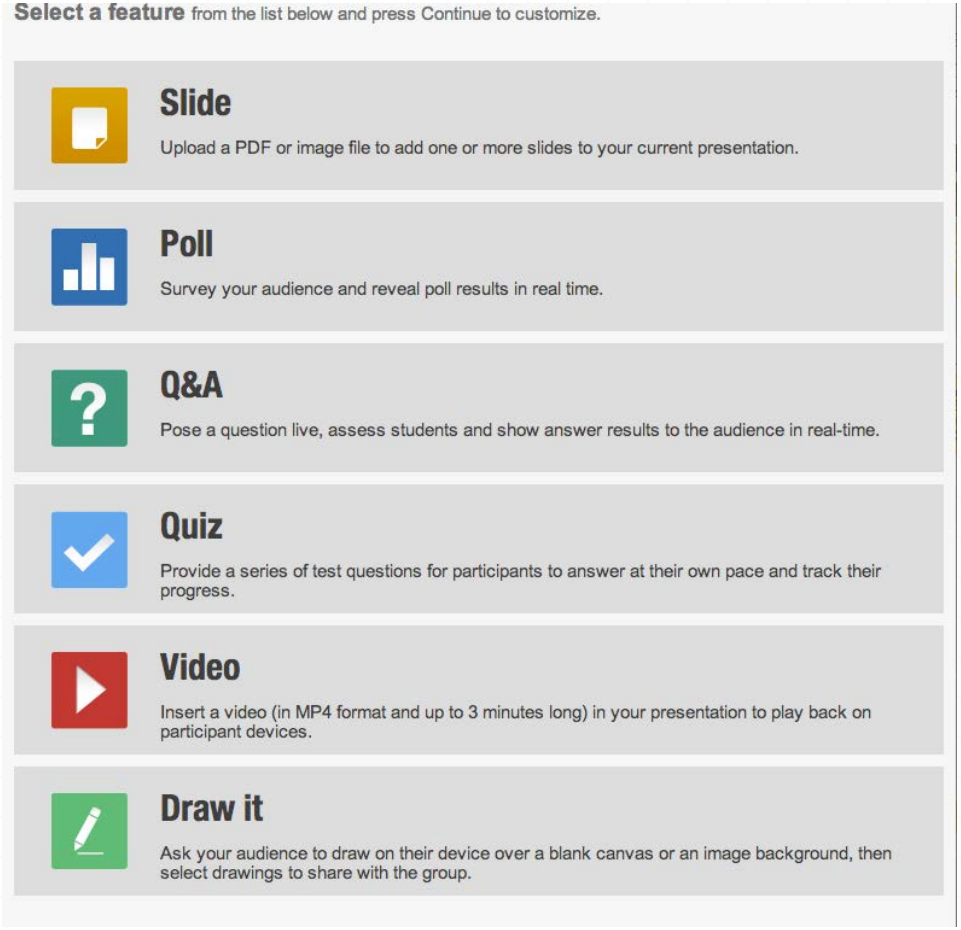
NearPod

- http://nearpod.com
- Use for sharing synchronized content, including video
- Student feedback with polls, quizzes, drawings
- Reports of student responses
- App for iOS and Android
- Free and school accounts

NearPod Example

- Instructor runs presentation from iPad, using the NearPod Teacher app
- Student uses NearPod Student app
- Presentations require a PIN to access
- Example presentation PIN#

NearPod Content Type



Mobile Learning Outside the Classroom

Object Tagging

Augmented Reality

Student Created Mobile Learning

Object Tagging: QR Code

- A simple way of “tagging” objects in the physical world
- Easily used in mobile learning games, by either printing them on stickers or on index cards
- Generated at a number of websites for free
- (http://www.qrstuff.com)
- Can be used with non-smartphone and older handheld devices lacking GPS, but with a camera
- Used to create games or tours for indoor spaces, like museums and school buildings
- A drawback is that QR code actions are limited, such as opening a web page or dialing a phone number

QR Code: Creator

http://www.qrstuff.com

QR Code: Uses in Education

- To “tag” objects in the real world with more information (text, web page, image, video)

