



mLearn melbourne 2007

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### **Workshop A: 'Ahead of the Game'-appraising a mobile learning game**

**Time:** 9.30am - 1.00pm (half day)

**Date:** Tuesday 16<sup>th</sup> October

**Venue:** To be advised

**Cost:** \$175 (includes workshop materials and morning tea)

Register at [www.mlearn2007.org](http://www.mlearn2007.org)

#### Workshop Description:

mGBL (mobile games-based learning: <http://www.mg-bl.com>) is a 3-year research and development project that is sponsored by the European Union under the 6<sup>th</sup> Framework which is about the design of gripping mobile learning games that are fun to use and that can support development in young people aged 16-24 of decision-making skills for use in critical situations.

The project also designs authoring tools and delivery platform and have developed 3 game prototypes so far. Game 1, 'Ahead of the Game' is a hybrid game comprising Quiz and Simulation formats. This workshop invites appraisal of Game 1 in terms of:

Fun and Playability

Supporting young adult audiences in developing decision-making skills

Style and Design.

#### Intended Audience:

Participants will be delegates who have an interest in mobile game-based learning and experience in computer and mobile phone usage. They will need to bring a laptop or a Java-capable mobile phone.

#### Presenters:

##### *Alice Mitchell*

A language teacher with expertise in French and German and new media pedagogue, Alice has instigated and led funded R&D projects for the education and business sectors. Currently Project Leader for m-learning at Anglia Ruskin University she has developed a wide range of standards-based learning and teaching materials for web delivery and authored reports and papers relating to e-learning, e-assessment, m-learning and mobile game-based learning. These are based on desk research and field research with target audiences, using Focus Group methodology. Her current research concerns m-learning and mobile games-based learning issues. She is in demand as researcher, reviewer, consultant, curriculum developer and conference speaker, delivering presentations and keynotes at national and international level. Her publications cover a broad spectrum and include books, multi-media learning packages, academic papers and research reports.

##### *Ivana Ilijašić Mišić*

Graduated Psychology in 2001. at the University of Rijeka. After graduation started to work for Laboratory of Social Psychology. Full time employed on a EC funded project under the 6th Framework Programme-mGBL. Author of the several scientific articles. Also involved in Cognitive - Behavioral Therapy Training and attends the postgraduate studies in field of Management at Faculty of Economics in Rijeka.

##### *Mr. Edvard Tijan*

Research assistant at the Faculty of Maritime Studies, University in Rijeka, department: Technology and Organisation of Transport, courses: Transport Logistics, Business Logistics, eCommerce. Diploma in Engineering (2001), Technical faculty of Rijeka. Currently, master student at the Master programme Management at the Faculty of Economics, University of Rijeka. Author of the several scientific articles. Research associate on scientific projects Electronic logistics cluster of port - hybrid structures financed by the Ministry of Science Education and Sports of Republic of Croatia.

NB: Workshops may be cancelled if insufficient numbers register to attend.



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### ***Workshop B: Supporting Ubiquitous Language Learning with Mobile Technologies***

**Time:** 10.00am - 4pm (full day)

**Date:** Tuesday 16<sup>th</sup> October

**Venue:** To be advised

**Cost:** \$235 (includes workshop materials, lunch and morning tea)

**Register at** [www.mlearn2007.org](http://www.mlearn2007.org)

#### Workshop Description:

Many new media technologies have seemed, at their first appearance, to have potential for helping language learners. Some of these technologies, like the language lab, are now regarded as partial or complete failures, while others have fulfilled their promise. The Internet in particular has been taken up enthusiastically by language teachers. Now computing technology has moved beyond the desktop and we have a wide range of personal and leisure-oriented technologies - mobile phones, handheld computers, games consoles, digital television and radio - that offer new opportunities for language learners. These have huge potential for extending learning outside the classroom and should prompt us to rethink the nature of language learning.

This highly interactive workshop is aimed at researchers, teachers and designers in academia, industry and education interested in exploring the potential of mobile and contextual technologies for language learning. A central aim of the workshop is find ways to think beyond the language classroom to explore new possibilities for personal and collaborative language learning projects and just-in-time language learning. We expect to touch on issues such as:

- Situated “just in time” language learning and support
- Location-based and ambient language learning
- Wearable, embedded and ubiquitous language learning
- Delivery of language learning materials to handheld devices
- Design and implementation of mobile language learning software and services
- Collaborative language learning and communities of practice
- Interaction design for personal learning technologies
- Cross platform design for language learning materials
- Content management, learning objects and metadata for mobile language learning
- Instructional design for mobile language learning

A secondary goal is to create a forum for the exchange of experience and knowledge among researchers, teachers and developers concerned with the potential of new personal technologies for language learning. We hope that the workshop will serve to foster the development of an international community interested in the workshop themes.

