

A Mobile Learning System to Engage Students

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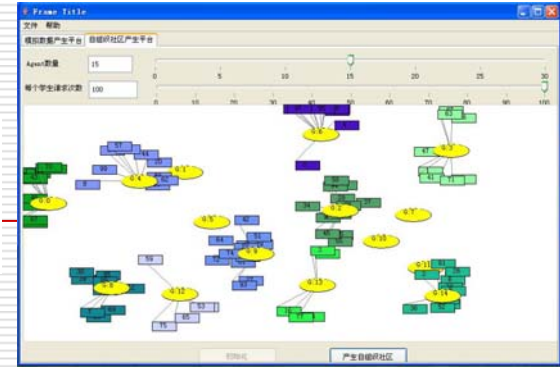
Director of E-Learning Lab

Shanghai Jiao Tong University

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Background

Self-organizing communities
Mobile learning

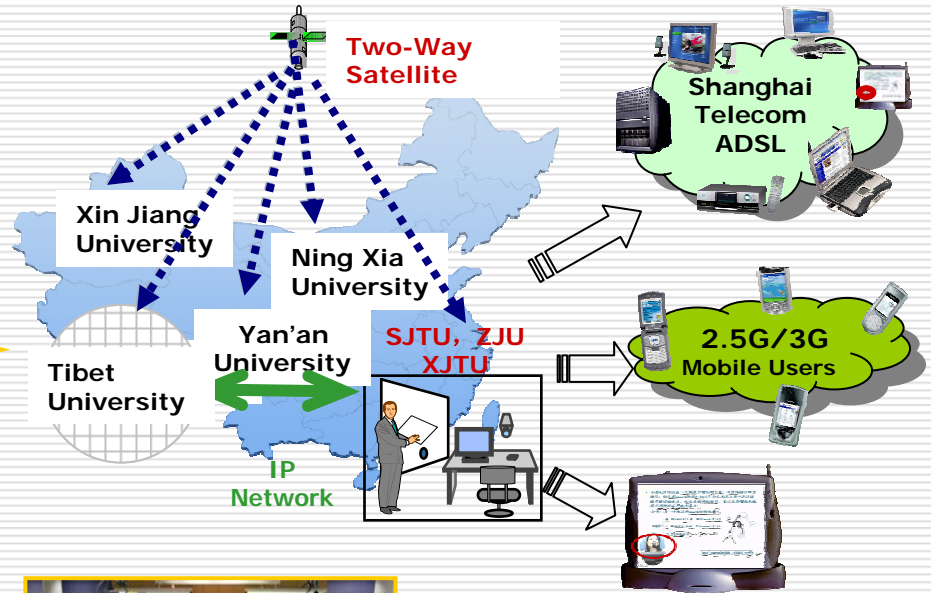


High quality control of large-scale learning

Pervasive delivery & effective interaction

Fresh content

Blended learning



Standard natural classrooms

Fresh content from the traditional classroom



We have made a survey among 5000 subjects. The survey shows that only **280** students prefer to learn traditionally web-based courses while most students select real-time learning.

Standard Natural Classroom

Smart Board

Supporting Multiple Lecture Notes (Word, PPT, Handwriting, etc.)

Lecture Notes Screen

Supporting Multiple Lecture Notes

Feedback Screen

Supporting the *Real Time Interactive System* (Teachers may fine tune their teaching based on students' short messages.)

