M-Learning: Enhancing learning through Smart Phones

What we are going to do

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Contents of this Presentation

- About Mobile learning
- Our Initiative
- How we will implement it
- What will be achieved

M-Learning

Learning is a broad term that happens both lifelong and life-wide. "Mobile Learning (M-learning) is an umbrella term used to describe the ability to obtain or provide educational content through the interaction with personal pocket devices such as PDA, smartphones, mobile phones, tab etc.” — by McQuiggan et al. (2015)

an anywhere, anytime learning enabled by instant, on demand access
personalization, collaboration, synchronicity and asynchronicity of interactions, peer-learning, mobility & accessibility, etc. all of which together are possible through this learning

Needs of M-Learning

• Learners have changed radically on thinking, doing, participating, etc
• Faster moving of Technology
• Technology & Tech. devices are now fit our pockets
• Learners interest to learn through Technology & devices
• Learning can be customized for individual learner to cater to the needs, abilities and interests
• Learning contents are available for Mobile
• Ability to connect us to info & communication, wherever we go
• Learning can be formally, non-formally or informally

Concept of M-Learning

Mobile Learning

Learning Style

Learning Style (VAK Model)
- Visual
- Auditory
- Kinesthetic

Learning Pyramid

ICT in Education
What we want to do

- We want to use smart phones in our non-formal education

**Device:** Smart Phones having audio, video, camera, texts, apps, etc

**Contents:** Text, audio, video, animation, different apps, file, pdf online contents

**Where:** UCLC, DIC, JOYFUL, Workplace, Adult Literacy Project

**For Whom:** Learners, youths, street & working children, Adult literacy learners

Implementation mode of M-Learning

- CRC, UCLC, DIC, Adult Literacy Center will be outlet
- Learning facilitation will be self learning method using smart phone devices
- A facilitator or a volunteer may be assist
- Text, audio, video, animation, different apps, file, pdf offline contents
- Will be available in phone through SD cards
- Learning contents will be collected from internet
- Content will be catered diverse learning needs
- Union Level Resource Center, Youth Volunteer or respective project will function for the technical assistance of M-Learning

Teaching-Learning Process

- It would be a self learning method
- Flexible time for learning during the outlets are open
- Will be available in Easy to decode Video, audio, Bangla text message, info material, apps will be available to in mobile device
- CLC teacher or Youths or any advanced learners may be volunteer
- At least 5 smart phones will be used per outlet

Outlet activities for M-Learning

- CRC

Learning contents and formats

- Learning contents will be developed or collect and delivered to cater diverse learning needs.
- Contents will be consistency with the targeted beneficiaries

<table>
<thead>
<tr>
<th>User level</th>
<th>Content type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Street &amp; Working Children</td>
<td>videos, Brain games, different apps, drawing, craft learning, Picture books</td>
</tr>
<tr>
<td>Adolescent &amp; Youths</td>
<td>English language learning, Math problems with solutions, Riddles,</td>
</tr>
<tr>
<td>Advanced learners</td>
<td>Videos, stories book, Apps, Riddles,</td>
</tr>
<tr>
<td>Teachers &amp; staffs</td>
<td>Teaching tips, instructional materials</td>
</tr>
</tbody>
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**Video Category:** English Learning, Soft skill development, Basic computer, Office self learning, interview skill, presentation skill, Entrepreneur development, photography, use of new technology, debating, CV writing, Drawing & craft learning.
What will be achieved (Expected Outcome)

• Learning will be Joyful
• Tech phobia will be reduce among the disadvantaged
• Learners will be acquired 21 century skill
• M-Learning will be opened another learning window for learners
• Learning will be inclusive
• Improve higher order thinking skills
• Learning will be long lasting & applied
• Digital divide will be bridged in the current generation

Problems may be faced

• Smaller touch interface, limited memory, smaller screen size
• Short battery life (daily duration)
• Update of new video content
• Mis-use of contents (deletion of contents, uninstallation of apps)
• Systemic mechanism to find out the impacts their effectiveness