#### Specific Objectives

- To present a range of existing examples of services and systems for language learners, both academic and commercial
- To map the needs of language learners to the facilities provided by a range of mobile devices
- To develop future scenarios for mobile language learning and to capture them in graphical form

#### Intended Audience:

No special prerequisites other than an interest in the topic and a willingness to participate in creative scenario generation. Participants will be asked to contribute a paragraph on any current projects they are working on involving mobile and personal technologies for language learning.

Presenters:

**Lyn Pemberton** is currently Reader in Human Computer Interaction at the University of Brighton in the UK. After degrees in Language and Literature in the UK, France and Canada, she moved into HCI and has worked for the past 15 or so years on a range of educational technology projects. Her current interest is in the possibility of using combinations of digital tools to support ubiquitous learning.

**Sobah Abbas Petersen** is a Research Fellow in the Department of Computer and Information Sciences at the Norwegian University of Science and Technology, Norway. Her most recent work has been on the MOTUS 2, Collaborative Mobile Learning, a Norwegian research project to investigate the potential and impact of mobile applications for supporting new forms of cooperation in the educational settings, independent of the participants' location. The focus of the project is mobile language learning.



**Workshop C: Portable Tales - Digital Story Telling using a Mobile phone**

**Time:** 10.00am - 4pm (full day)

**Date:** Tuesday 16<sup>th</sup> October

**Venue:** lab.3000 Incubator: L3 Emirates House

257 Collins St

Melbourne 3000

**Cost:** \$235 (includes workshop materials, lunch and morning tea)

Register at [www.mlearn2007.org](http://www.mlearn2007.org)

Workshop Description:

Create a narrative to play on your mobile phone! Engage your audience through storytelling using this accessible technology for assignments, excursions, and much more. Using open-source software, participants will develop a simple story. Capture and edit images on a digital camera or mobile phone. Add voiceover and select background music to enhance your film then compose all elements into an exciting and entertaining Movie. Finally through compressing the file you can download your tale onto a Mobile phone to share with the world!

Mobile Storytelling can be integrated into all areas of the education curriculum, the corporate setting or personal life as the program is heavily focused on literacy, creativity and design.

All course participants will be provided with a CD of their digital story with all the free software used for the workshop.

Pre-requisites

Basic Computer skills

Bring with you:

Mobile phone with built in camera

Ensure the phone has either Bluetooth or a USB cord connection

Intended Audience:

Participants will be delegates who are interested in the possibilities that multimedia, design and story telling can hold for computer and mobile phone technology.

Presenters:

**Jane Fischer**

Jane has come to the lab.3000 Incubator after teaching in the secondary education system. She has

considerable experience in teaching design and art from the middle to senior years. She is currently the Education Manager at the lab.3000 Incubator, a government funded organisation, hosted by RMIT University. In her role at the Incubator she is responsible for the integration of innovative programs in Design and emerging technologies to pilot or introduce into the education system.

A dedicated Educator, she has worked at a variety of schools in both Queensland and Victoria, including Regional, State and Independent Schools. She was also involved in an advanced placement in the last 3 months of her Education Degree.

Working within traditional school networks Jane continually made use of E-learning, modern software and mobile technologies to aid VCE students in their studies and university/TAFE entries. At RMIT, she was one of twelve applicants recently selected as an E-Learning Leader. This application process involved submitting a detailed project application and attending a panel interview. Through this position Jane was trained over a 12-month period in the delivery of E-Learning to university students and teachers. She brings to her role at the Incubator skills in E-Learning to facilitate and devise strategies in support of her colleagues. Jane's specific interests are in the area of mobile learning and mobile technologies including mobile phones and iPods.

#### *Kirsty Waugh*

Kirsty Waugh has been appointed as an Education Programs Teacher at the lab.3000 Incubator. Kirsty has over six years of experience in training upper management within two successful retail companies. She also brings extensive experience in the arts with a Bachelor of Fine Arts and is currently completing a Graduate Diploma of Education (Primary) at La Trobe University. Kirsty has participated in many educational programs such as the reading recovery program for ESL students at Fitzroy Primary School.

#### *Anthony Norman*

Anthony Norman comes from a diverse educational background. Over the last ten years, Anthony has run his own tennis business, a private music studio and worked for several different businesses and schools. He also has a Bachelor of Music and a Bachelor of Teaching. Anthony is excited to be a lab.3000 Education Programs Teacher and looks forward to being at the forefront of innovation in education.

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