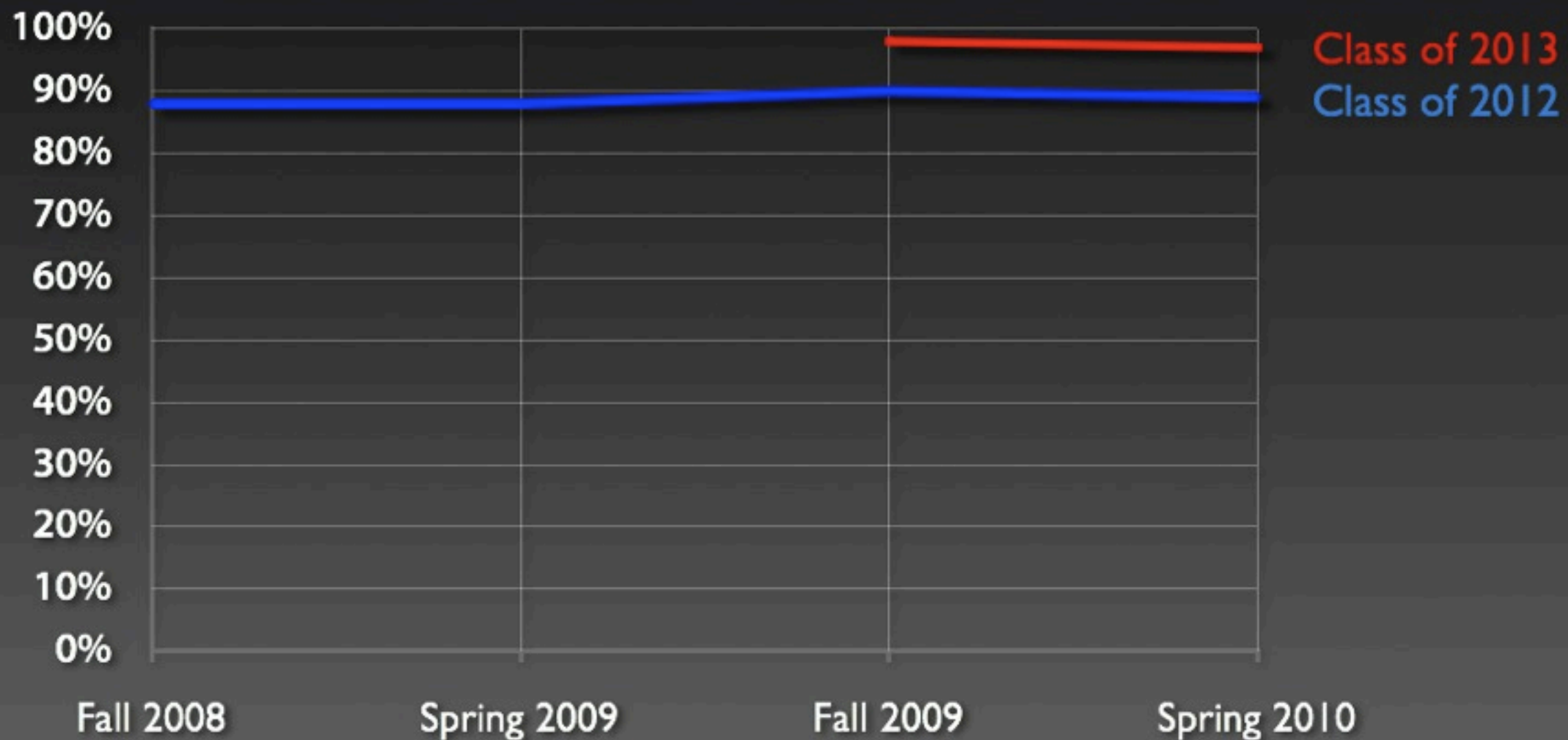


# *conclusion 1: students are consistently positive about mobile learning*



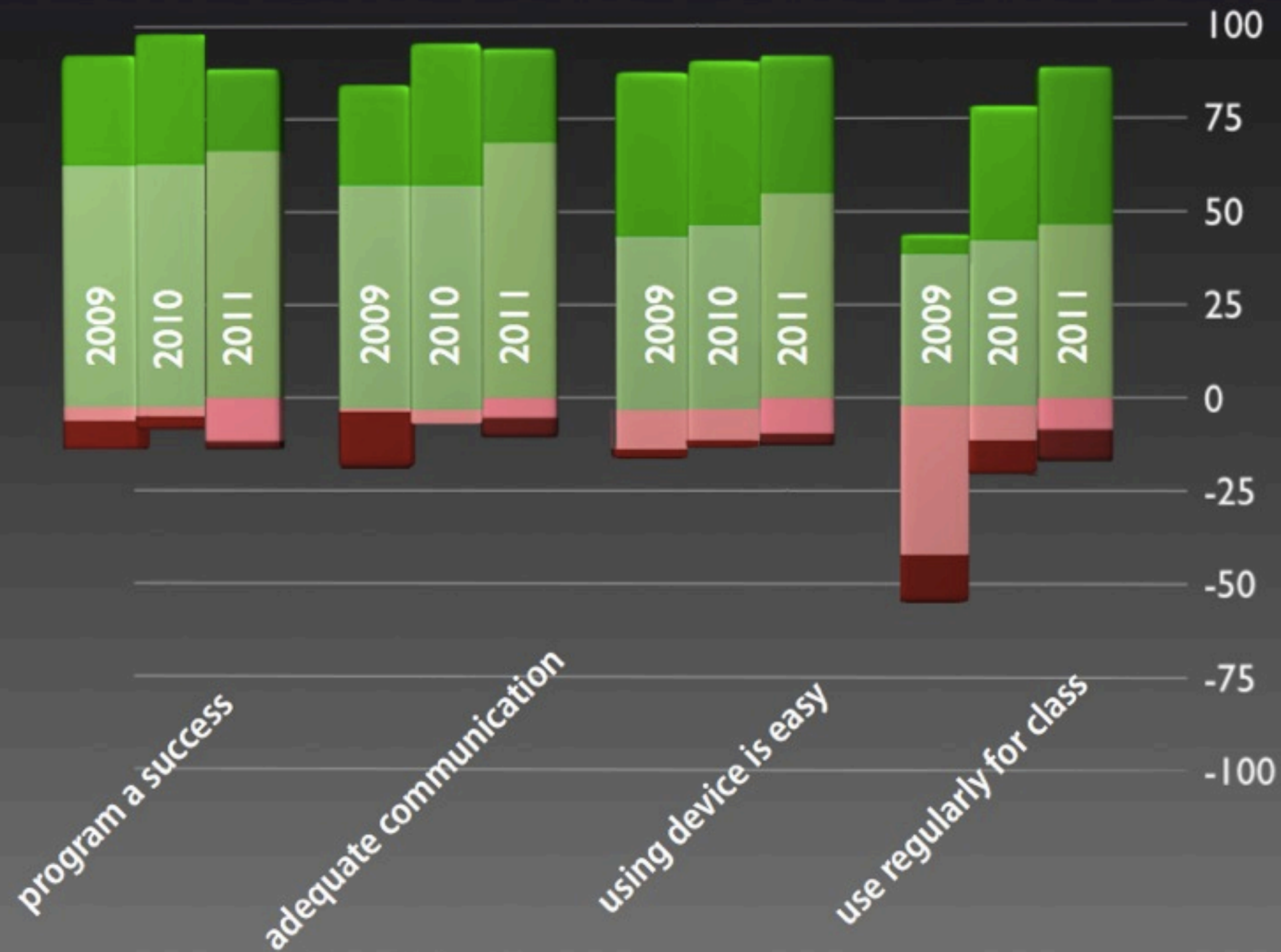
Percentage of students with positive attitude:

Q: All things considered, I think that using this mobile device as part of my college experience is...



