

Getting Published in Mobile Learning

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Getting published

- Why?
- Where?
- What?
- How?
- How often?



Why?

- Why do you want to publish your work?
- What do you expect the outcome to be?
- Why would someone else want to read it?

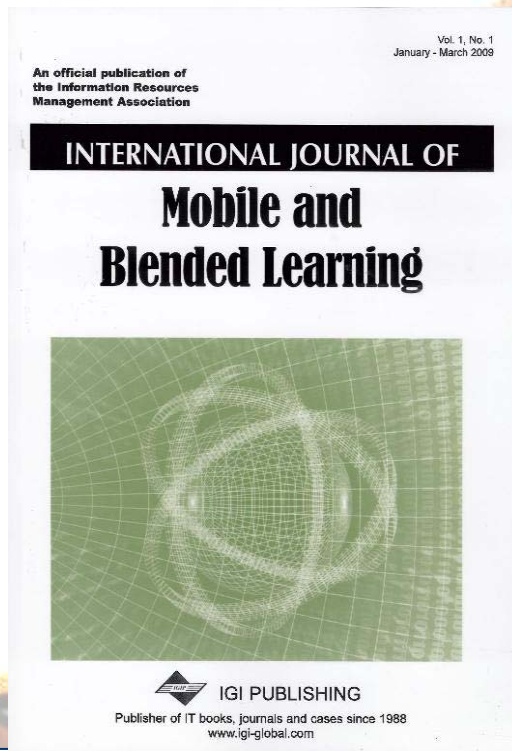


Where?

- Journals
- Conferences
- Newsletters
- Seminars



International Journal of Mobile and Blended Learning



*Sophonisba Receiving the Poisoned Chalice c. 1623
Simon Vouet*

Some of the Other Journals



- International Journal of Mobile Learning and Organisation
- International Journal of Interactive Mobile Technologies
- Association for Learning Technology Journal
- IEEE Transactions on Learning Technologies



The Conferences (Some of...)

- MLearn
- IADIS Mobile Learning
- Mobile Learning
- International Conference on Interactive Mobile and Computer Aided Learning
- IEEE International Conference on Advanced Learning Technologies



8th World Conference on Mobile and C



IMCL
International
Conference



Elephants or Vultures?

- Is the elephant getting any bigger?



Misdirections

- Confusion about 'education' and 'learning'
- Technology without justification
- Results without evaluation
- No concept of real value (ROI)
- Same old stuff about form factors, students liking it, sending texts etc.



One Key Issue

- The blurred boundary between 'Mobile Learning' and 'Learning'



Mobile Learning: the iPodification of Universities

- M-learning must be transformed – from signifying mobility to motivation. Moving ideas between media platforms is not helpful if a student does not have the context, framework or incentive to study

– Tara Brabazon



Directions

- Integrating with learning theory
- Calculating return on investment
- Leveraging existing contexts and tools
- Blended learning at the experiential level
- Rooted in the learning community



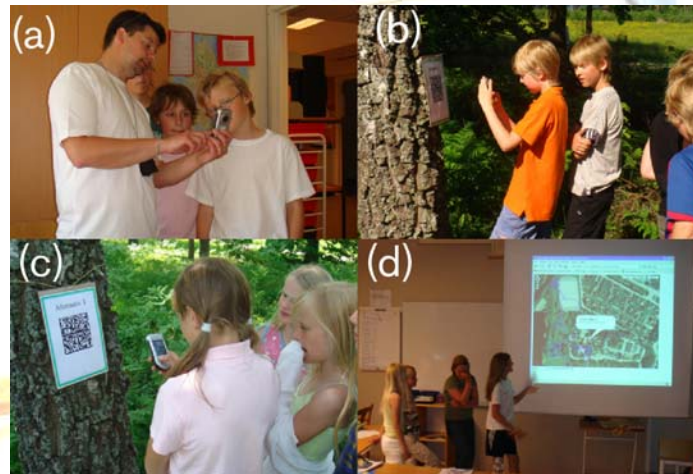
Leveraging existing contexts and tools

- Choreo:pod : Dance and the iPod - towards blended learning
 - Dennie Wilson, Ben Andrews and Crispin Dale
- <http://tinyurl.com/2vzbdu>



Blended learning at the experiential level

- Collaboration in Context as a Framework for Designing Innovative Mobile Learning Activities
 - Daniel Spikol, Arianit Kurti and Marcelo Milrad



Rooted in the Learning Community

- Nathan Kerr
 - Head of Department, Geography / Travel and Tourism, Onehunga High School

Lessons into Cell-phones (only if Your cell – phones is a 3G phone)



Nathan Kerr – Onehunga High School

Finally

- Mobile Learning is an 'easy' research area
 - In the same way that running is an 'easy' sport
- There is valuable research to be done
- We just need to grow up a bit as a research community
- Some mature conferences retrenching, but the bandwagon effect is becoming evident