Monitor Camera

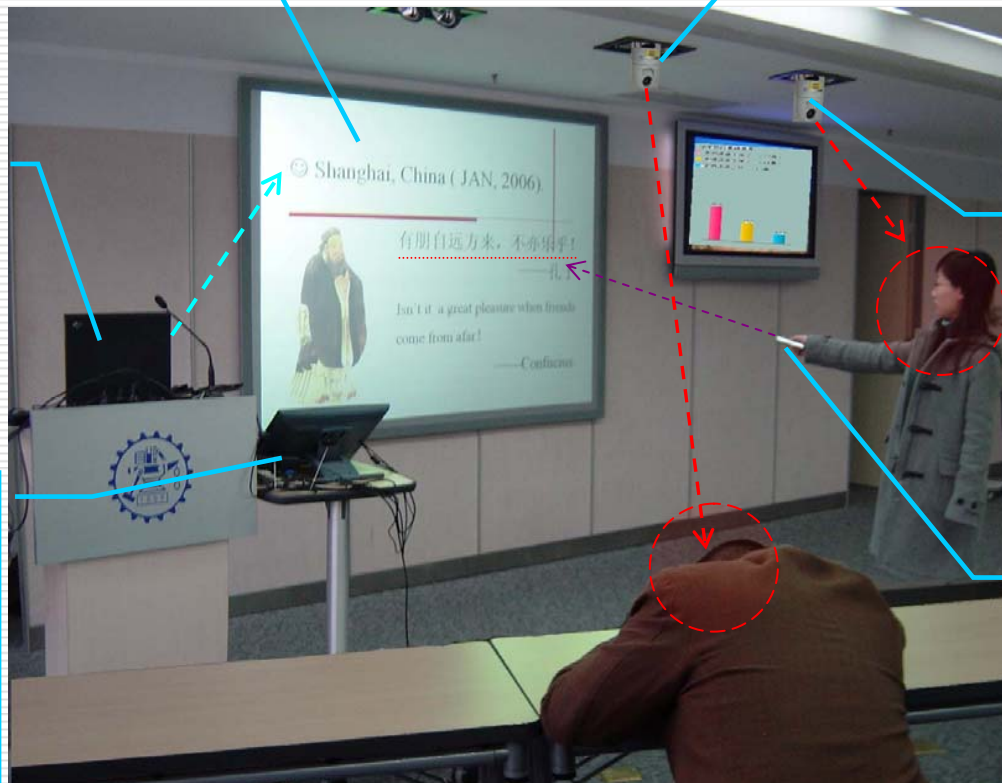
Supporting the *Student Attention System* (Capture absquatulators in the classroom)

Localizer Camera

Supporting the *Teacher Tracking System* (Auto-track according to the teacher's locomotion)

E-Pen

Supporting the *Laser Track System* (Infrared Sender)