Source: Dr. Brad Crisp

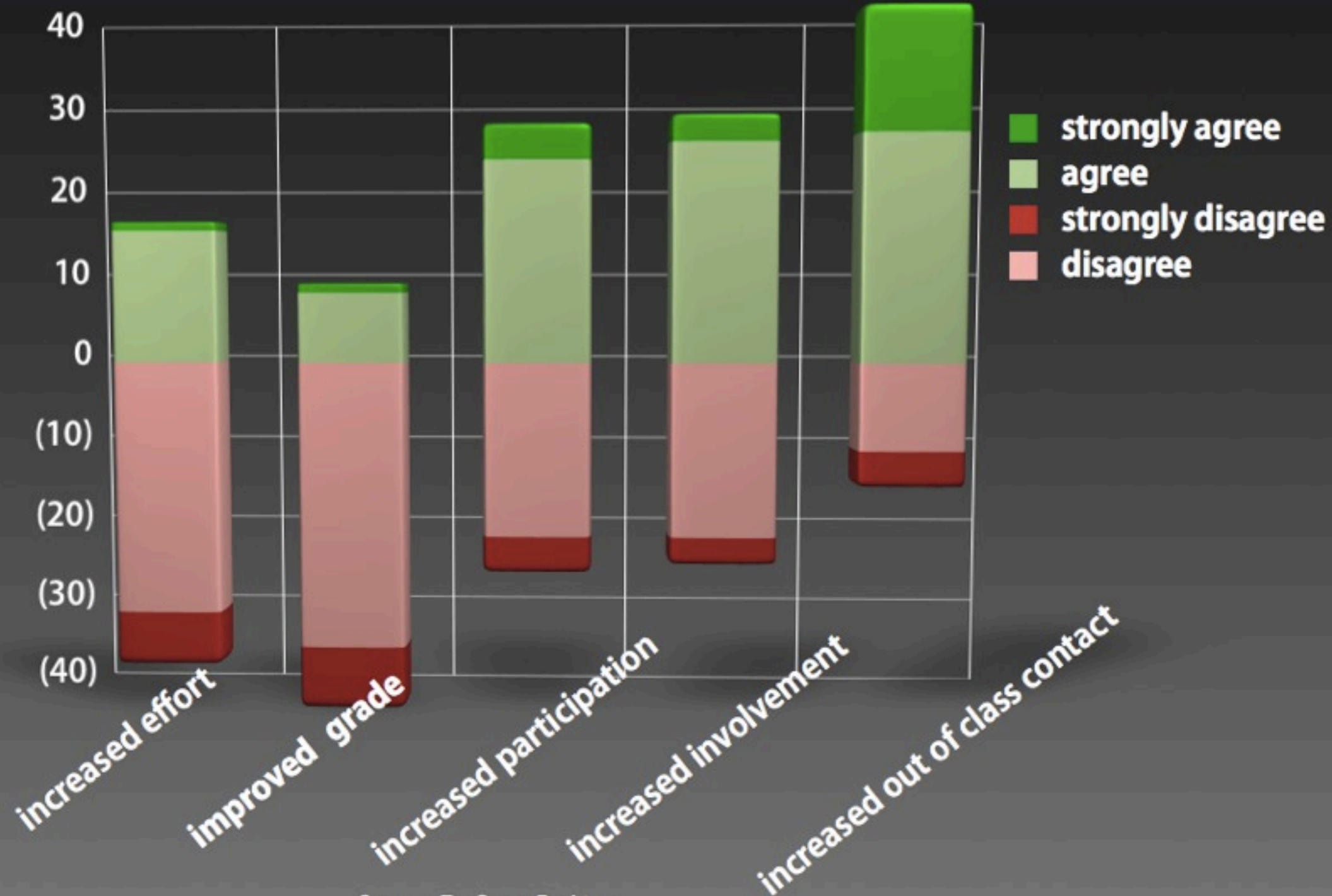
# conclusion 2: faculty consistently rate program a success