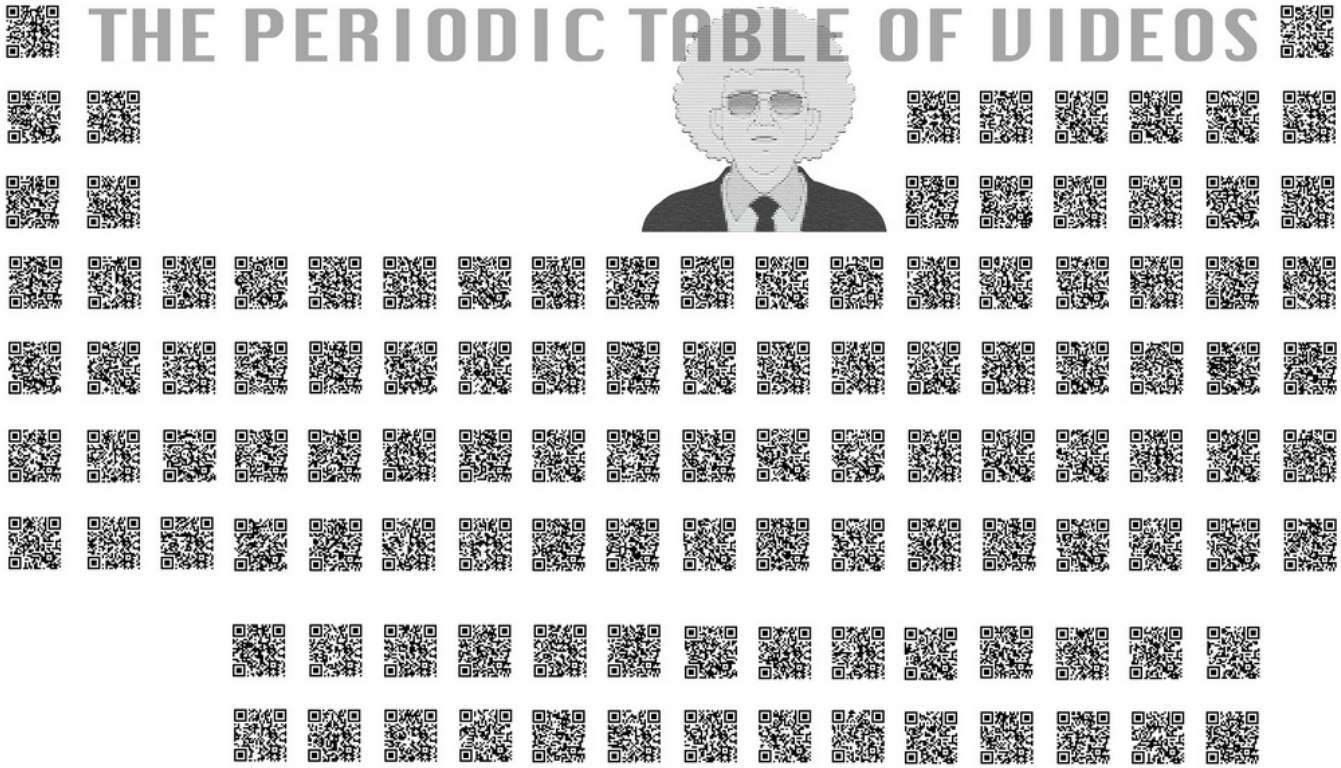
QR Code Examples: Rocks

Appalachian State University
Geology Department Interactive Rock Garden
http://mckinneymuseum.appstate.edu/rock-garden/

