



Get mobile

An introduction to m-learning in education and training

What is it?

M-learning is mobile learning: using mobile technologies (including mobile phones and handheld computers) to enhance learning and benefit learners. The *Get Mobile* CD presents a comprehensive overview and a collection of useful information for organisations and tutors who are planning to use the exciting new medium of m-learning with their students. It is the result of more than three years of trialling, research and development, some of which was conducted as part of a European project. So far more than 1,000 learners have used the materials. The CD also includes a large number of real learning materials ready to be downloaded on to your learners' mobile devices.

Who is it for?

The overviews, fact sheets and advice will give teachers and tutors all the information necessary to start using m-learning, regardless of which subject they teach. The materials are designed for anyone who is interested in finding out how mobile technologies can be used to enhance *Skills for Life* learning, such as:

- *Skills for Life* managers
- specialist literacy, numeracy and ESOL practitioners
- non-specialist *Skills for Life* tutors who wish to embed *Skills for Life* in other content areas
- those working in informal learning or looking for ideas to re-engage learners who have been turned off by traditional approaches to education
- anyone with an interest in innovative approaches to learning using new technologies.

What does it contain?

The CD is divided into seven main sections.

Overview

Your introduction to the CD and the m-learning concept.

What is it?

Describes and illustrates just some of the innovative ways that you can incorporate m-learning through different learner and tutor scenarios.

Why use it?

Shows you how m-learning fits into the context of the Engage-Assess-Teach-Practise Assess learning cycle, and how it can be used at all stages.

Which technologies?

Explores the wide (and often initially daunting) range of technologies available for m-learning, and demystifies them so that you and your organisation can make an informed choice.

Learning materials

This section is crammed full of useful resources, including animations, quizzes and learning materials that can be viewed on the CD or downloaded to a pocketPC, loads of web links, JAVA quizzes for mobile phones, and comprehensive accompanying tutor notes giving guidance on how to incorporate the materials into your teaching. It also includes video help tutorials that have been specifically designed to ensure that both tutors and students are able to get the most out of the phones they are using.



Case studies

Six case studies give examples of various real-life practical application of the technologies and pedagogy used.

Links

Lots of useful further references can be found here, including reports, other m-learning projects, further information and links to all the partner sites of the m-learning project.

How do I use it?

The CD can be used in different ways. Learning materials can be downloaded to the appropriate devices and used in your teaching sessions; the case studies can be used to give you ideas for application of these exciting techniques; and the many links and references can be used for your own personal professional development. Any practitioners who have looked through this comprehensive resource will come away armed with a multitude of information, encouragement and inspiration to take these methods out into the field.

What users say

"The group were observed to be remarkably focused and calm during the session when given the devices in contrast to their normal behaviour in the sessions. They were far more focused and gave up to two hours of time to the devices when it is normally difficult to focus them for 15 minutes."

"I feel the devices are good tools to engage non-traditional learners, they remove the formality, which can be the most frightening aspect for those who have not engaged with learning."

"There is a lot of interest in using the driving quiz. This seems to have really inspired the learners. Most want to learn to drive and realise that they will need help with their theory test so they are very keen to use it for this purpose."

What equipment do I need to run the CD?

In order to use *Get Mobile* you will need:

- Multimedia computer
- PC or laptop, Pentium® II or better (MMX recommended)
- 64 Mb RAM
- Sound card
- CD drive (12 speed recommended)
- SVGA monitor min. 800 x 600, 16-bit colour
- Headphones or speakers
- Keyboard and mouse

Software

- Windows® 98 or higher
- Web browser (tested on Internet Explorer, Netscape, Firefox)
- Macromedia Flash Player 7

Note: The higher the machine specification, the quicker the program will run.

What equipment do I need to run the m-learning materials?

- PocketPC activities and quizzes can be run in the mini-browser on your PocketPC. They will work on all PocketPC handheld devices.
- Java quizzes will run on most colour-screen game-downloading mobile phones. If you require specific guidance our technical support team will be happy to advise you.

How can I find out more?

You can find out more about *Get Mobile* and see some of the materials and details of prices at www.ctad.co.uk; or call CTAD's sales team on **(01223) 470480**.

Cambridge Training and Development Ltd
Lincoln House, The Paddocks, 347 Cherry Hinton Road, Cambridge CB1 8DH
tel. (01223) 470480 fax. (01223) 470481
e-mail sales@ctad.co.uk web site <http://www.ctad.co.uk>