Source: Dr. Scott Perkins



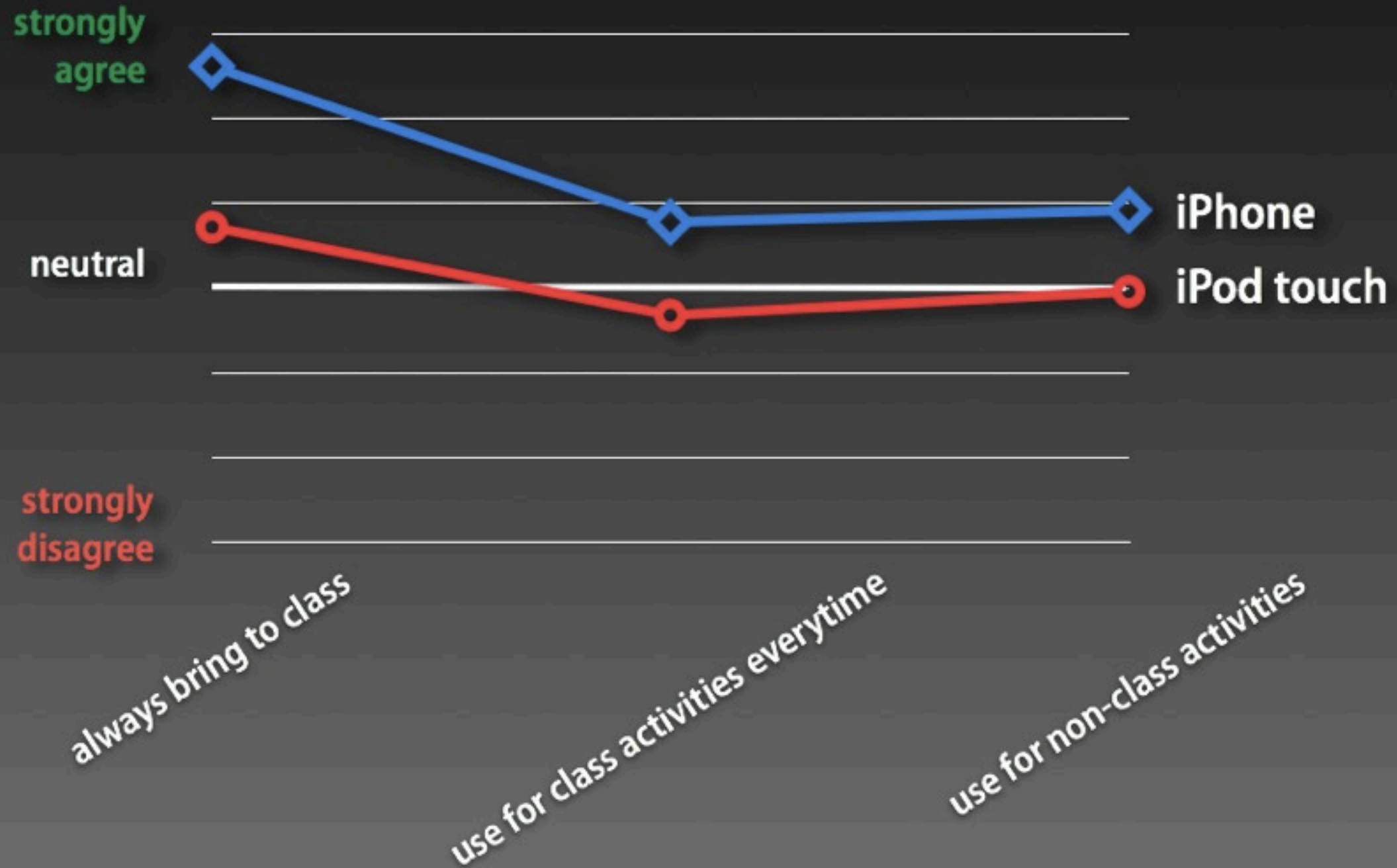
# conclusion 3: students are more engaged