QR Code Examples: Rocks

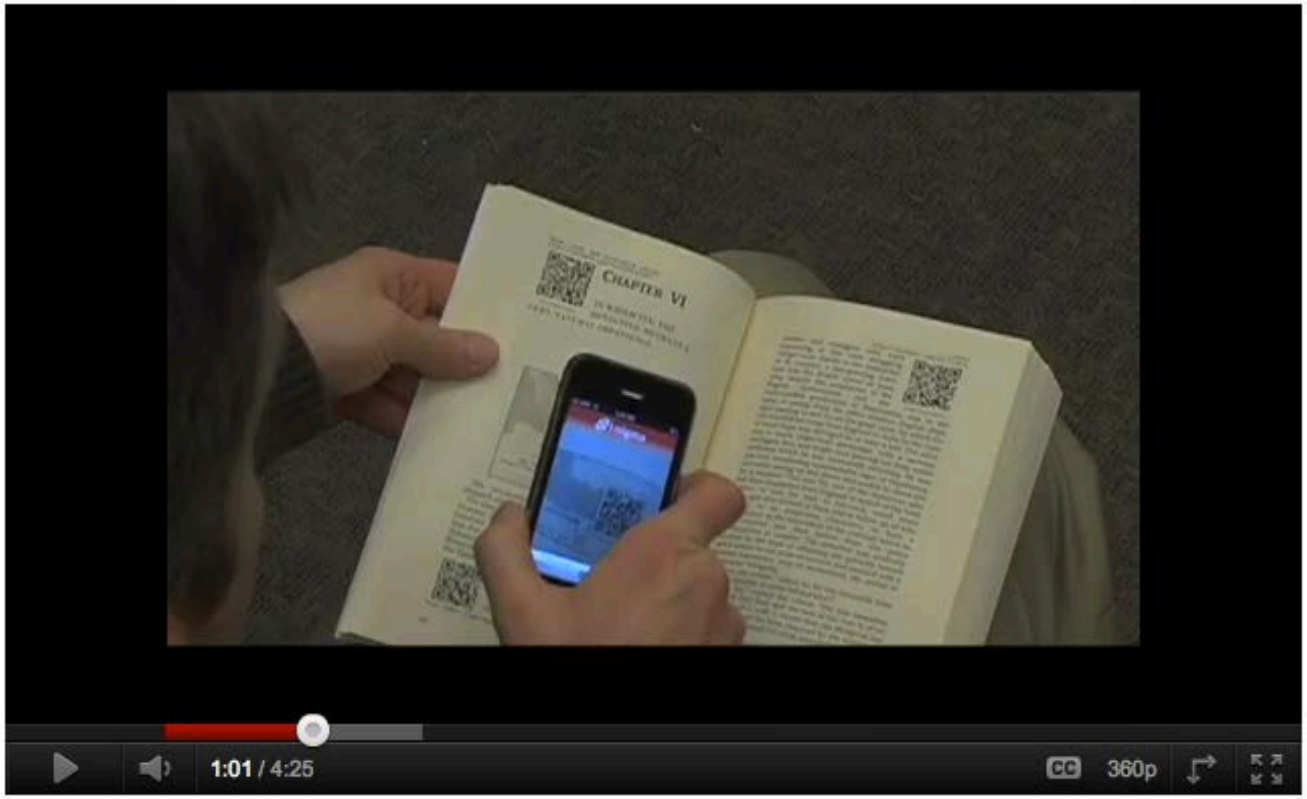
http://mckinneymuseum.appstate.edu/rock-garden/beekmantown-formation

QR Code Example: Periodic Table



http://www.periodicvideos.com

QR Code Example: Books



http://www.youtube.com/watch?v=OE5Ch4NnVu0

Maker Activities: Mobile Learning Games

- As far as pedagogy, I like to use a constructionist (rather than instructionist) approach: My students create the content and projects using mobile technologies
  - Research, data collection, analysis
  - Collaboration with peers and professionals in the outside world
  - Creative project and media development
  - Presentation of project for authentic use

