Why m-Learning is Important!

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How to Use Web 2.0 in the Enterprise

Part 1: Communicate with Your Employees

Haven't you read my post? I hired you yesterday.
What’s On the Menu?

• The m-Learning Paradigm
• Why iPhone is a key piece in the puzzle
• Activities @ CUHK
Web 2.0

- Web as a medium vs. **Web as a platform**
- Read-Only Web vs. **Read-and-Write Web**
- Static vs. **Dynamic**
- Restrictive vs. **Freedom & Empowerment**
- Technology-centric vs. **User-centric**
- Limited vs. **Rich User Experience**
- Individualistic vs. **Group/Collective Behavior**
- Consumer vs. **Producer**
- Transactional vs. **Relational**
- Top-down vs. **Bottom-up**
- People-to-Machine vs. **People-to-People**
- Search & browse vs. **Publish & Subscribe**
- Closed application vs. **Service-oriented Services**
- Functionality vs. **Utility**
- Data vs. **Value**
Evolution of Learning and Training

- distance learning (d-Learning)
- electronic learning (e-Learning)
- mobile learning (m-Learning)
### What is m-Learning?

<table>
<thead>
<tr>
<th>New Learning Paradigms</th>
<th>Mobile Technologies</th>
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</thead>
<tbody>
<tr>
<td>Individual/Learner centered</td>
<td>Personalized Services</td>
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<tr>
<td>Collaborative learning</td>
<td>Networked/Wireless</td>
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<td>Situated learning</td>
<td>Mobile awareness</td>
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<td>Contextual learning</td>
<td>Context awareness</td>
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<tr>
<td>Ubiquitous learning</td>
<td>Ubiquitous</td>
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<tr>
<td>Life long</td>
<td>Durable</td>
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What is m-Learning?

• Refers to the use of mobile and handheld devices in teaching and learning

• Mobile implies movement and mobility--to learn “on the go”
Why m-Learning?

- Enhance learner’s success
- **Real** world skills
- Access learning materials from anywhere and anytime
- **Just-in-time** learning—reference tool for quick access to data in the field
- Interact with others
- **Collaborate** learning

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m-Learning Devices

- PDAs
- Tablet PCs
- Mobile phones
- Wearable computers
- Laptop computers
- E-book readers
- Hybrid devices
Limitation of m-Learning Devices

- Small screen size and limited storage capabilities
- Batteries require regular charging
- Lack of common platform
- More easily lost or stolen
- Much less robust than desktops
- Get outdated very quickly
- Security and privacy issues
- Limited bandwidth problems
- Difficulties to upgrade
iPhone in Medicine

Medical resources developed for the iPhone can be used by students and practitioners

http://jeffreyleow.wordpress.com/2008/06/10/iphone-in-medical-education/

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MIT Mobile Project

People Directory
Campus Map
Shuttle Schedule
Events Calendar

Stellar
Emergency Information
3DOWN

http://mobi.mit.edu/

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iPhone Relevancy

- Device **convergence**
- PDA, media player, phone, input device, light-client net device, etc.
- Solid **development** platform
- Excellent **distribution** channels
iPhone @ CUHK

• Attended WWDC2008
• iPhone Final Year Projects
• iPhone Development Program
• Science Park Partnership
• Courseware @ CSE?
• Mobile Campus @ CUHK?
Whirlwind

Start

Continue

How To Play

Scores

Options
Maze Game
Wonderful Blue
Lesson Learned

• New device = New paradigm

• iPhone (hardware) + Xcode, API, distribution channel (software) = Total System Integration

• Quality assurance is important

• Very bright future with opportunities
On the Horizon

• **Content** generation
• New learning **paradigms**
• Social Networks
• Collaborative/Distributed Learning
• **Integration, Interoperation, Infiltration!**
Q & A

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