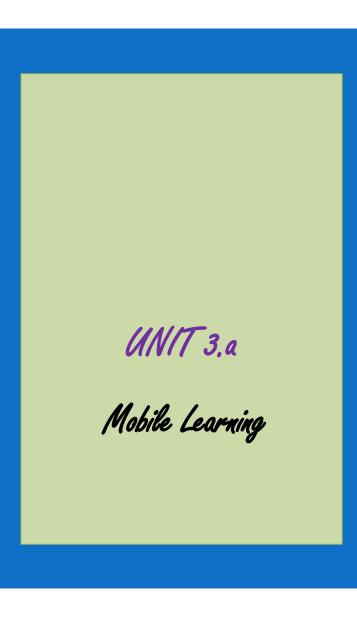


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MODULE I: ICT IN EDUCATION AND ITS IMPLICATIONS

Unit 3: Emerging Trends in E-Learning

1.1 Introduction

- 1.2 Concept
- 1.3 Features

1.4 Use of any one M-Learning Application 1.5 Conclusion

1.1 INTRODUCTION

(to M-Learning)



M-Learning

M-learning or mobile learning is "learning across multiple contexts, through social and content interactions, using personal electronic devices."

1.1 INTRODUCTION



M-Learning

M-learning technologies include handheld computers, MP3 players, notebooks, mobile phones and tablets. M-learning focuses on the mobility of the learner, interacting with portable technologies. Using mobile tools for creating learning aids and materials becomes an important part of informal learning

1.1 INTRODUCTION



M-learning is convenient in that it is accessible from virtually anywhere. Sharing is almost instantaneous among everyone using the same content, which leads to the reception of instant feedback and tips.

M-learning also brings strong portability by replacing books and notes with small devices, filled with tailored learning contents.

1.2 CONCEPT



1. It is important to bring new technology into the classroom.

- Devices used are more lightweight than books and PCs.
 Mobile learning can be used to diversify the types of learning activities students partake in (or a blended learning approach).
- 4. Mobile learning supports the learning process rather than being integral to it.

1.2 CONCEPT



 Mobile learning can be a useful add-on tool for students with special needs. However, for SMS and MMS this might be dependent on the students' specific disabilities or difficulties involved.

- Mobile learning can be used as a 'hook' to re-engage disaffected youth.
- 3. M-Learning can be designed to combine decision making in complex learning scenarios with formative scoring and assessment

1.3 FEATURES



1.4 APPLICATIONS



Class management	Podcasting
Learning for work	Learning at and through work
Cross- contextual learning	Life Long Learning

OTHER BENEFITS



1. Relatively inexpensive opportunities, as the cost of mobile devices are significantly less than PCs and laptops 2. Multimedia content delivery & creation options **3.**Continuous and situated learning support 4. Decrease in training costs 5. Potentially a more rewarding learning experience 6.New opportunities for traditional educational institutions available a/synchronous 7.Readily learning

experience

Challenges



- **1.** Connectivity and battery life
- **2.** Screen size and key size
- 3. Meeting required bandwidth for nonstop/fast streaming
- 4. Number of file/asset formats supported by a specific device
- 5. Content security or copyright issue from authoring group
- 6. Multiple standards, multiple screen sizes, multiple operating systems
- 7. Reworking existing E-Learning materials for mobile platforms
- 8. Limited memory
- 9. Security

10.Work/life balance

11.Cost of investment

1.5



KEEP CALM AND LISTEN TO THE CONCLUSION

Mobile learning is widely used in schools, workplaces, museums, cities and rural areas around the world. In comparison to traditional classroom pedagogical approaches, mobile learning allows widened opportunies for timing, location, accessibility and context of learning

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