Auto-track According to the Input from the Micro-Array

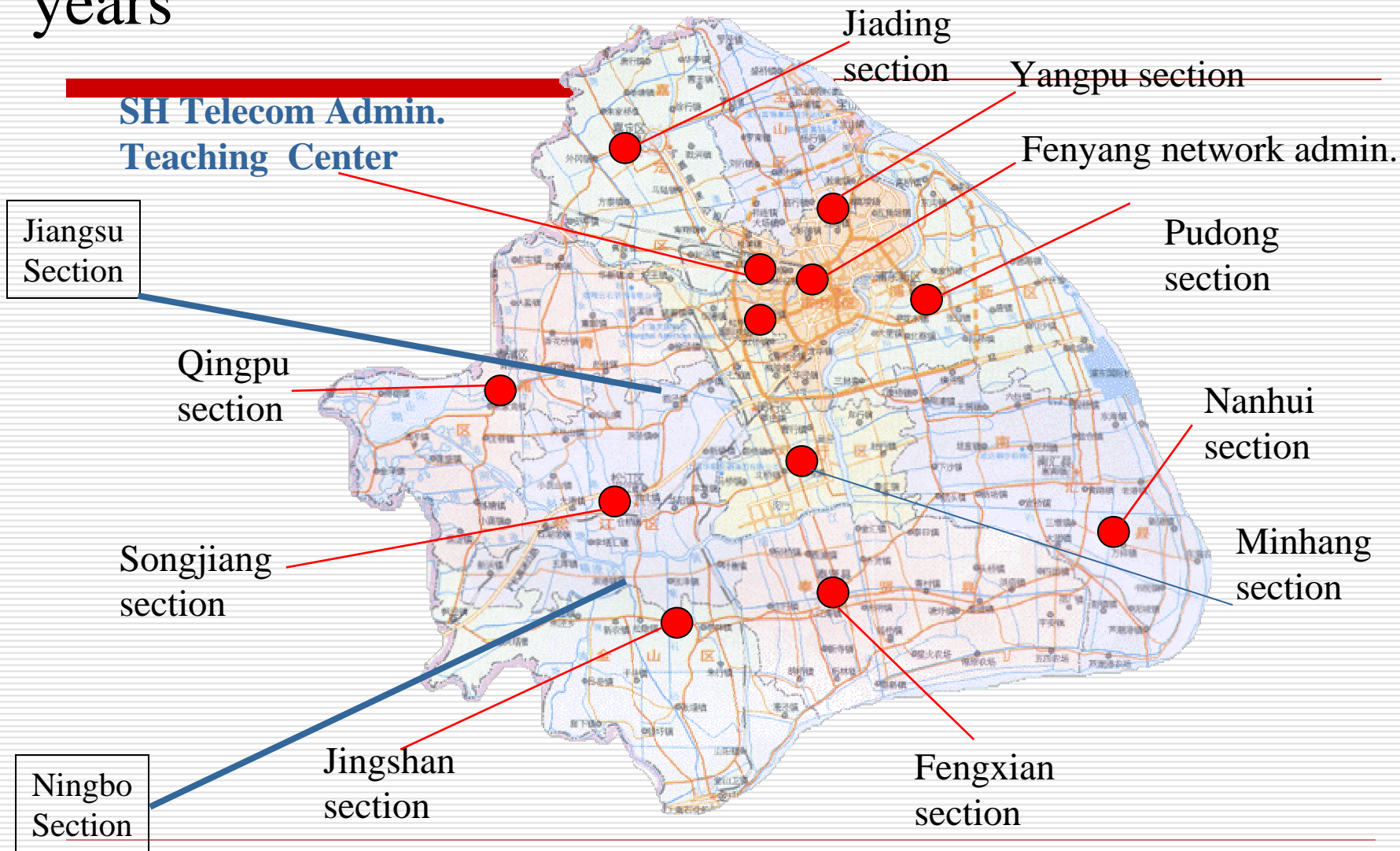


Driver

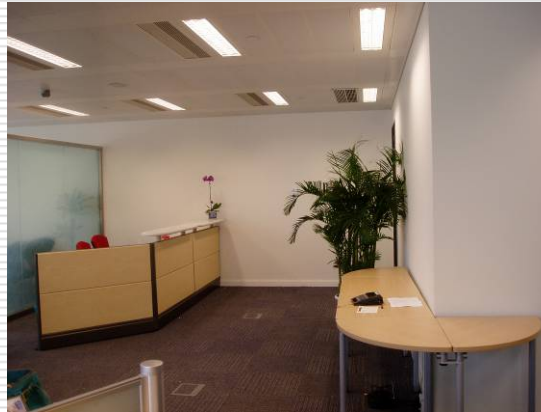


Micro-Array

Our Development of E-Learning in the past several years



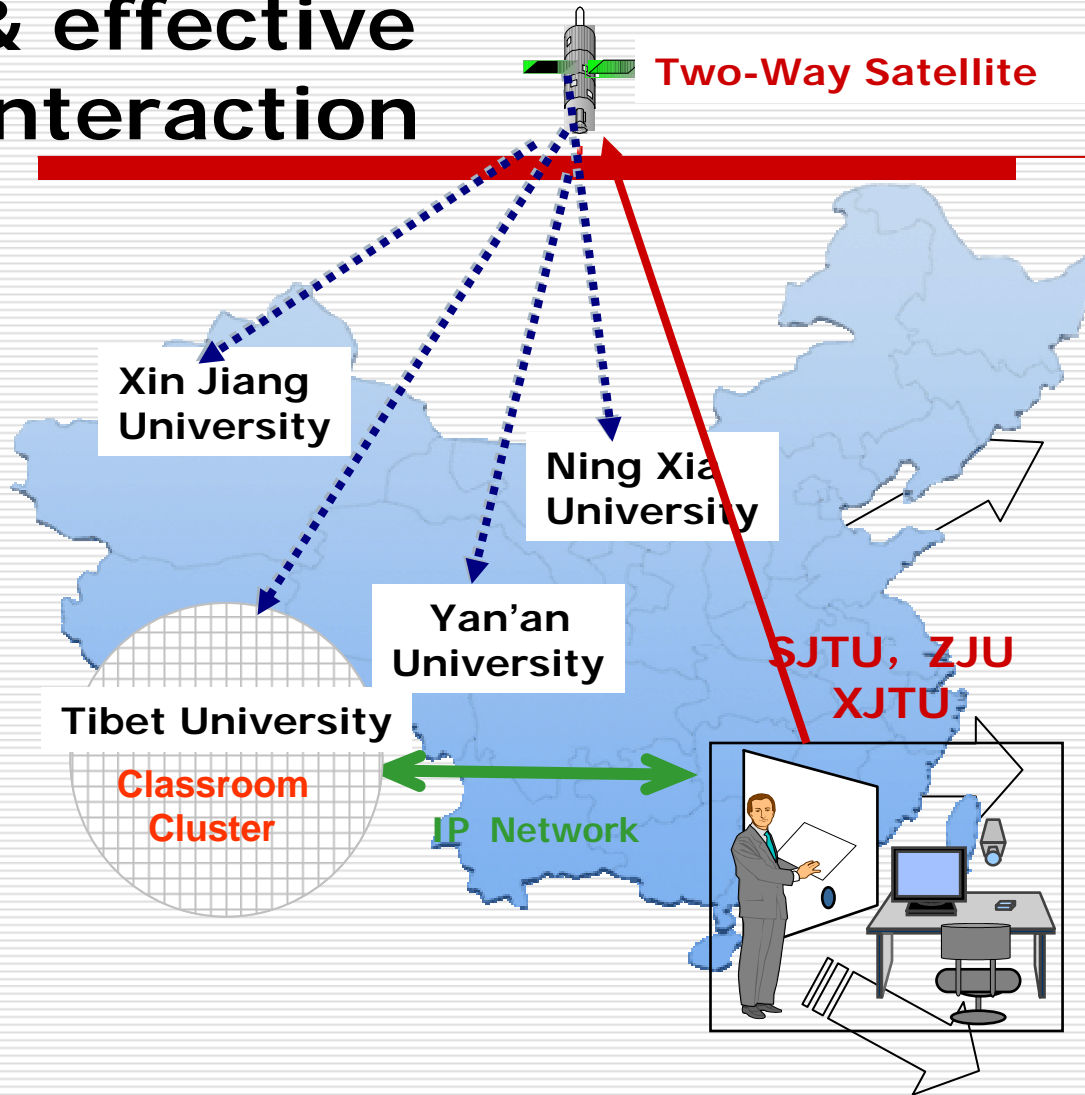
Ganghui E-Learning Center



Standardized Facilities Supporting natural teaching and learning



Pervasive delivery & effective interaction



IP TV broadcasting

Our Mission

**Creating a Testbed for Mobile and
Broadband-based Large-scale
Learning**

Mobile Learning Systems

□ Functions

- Plug & Play
- M-Learning Behavior Monitor
- Online Exercises

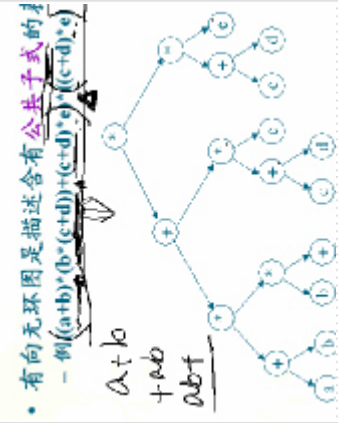
□ Impact

- English Class
 - Computer Class
-

1, Plug & Play



Courseware download station



A Data Structure Class

$f(x) = \ln \frac{x+1}{x-1}$ $f'(x) = \frac{1}{x+1} - \frac{1}{x-1} = \frac{x-1-x-1}{(x+1)(x-1)} = \frac{-2}{x^2-1}$

$\int f(x) dx = \int \frac{-2}{x^2-1} dx = \int \frac{-2}{(x-1)(x+1)} dx$

$\frac{-2}{(x-1)(x+1)} = \frac{A}{x-1} + \frac{B}{x+1}$

$-2 = A(x+1) + B(x-1)$

$-2 = Ax + A + Bx - B$

$-2 = (A+B)x + (A-B)$

$A+B = 0$
 $A-B = -2$

$A = -1$
 $B = 1$

$\therefore \int f(x) dx = \int \left(\frac{-1}{x-1} + \frac{1}{x+1} \right) dx = -\ln|x-1| + \ln|x+1| + C_0$



A Math Class

2, M-Learning Behavior Monitoring

The screenshot displays the MobileServer interface, which is divided into several sections:

- Top Left:** A code editor window titled "SituPlayer" showing a snippet of code with Chinese characters "选项" (Options) and "退出" (Exit).
- Top Middle:** A code editor window showing a snippet of code with a small profile picture of a woman.
- Top Right:** A code editor window showing a snippet of code with a small profile picture of a woman.
- Middle Left:** A screenshot of a mobile phone screen displaying a colorful game interface with a large letter 'B' in the background.
- Middle Right:** A large image of a Nokia mobile phone displaying the same colorful game interface on its screen.
- Bottom Right:** A text input field with the prompt "Enter Text To Interact With The Active Student" and the text "Hi, You should not play game when having class...".

