

## Summer 2011 Course Syllabus

Title: EDIT 575: Mobile Learning

Course date and duration: meets 6/6 – 7/25

Mode: Blended – in-person and online

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### Course Description:

The use of mobile devices for communication has exploded in recent years, significantly impacting the way we communicate and consume information. This course will focus specifically on the impact of mobile technology on learning. Students will examine trends and techniques involved with creating and consuming learning assets with mobile devices. Examples of mobile learning will be shown to illustrate the current best practices and techniques required to deliver effective learning content to learners through mobile devices. Pedagogical approaches to mobile learning will be introduced and students will have an opportunity to produce a storyboard for a mobile learning design as well as be exposed to some currently available development tools.

Students will investigate mobile learning delivery-related technologies such as podcasts, mobile web applications, native mobile applications, augmented reality, micro-blogs, global positioning systems (GPS), text messages and video. Platforms including the iPhone, iPad, Android, Blackberry, Flash and mobile web browsers will be demonstrated and discussed to give students a foundation of knowledge about possible options for mobile learning.

### Nature of Course Delivery:

This course will utilize both online tools and in-person classes to deliver course content and facilitate discussion and collaboration. The class will meet in-person on Monday of each class week. Asynchronous learning activities conducted between classes (discussions, access to class resources, etc.) will be available through Blackboard and Adobe Connect (where appropriate).

The following resources are required from students participating in this course:

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Internet access

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GMU email account

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Blackboard account (details below)

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Headset microphone to use the Voice-over IP (VoIP) in Adobe Connect

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Mobile phone (smart phone with browser is preferable, but not necessary)

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#### Blackboard Information

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The Blackboard course site will be open to students 24 hours before the start of the Spring session. To access the course, go to the Blackboard login page at <http://courses.gmu.edu> . Your GMU email user name is also your Blackboard ID and your GMU email password is also your Blackboard password.

#### Student Outcomes:

1.

Define best practices in mobile learning design

2.

Identify current mobile learning technologies and trends impacting k-12, higher education, business, government and military

3.

Develop a design storyboard demonstrating use of best practices of mobile learning design

4.

Identify the cultural and contextual affordances of mobile learning that differentiate it from other forms of learning

5.

Evaluate the pedagogical effectiveness of mobile learning designs

#### Course Week

This course will use a blended approach. Class will meet in person every Monday from 7:20-10pm. Course materials and discussion boards will be available at all times through Blackboard.

## Course Schedule

Discussions will take place both in class and asynchronously through Blackboard.

Course Week	In Class Activities
Week of 6/6 Commerce II, Room 100	<ul style="list-style-type: none"> <li>- Introductions</li> <li>- Presentation on Affordances of Mobile Learning and the</li> <li>- Current State of mLearning</li> <li>- In class activity: Design your first mobile learning application</li> <li>- Discuss final project and course expectations</li> </ul>
Week of 6/13	In Class Activities
	<ul style="list-style-type: none"> <li>- Topics for final project due</li> <li>- Presentation on Best Practices for mobile web design</li> <li>- Presentation on Instructional Design for Mobile Learning</li> <li>- Students Present final project topics to class</li> </ul>
Week of 6/20	In Class Activities
	<ul style="list-style-type: none"> <li>- Instructor at mLearnCon, shortened class</li> <li>- Guest lecturer – TBA</li> </ul>
Week of 6/27	In Class Activities
	<ul style="list-style-type: none"> <li>- Class discussion: Evaluating mobile designs</li> <li>- Class time to work on storyboards</li> <li>- Writing assignment: Critical analysis of mobile web site</li> </ul>
Week of 7/4	No Class
	- Writing assignment: Critical analysis of mobile learning application
Week of 7/11	In Class Activities
	<ul style="list-style-type: none"> <li>- Guest lecturer – TBA</li> <li>- Class time to work on storyboards</li> <li>- Presentation on emerging technologies for mobile learning</li> </ul>
Week of 7/18	In Class Activities
	<ul style="list-style-type: none"> <li>- Review and evaluate student designs for final project</li> <li>- Class time to work on storyboards</li> </ul>
Week of 7/25	In Class Activities
	<ul style="list-style-type: none"> <li>- Present final storyboards</li> <li>- Peer review of final designs</li> <li>- Class time to work on storyboards</li> </ul>

## Course Requirements

There are three main graded requirements in this course. These requirements are presented below.

### Final Design Project:

Each student will be required to create a mobile learning design prototype in Microsoft PowerPoint. This project will represent 50% of student grades. Design prototypes will address the platform(s) the student is targeting for their learning product, along with flow charts and visual representations of their design in a storyboard format. Details of this project will be explained thoroughly during the first class.

