

Contents

Abstract	7
About the Authors	8
Preface	9
1 Introduction to Mobile Devices	12
1.1 Mobile Device Characteristics	12
1.2 Importance of Mobile Devices	14
1.3 Prevalence of Mobile Devices	16
1.4 Mobile Learning	18
1.5 Instructional Challenges to M-Learning	24
1.6 Summary	26
2 Educational Theories to Consider when Instructing with Mobile Devices	28
2.1 What is experiential learning?	29
2.2 Why is experiential learning important?	30
2.3 Kolb's Experiential Learning Model	32

www.sylvania.com

**We do not reinvent
the wheel we reinvent
light.**

Fascinating lighting offers an infinite spectrum of possibilities: Innovative technologies and new markets provide both opportunities and challenges. An environment in which your expertise is in high demand. Enjoy the supportive working atmosphere within our global group and benefit from international career paths. Implement sustainable ideas in close cooperation with other specialists and contribute to influencing our future. Come and join us in reinventing light every day.

Light is OSRAM

**OSRAM
SYLVANIA**



2.4	Understanding by Design (UBD)	35
2.5	Summary	38
3	Assessing Tools and Ways to Assess	40
3.1	Assessment Strategies for Mobile Technology	41
3.2	Assessing Applications for Mobile Devices	41
3.3	Assessing Mobile Devices	54
3.4	Summary	55
4	Infrastructure: Learning Spaces	57
4.1	Paradigm Shift	58
4.2	Learning Spaces Defined	59
4.3	Summary	67
5	Mobile Technologies and Assessment of Student Learning	68
5.1	Formative Assessments	68
5.2	Summative Assessments	69
5.3	Selected Response Assessments	72
5.4	Performance-based assessments	73
5.5	Summary	77



360°
thinking.

Deloitte.

Discover the truth at www.deloitte.ca/careers

© Deloitte & Touche LLP and affiliated entities.



6	M-Learning Instructional Application	79
6.1	Theoretical Perspectives Revisited	80
6.2	Case Study 1 (Elementary School): Advancing Creative Writing Skills via Student Generated Multimedia Books	89
6.3	Case Study 2 (High School): Exploring Biological Concepts via Student Created Video Projects	92
6.4	Case Study 3 (Higher Education Setting): Investigating Historical Figures via a Class Created Documentary	95
6.5	Preparing for Your m-Learning Experience	99
6.6	Summary	101
	References	103
	Appendix A – Productivity/Creativity Apps Worksheet	110
	Appendix B – Electronic Books Worksheet	111
	Appendix C – Subject Specific Apps Worksheet	112
	Appendix D – Educational Game Apps Worksheet	113
	Appendix E–M-Learning Quick Reference Questionnaire	114

SIMPLY CLEVER

ŠKODA



We will turn your CV into an opportunity of a lifetime



Do you like cars? Would you like to be a part of a successful brand? We will appreciate and reward both your enthusiasm and talent. Send us your CV. You will be surprised where it can take you.

Send us your CV on www.employerforlife.com

