Conference Administration

• Organiser’s laptop do not support Powerpoint 2007 version

• Most presenters chose to use their own laptop & caused some slight delay

• Programme schedule was not printed on the participants’ name-card-tag

• Food coupons were used
Conference Administration

- Complementary WiFi access point were provided by the organiser – most often Internet can’t be accessed
- The conference had little publicity as no governmental officials were present during the opening ceremony
- Venue was strategically located above a public transportation hub
Terms, Concepts, Idea

- Mixed Reality
- Mobile Games
- Geo-Tagging
- Nomadic & Location Based Learning
- Technologies
- Ubiquitous Learning
- Mobile Applications
- Pattern Recognition
- RFID
- Interoperability
- Content Design
- Programming
- Mobile Applications
- Pattern Recognition
- Interoperability
Ubiquitous Learning

- To make sure m-learning is accessible anytime, anywhere through the use of available technologies
- Physical objects + RFID tags => learning
Concepts of Learning

- Distance Learning
- Blended Learning
- Electronic Learning
- Mobile Learning
- Presence Learning
- Nomadic & Location-based Learning
Geo-Tagging/Nomadic Learning

- Location-based m-learning reminders
- Collaborative m-learning
- Technologies:
  - GPS (Global Positioning System)
  - NFC (Near Field Communication)
  - LBS (Location-Based System)
  - Wi-Fi
  - Satellite
  - RFID (Radio-Frequency Identification)
  - Bluetooth
  - etc
NFC Approach

Bulletin board supported by NFC technology
Objects Recognition

- A marker-based mobile learning – for plantation and manufacturing processes and workflow
- Context sensitive mobile learning – geo-tagging, maps, databases, buildings, urban planners
- Visual tagging – barcode to access digital library contents
- Physical recognition – circuits translation
Mixed Reality

- Scanning, capturing physical objects – translated to knowledge
- Virtual Reality – virtual world
- Augmented reality
Applications/Contents

- Mobile games
  - Location-based games, role-play, history, GPS
Applications/Contents

- LMS and mobile devices
  - Interoperability between LMS and mobile applications, Moodle
Applications/Contents

- Spatial working memory – content design purpose
- Virtual world for mobile learning
- Museum-based mobile learning
- Mobile investigation management system
- EFL using podcasts
- E-heritage
- Mobile language learning
- Mobile network architectures
- Automatic mobile learning contents
Prototype: Mobile Chemistry Programme

KTH/CSC/Media Technology
Mobile interactive museum guided tour

Cultural and Educational Technology Institute (CETI)/ Research Centre ‘Athena’
Applications/Contents

• Integrated technological platform for distance learning – satellite + Wi-Fi, WIMAX, 3G + LMS
Applications/Contents

- Portable document search engine for offline mobile learning

Mental Health
last ten years, the. United Kingdom's. general response. regarding all mental. health issues has ... UK, one adult in six has some type of mental health ...

Mental Health Foundation
U.K. charity helping to improve the lives of everyone with mental health problems or learning disabilities.
http://www.mentalhealth.org.uk/
Applications/Contents

• Art, Design and participation in new media context

The Alter Audio model for participants using Bluetooth enabled devices to create mobile musical ‘choreography’
Applications/Contents

- Session management for learning support environment – Attendance, Examination, etc.
They have done...

- Web 2.0 / Mobile 2.0
- Google Maps API
- Geo-tagging, visual tagging, object recognition
- Smartphones (iPhone, HTC)
- iPod Touch
- Ajax, PHP, MySQL, xHTML, J2ME
- xDSL, Wi-Fi, WiMAX, 3G, Satellite
- PDA, Bluetooth, GPS, USB Storage, etc
- Conceptual designs, prototypes, architectures and implementation

Our direction?