Mobile Learning and Community Engagement

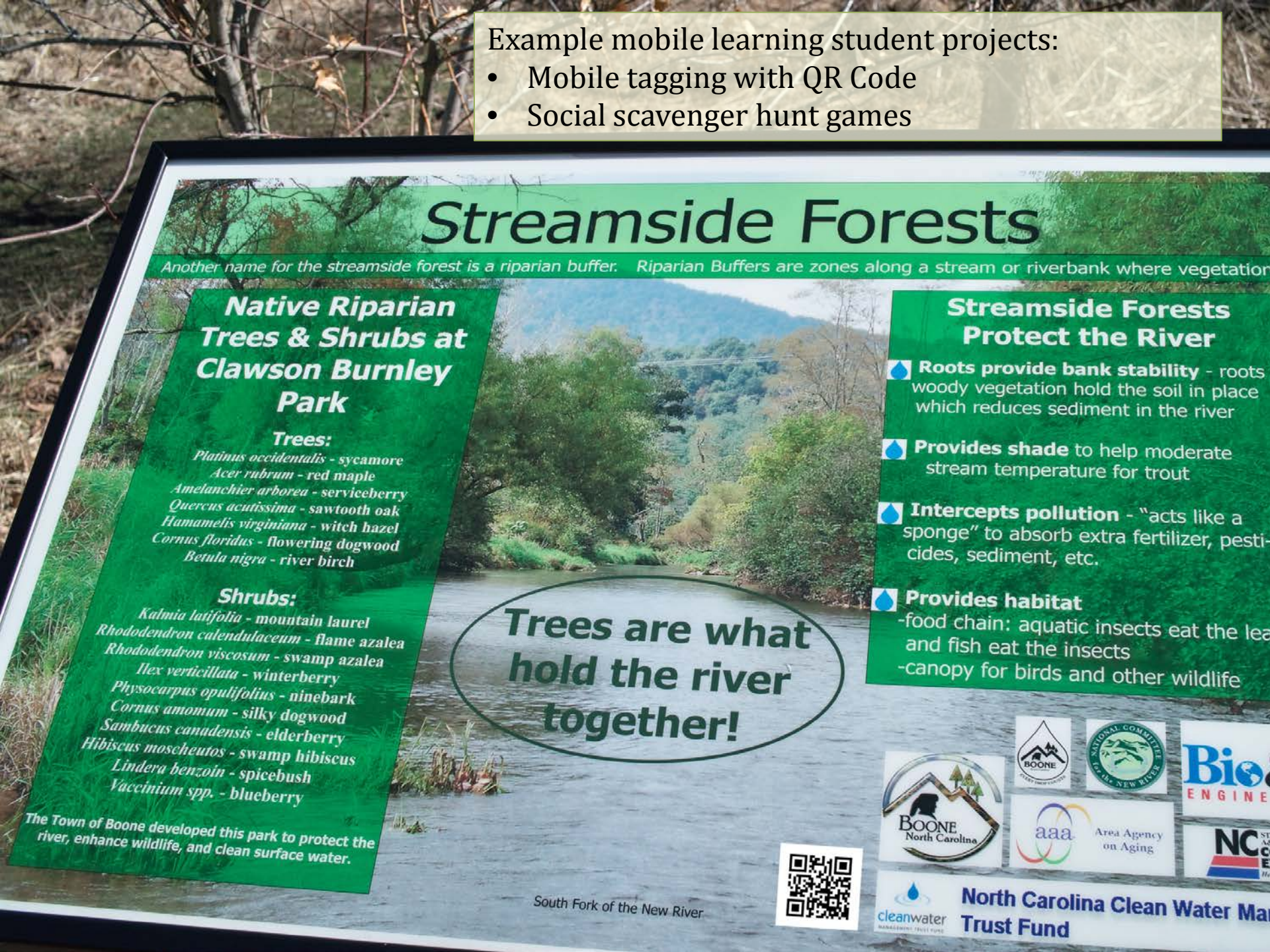
- Students in campus ITC 5220 class
- Creating mobile learning content / experiences for visitors of the Boone Greenway Wetlands area to access on mobile phones

Service-learning experience

- Applying knowledge of constructing digital learning
- Collaborating with Boone Greenway Trail, Watauga River Conservation Partners, NC Cooperative Extension

Example mobile learning student projects:

