

OLTD 508 - REFLECTION 1

Learning Outcome - Critically assess and evaluate resources for best practice in mobile learning and gaming environments.

I have chosen one piece of evidence, which was developed in March of 2016, to demonstrate support for the above learning outcome from the course OLTD 508 - Mobile Learning and Gaming. This was a partner activity, and it was created in a Google Doc, and then downloaded as a pdf, so it could be easily edited and shared. The purpose of this assignment was to investigate how a mobile device could be leveraged in the classroom. In particular, we decided to design an activity for a Physical Education 10 (PE10) online course, where students would be using a mobile device, a pedometer app, to enhance the activity portion of the existing course. Within this assignment, we needed to refer to and apply the '4Cs' of Clark Quinn's principles of m-learning design.

Before this assignment, I did not know a lot about mobile apps. I did not have a smart phone, iPod, or iPhone, so apps were just something that other people used and that I wondered about sometimes. It was good timing that I purchased my first iPhone just before the start of this course and subsequently, my interest in mobile apps was sparked. The decision to use a mobile app pedometer in an existing PE 10 course was instigated because we wanted to make the activity portion of PE 10 more relevant and motivating to students by incorporating mobile technology. As part of their required activity journal hours, students would now be required to use a mobile technology app to record and monitor the number of steps they take in a day. Personally, I owned a Fitbit, and I had noticed the way that this little device added to my motivation to get up and get moving. Therefore, when I realized that I could download a pedometer to my new phone, it was a logical step to introduce this same technology to students in my PE 10 course. After that first step, it was a simple task to find appropriate mobile apps that students could access. As we explored Quinn's 4C's, we realized just how powerful this course change could ultimately be. I liked how students would still be able to access their course (Content) on their mobile device. I appreciated how the pedometer would take over the process of students having to keep track of their progress on paper or write down their goals (Compute). It was advantageous that now course participants could easily visualize details such as distance covered and the history of their activities (Capture). It was also an improvement that students could now share their progress with their teacher in several new ways including text, audio, or video (Communicate).

As part of this reflection, I need to ask myself an important question. How can what I experienced while adapting or developing a framework for assessing and evaluating resources for best practice in mobile learning and gaming environments, help me in my job now, to help me further develop my existing courses, and to help me create new courses that are engaging, structured well, and supportive? To answer this question, I am able to say that by adopting the concept of using mobile apps in the classroom, I feel quite comfortable evaluating and potentially using any new app that might come my way. With

this activity, I saw how mobile technology could potentially increase student interest and enthusiasm in a course. I also learned to appreciate how being familiar with a technology could make using the technology more timely and more motivating for students. Finally, I also feel that my future evaluations of mobile apps will have more substance now that I am aware of Quinn's 4Cs. It remains vitally important that, as an educator, I do not get stuck in the trap of complacency. Doing what I've always done closes me off to the possibilities that are out there. By allowing myself to consider new ideas and technologies, I can make my courses more relevant, powerful, entertaining, and inspiring.

References

Designing mLearning. (n.d.). Retrieved from <http://www.worklearnmobile.org/mobile-experts/designing-m-learning-clark-quinn-quinnovation/>