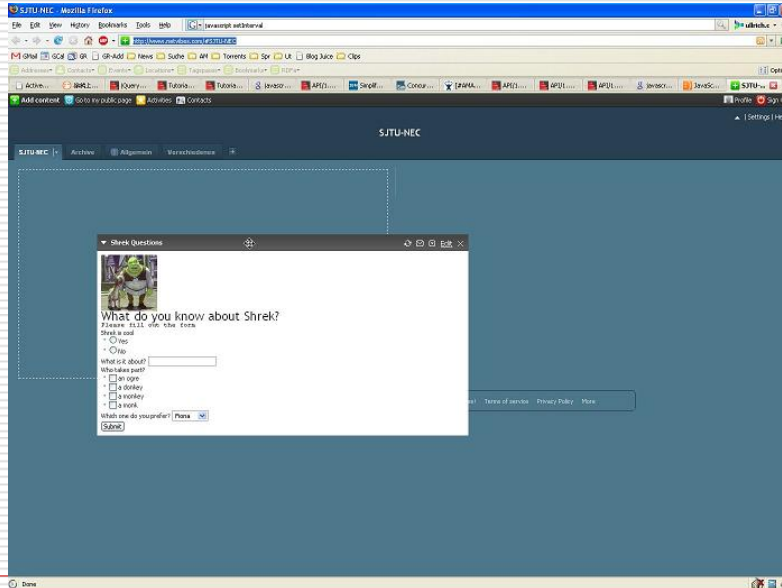
Annotations and text within the interface:

- Red lines connect the code snippets to the game screenshot on the left.
- Red lines connect the code snippets to the Nokia phone image.
- Red lines connect the text input field to the Nokia phone image.
- Text in the middle section: "These are screen shots of students' mobile phones"
- Text in the bottom section: "This is the Active Focus Screen, Teacher can interact with the student"

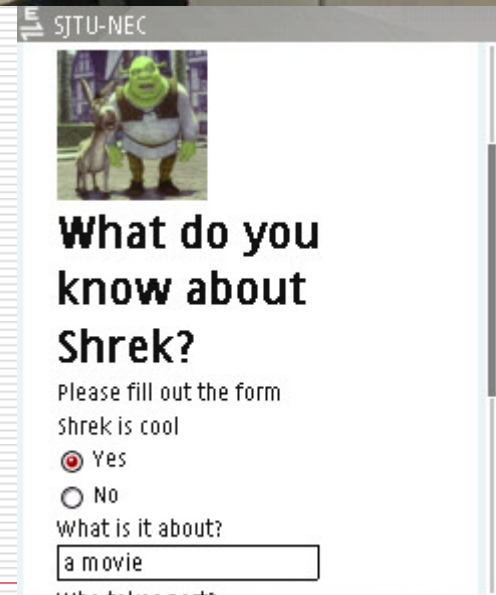
- Real-time Screen Monitoring
- SMS Notification
- Full Control of the Mobile Phone

3, Online Exercises

Teaching in classroom →



Teacher's Screen (Drag & Drop)



选项 返回
Student's Phone Screen

Forum Nokia OpenC Global Challenge 2nd Runner up



On stage -- Nokia World 2007 with Lee Epting (Forum Nokia Vice President)

Supported Phones



Impact of mLearning: English Class

- Totally 1000 Students, about 400 participated, and 128 participated continuously

type	num	Mean Score
Regular	128	83
Seldom	271	71
Never	601	64

«Building Learning Communities in Blended Classrooms
Through a Cutting-Edge Mobile Learning System»

Published in British Journal of Educational Technology

Impact of mLearning Computer Science Class (Total 550)

Grades by Groups	n	Mean of Final Grades	Standard Deviation
Non-participants	298	71.185	10.5526
Participants	252	75.429	8.0288

mLearning participants performed better in this class

«Mobile Learning in a Large Blended Computer Science Classroom:
System Function, Pedagogies, and Their Impact on Learning»

Accepted by IEEE Transaction on Education

Class forum Interaction

- They formed a supportive community
- They continued the class interaction on the class forum.
 - About 2000 posts
 - Much higher than regular classes (without using mLearning)