### Discussions:

Discussions represent 15% of student grades. Discussion topics will be introduced through Blackboard and in class during the first part of each class session. The instructor will guide the topics by introducing them and providing questions and commentary through each week. Students must participate in discussions in a meaningful way. Discussions will often revolve around reading topics also introduced each week, therefore students should be familiar with the reading content prior to participating in discussions. Students must provide their responses for the weekly topic by 11:59pm on the following Sunday. Some topics will require a single written response on Blackboard and others will follow a more conversational flow with many responses to other students and the instructor's entries.

### Writing Assignments:

Writing assignments will require a 1-2 page written analysis of a mobile web site or mobile application and represent 20% of student grades. Students will demonstrate their technical understanding of course materials by providing a deconstruction of mobile design components by highlighting strengths, limitations and proposed improvements. There will be two writing assignments of this nature throughout the course.

### Class Participation:

Class participation represents 15% of student grades. Class participation involves attending classes as well as participating in class discussions while attending class in person.

## Evaluation Criteria

The following table displays all graded activities in the course:

Final Design Project	50 points
Writing Assignments	20 points
Class Participation	15 points
Online Discussions	15 points
	= 100 points

### Breakdown of criteria for each graded activity

#### Final Design Project Activities – 50 points

Activity Name	Requirements	points
Description	Includes detailed scope, intended target audience and assumptions about devices used by the target audience. This should be no more than one page in length.	5
Content Outline and Rationale	Outline should include a short description of the content on every screen within your application and your rationale as to why your learners would find the content relevant. Descriptions of links to external resources should and the relevance of those resources should also be covered.	5
Application Design Storyboard	Storyboard should include a basic visual design for each content screen in your application (*exceptions can be made for applications which attach to extensive databases, i.e. you don't need to cover every possible screen in your course, but you must show an example of at least one screen from that portion of your application). Visual screen designs should include learning content, navigation buttons, menus and all other visual elements expected to be on a working version of the application.	30
Application Presentation to Class	Presentations must cover each storyboarded screen in a logical flow as if a student was accessing the application. Presenters should explain the content, navigation and media choices to the class.	10
	Total	50

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#### Online Discussion Activities – 15 points

Activity Name	Requirements (partial credit given
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Weekly Online Discussions	<p>IPartial credit: 7 points</p> <p>Responded to all questions posed by the instructor with a thoughtful response, demonstrating understanding of concepts learned in the reading and in class.</p> <p>However, student did notconsistently respond to the postings of others on a weekly basis and did not propose new questions or hypothesis about the topic.</p>	<p>Full credit 15 Points</p> <p>Responded to all questions posed by the instructor with thoughtful responses, demonstrating understanding of concepts learned in the reading and in class. Often supplemented comments with an additional probing question or hypothesis for the class to consider.</p>
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### Writing Assignment Activities – 20 points

Activity Name	Requirements	points
Two 1-2 page	<p>Students will demonstrate their ability to evaluate the value of a mobile learning application by providing a paper outlining the application strengths, weaknesses and proposed improvements. Papers should note concepts learned in the course when providing rationale for thoughts on strengths and weakness. Theproposed improvements section should summarizeeach attributed weakness and the prescribed improvement to make the application stronger.</p>	20 (10 for each paper)

### Class Participation – 15 points

Attendance in this course is mandatory for all sessions, with exceptions at the discretion of the instructor. While in class, students are expected to participate in all class discussions and group activities. Students should feel free to ask questions and start discussions in class at the appropriate times.

## Assessments and Grading

Final Design Project: 50 points

Mobile Learning Development Project: 30 points

Discussions: 20 points

### Grading Scheme:

A = 94-100

A - = 90-93

B+ = 86-89

B = 83-85

B- = 80-82

C = 70-79

F = 69 and below

## GSE Syllabus Statements of Expectations

The Graduate School of Education (GSE) expects that all students abide by the following:

Students are expected to exhibit professional behavior and dispositions. See [gse.gmu.edu](http://gse.gmu.edu) for a listing of these dispositions.

Students must follow the guidelines of the University Honor Code.

See [http://www.gmu.edu/catalog/apolicies/#TOC\\_H12](http://www.gmu.edu/catalog/apolicies/#TOC_H12) for the full honor code.

Students must agree to abide by the university policy for Responsible Use of Computing.

See <http://mail.gmu.edu> and click on Responsible Use of Computing at the bottom of the screen.

Students with disabilities who seek accommodations in a course must be registered with the GMU Office of Disability Services (ODS) and inform the instructor, in writing, at the beginning of the semester. See <http://www2.gmu.edu/dpt/unilife/ods/> or call [703-993-2474](tel:703-993-2474) to access the ODS.

Approved March 2004

Revised January 2010