

2011 (iPad)

Title: Programming for iPad/iOS

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Abstract: This paper shares experiences from teaching a lab-intensive undergraduate introductory course on mobile computing at Abilene Christian University. The lab was designed for computer science and information technology students developing applications for the iPhone, iPod touch or iPad. The data was analyzed through the lens of the self-determination theory. Direction for future courses in mobile computing at ACU are discussed.

Key Findings:

- Students were highly motivated to complete projects.
- With competence, autonomy and connectedness, students are motivated to become self-directed learners.

Practices and Challenges for Mobile Computing.ppt ([link ppt](#))

Key publications/ presentations

American Educational Research Association. New Orleans, 2011

Other publications/ presentations

Burton, B. G., Martin, B.N., (in press). Student engagement and the creation of knowledge within a 3D virtual learning environment. In Immersive Environments, Augmented Realities and Virtual Worlds: Assessing Future Trends in Education, Ed. S. D'Agustino, IGI Global Publishing.

Burton, B. G., Martin, B. N., Thomas, D. (2010) Collaboration and the use of three dimensional interface within a virtual learning environment. In Adaptation, Resistance and Access to Instructional Technologies: Assessing Future Trends in Education, Ed. S. D'Agustino. IGI Global Publishing.

Burton, B. G., Martin, B. N. (2010) Learning in 3D virtual environments: Collaboration and knowledge spirals. Journal of Educational Computing Research, Vol. 43(2) 259-273.

American Educational Research Association Convention. Burton, B. G., Martin, B. N.; Denver, CO; 2010 "Collaboration and the use of Mobile Devices".

Southwest Educause Convention . Burton, B. G., Mhlanga, F. S.; Austin, TX; 2010; "Experiences and direction in teaching an undergraduate course in mobile computing". ([Link article](#))

Ed-Media Conference of AACE. Burton, B. G., Mhlanga, F.S. Toronto, ON; 2010; “Best practices: Teaching mobile computing: practices & pitfalls”.