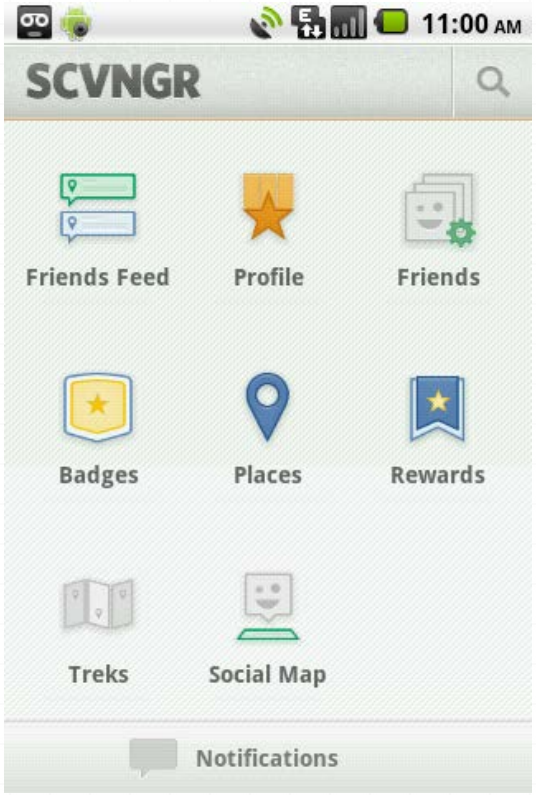
- Mobile tagging with QR Code
- Social scavenger hunt games

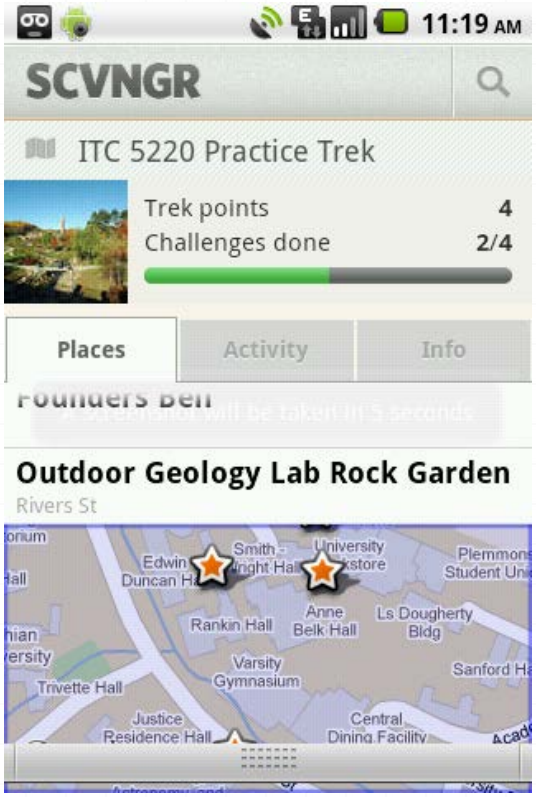


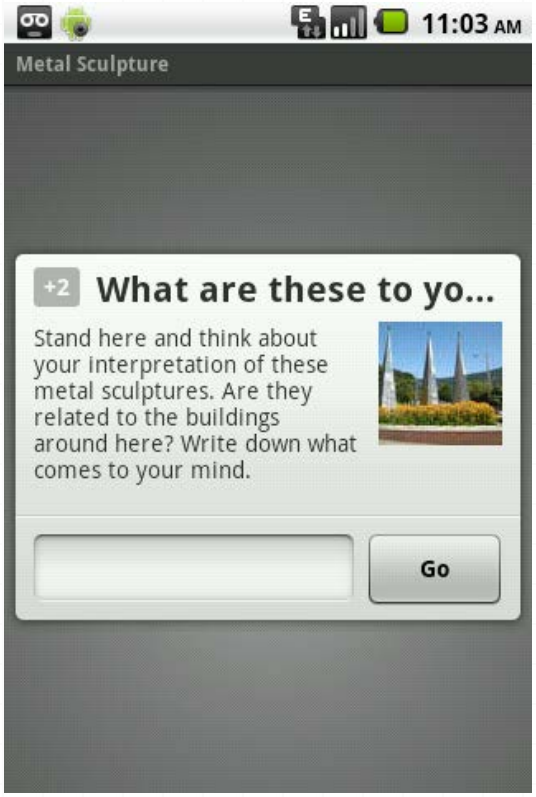
Scavenger Hunt Games

- A popular location based scavenger hunt games is Geocaching, which focuses on hidden containers, called geocaches, that are placed outdoors for people to find
- SCVNGR (http://scvngr.com) uses the GPS in a mobile device to present challenges at specified physical locations
  - Challenges are presented on the player's screen, and can be enhanced with audio, image, and video content
  - Actions that can be asked of a player at a challenge point can be: to take a photo, scan a QR Code, or answer with either a specific or open ended text response
  - Players are awarded points by completing a challenge
  - Stringing together challenges into "treks" can create sequenced learning games