Source: Dr. Scott Perkins



# conclusion 4: attitude, impact, and usage vary by device (students)

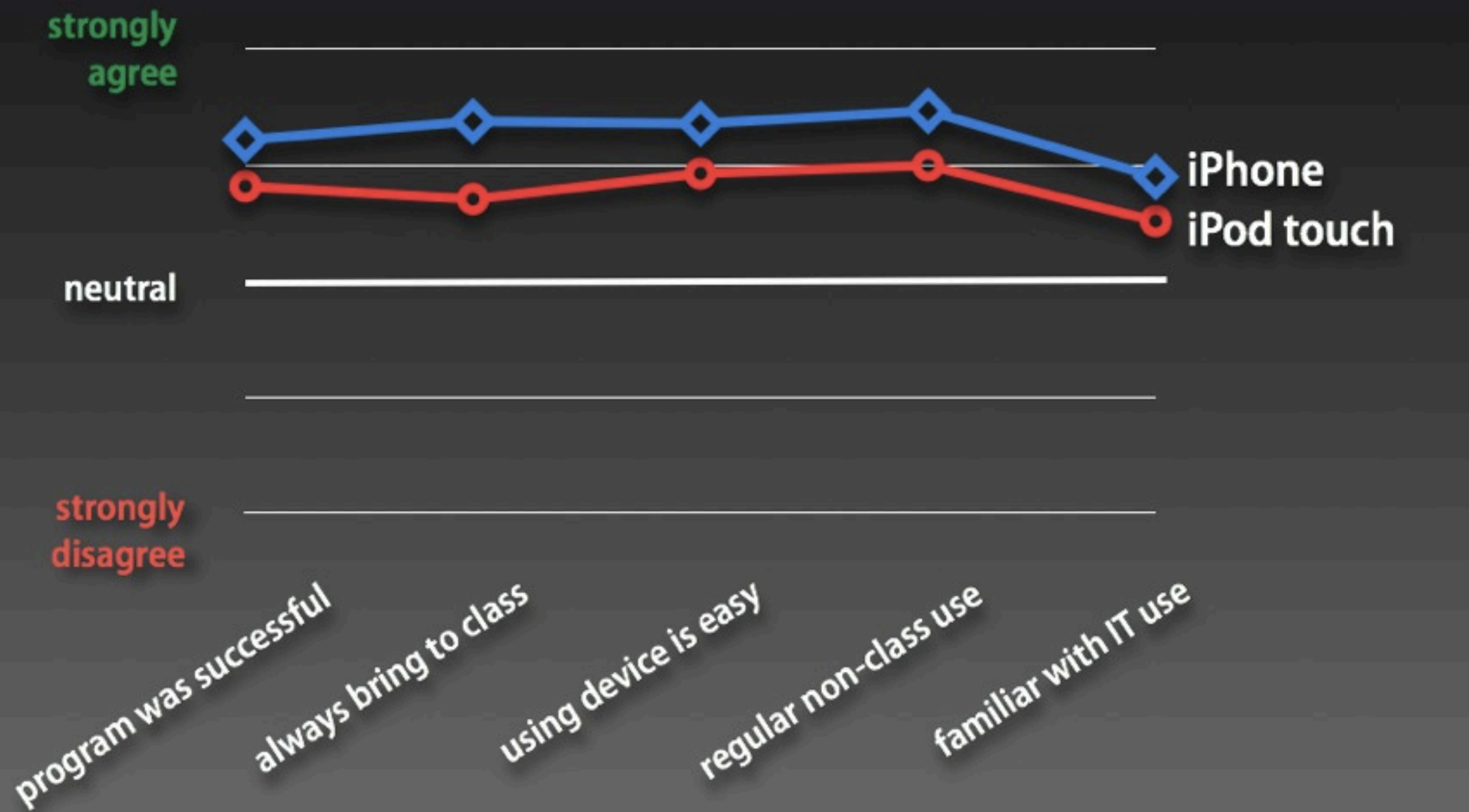


student survey (n=243)

Source: Dr. Scott Perkins



# conclusion 4: attitude, impact, and usage vary by device (faculty)



# *conclusion 5: faculty are engaging and experimenting with mobile learning*

in year one (Fall 2008)

two years later (Fall 2010)

50% of of faculty have device

near saturation of faculty with devices (over 95%)

program evaluation initiated

faculty experimentation, utilization and innovation

7 formal research projects conducted

30+ formal research projects in 2010-11

many presentations, largely topical

numerous presentations, mostly empirical



## *conclusion 6: faculty report significant class-related use of mobile devices*

84% regularly use a device for in-class activities

72% use of the mobile attendance tool

39% report using Blackboard on device

90% comfortable with required class usage for students

50% of regular class users use in each class meeting

82% have students conduct in-class internet searches



Source: Dr. Scott Perkins

*n* = 145

# *conclusion 7: students perceive positive academic impact*

96% carry to class daily

86% improved classroom collaboration

90% helps to accomplish things more quickly

87% improved communication with teachers

87% increased control of learning environment

*n* = 755



Source: Dr. Scott Perkins

# *conclusion 8: mobility allows faculty to transform educational practices*

## **transforming class time**

- classroom app use, live internet searching
- collaborative and interactive learning activities
- student-directed and just-in-time strategies

## **extending learning outside the classroom**

- expanding class time via course blogs and podcasts
- increased faculty-student communication
- collaborative projects



# *major lessons...*

- students and faculty embrace mobile learning as increasingly essential to higher education
- iPhones have initially offered distinct advantages, but this may change with new iPad
- ubiquity is essential but hard to attain under current pressures
- don't underestimate bandwidth requirements



# *mobility* requires...

- space for lots of data
- redesign of campus facilities for mobility & collaboration
- infrastructure for synchronous & asynchronous access
- infrastructure for all-the-time / everywhere learning
- infrastructure for creation & participation
- bulletproof, fast, pervasive networking
- extension of services & reach beyond campus
- killing old technologies & initiatives