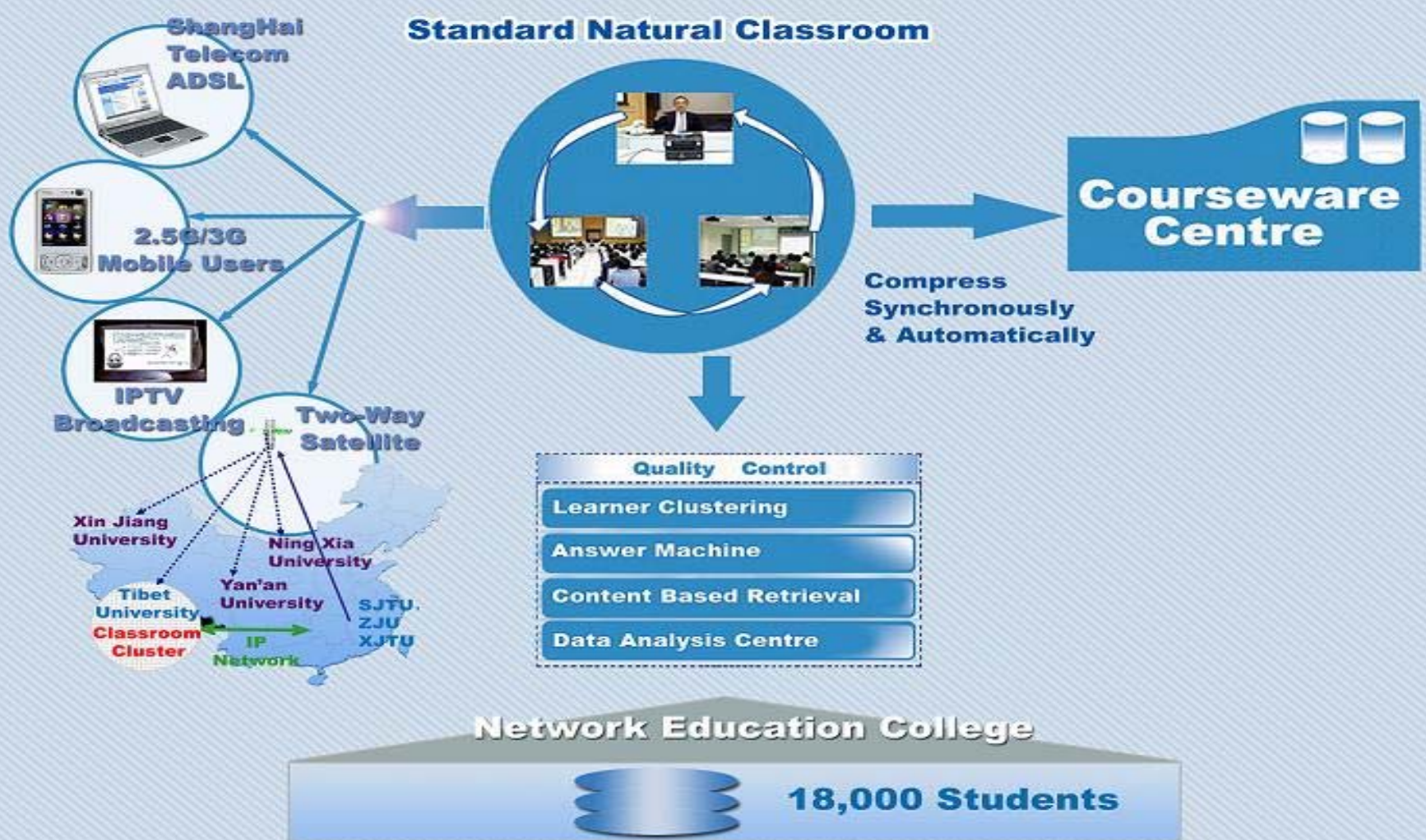
	Before MLear ning	After MLear ning
time	Sept 2005 -- Jan 2006	Feb 2006 -- Aug 2006
posts	3570	6378

«The impact of mobile learning on students' learning behaviors and performance: Report from a large blended classroom.»

British Journal of Educational Technology (2008)

Mobile Learning Conclusion

- ❑ Mobile Learning will help students perform better in the class
 - ❑ Mobile phone as an interaction tool encourages students to go to the class forum for more details
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- **E-Learning Lab:**
Emerging technology
- **Shanghai Telecom:**
Broadband & Wireless Network Provider
- **Network Education College:**
Testbed



Thank you!

Welcome

Shanghai JiaoTong University