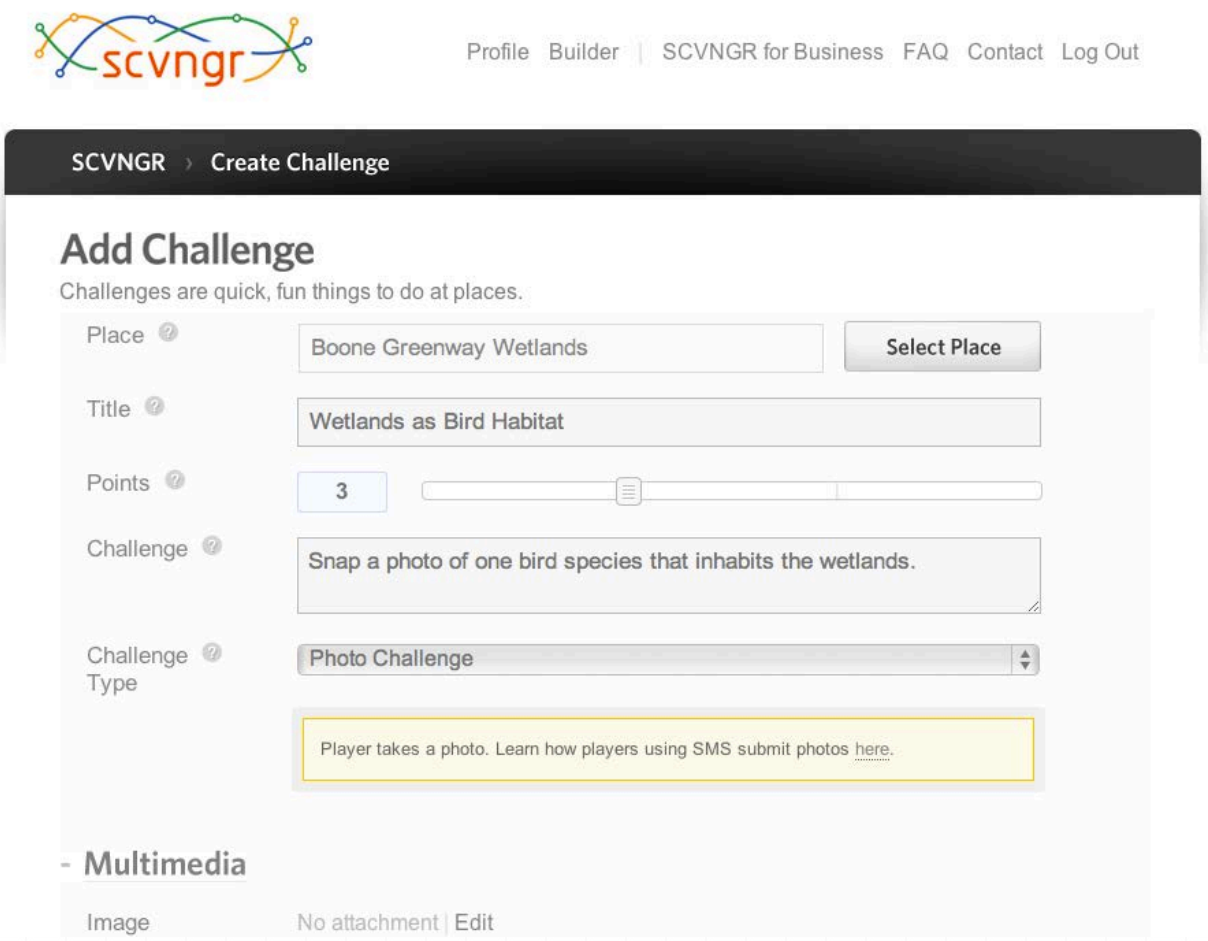
SCVNGR Mobile Platform





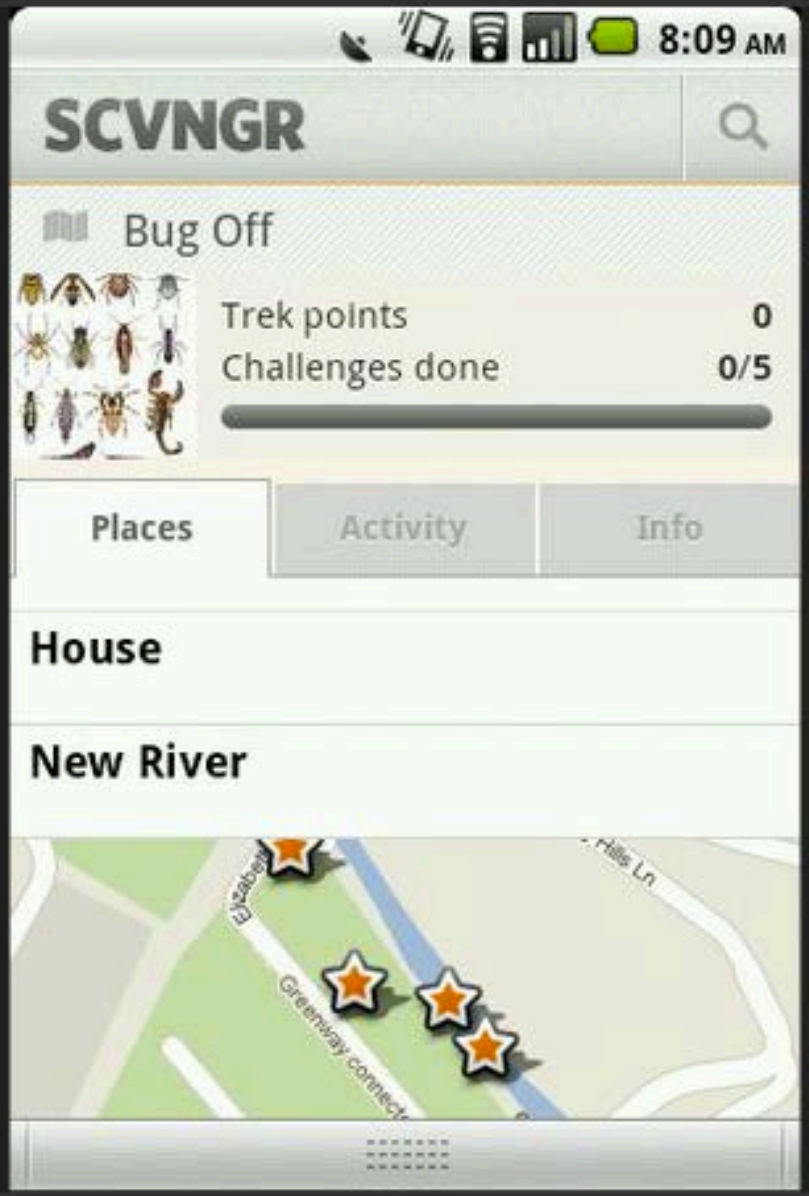


SCVNGR Builder



SCVNGR Game at the Wetlands

- One Example of a wetland game created: Bug Off
- Game for middle school aged students / general public
- Challenges include information and activities related to the importance of dragonflies in the wetlands:
  - Dragonfly wings – A Dragonfly flaps its wings over 2,000 time per minute! How many times can you flap your arms in a minute? Take a photo of your partner flapping her “wings” (text input / photo input)
  - Eat your weight – In a single day, the dragonfly eats more than its own weight in mosquitoes. How many chicken nuggets would you have to eat in one day to equal your weight? (text input)


8:09 AM
SCVNGR
Bug Off
Trek points 0
Challenges done 0/5
Places
Activity
Info
House
New River
Greenway connect
Hills Ln

comment

Evaluation Feedback Survey

Make your thoughts count!

- Did this session meet or exceed your expectations?
- What topics would you like to see covered in the next quarter? Tell us!

Teaching + Learning Tuesday

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Join us every **Third Tuesday** for more Professional Development opportunities.

Next Session: October 15, 2013

TIME: 2:30pm – 4:30pm

TITLE: **Better Together: Integrating Student-Led Blogging Into Your Course**

PRESENTER: Mr. Matthew Cazessus, Sociology Instructor, Greenville Technical College