#0 DESIGNING TECHNOLOGY ENHANCEMENT DRIVEN BY ...
NEW DIGITAL CONTENT

OER, iTunes U, Youtube EDU, …

LOR: GLOBE, Ariadne, ODS, MACE, Sharetec,…

Mobile: GLOBE, Ariadne, ODS, MACE, Sharetec,…
Scaling Processes

MOOC: Coursera, edX, OpenLearn, Futurlearn, yOUlearn
NEW INTERFACES

Mobile Access, Augmented Reality
Tangibles, Sensor-Based Interfaces, Tabletops
Situated Displays, Ambient Displays, Public Displays
INTIMATE TECHNOLOGY

- Technology integration into our daily live
- on personal, environmental and infrastructural level
RESEARCH AND DESIGN CHALLENGE:
HOW TO DESIGN SEAMLESS LEARNING SUPPORT IN TEL SPACES?

• Formal and informal learning;
• Personalized and social learning;
• Across time; locations, social contexts
• Combined use of multiple device types;
• Physical and digital worlds
• Multiple learning tasks knowledge synthesis
HOW TO CREATE LINKS BETWEEN DIGITAL AND PHYSICAL

#1 LINKING THE WORLDS
audio augmented spaces ...
OPEN SOURCE FRAMEWORK FOR MIXED REALITY GAMES

ARLEARN
LANGUAGE LEARNING

http://www.elena-learning.eu
objects as controllers of ambient displays …
actuator/controller ...
Feedback Cube

A tangible interactive ambient display to support learning scenarios
embedded trackers ...
#2 LINKING TO HUMAN LEARNING
measuring power consumption on campus with standard facility management, plus sensors on workplaces and public devices, personal registration of power consuming activities.
Notification Level: Make Aware
MAIN RESULTS ENERGY AWARENESS

- Situated displays have a generic effect of raising awareness and energy consumption on a mid to long term
- Badge and social incentive systems must be embedded with social media to have an effect
- Real world action foster curiosity, discussion, and reflection about the topic when combined with public displays
HUMANS DO NOT ALWAYS LIKE TO DO ...

#2B REFLECTION IN AND ABOUT ACTION
Healthy food open inquiry

I wonder ...

Amount of calories
Is there a correlation between the time at which a meal is taken and the amount of calories that is consumed.
By Stefana Temmer 58 days ago

Pre-knowledge resources

What types of research questions are there?
By Pierre

Editors

Home Inquiries Members Activity Help

Share Email Print

Healthy food open inquiry

Open membership

Badges
Domain Structure
Inquiry activity
Inquiry help
Learning Analytics Dashboard
Quizzes

weSPOT Inquiry Tool
Stefana Temmer, Welten Institute - 6 November 2014
Onderwijs

Geïnstalleerd

Deze app is compatibel met een aantal van uw apparaten.

★★★★ ★ (3, 4)
LINKING ACTIVITIES IN CONTEXT TO ...

REFLECTION ABOUT ACTION

Figure 7: The teacher invites the student to the tabletop
WHAT MAKES IT PERSONAL IS ...

FEEDBACK ...

reflection amplifiers ...
Personal Context Notifications

Figure 8.2. Student reflective practice a. Daily SMS received by students. b. What were your main learning channels today? c. How intense was your learning day? Rate it from 1 to 5.
Presentation Trainer
SO ...

• #1 There are seams between the different learning contexts, locations, times, social contexts, ...

• #2 There are opportunities with new technologies that are open, ubiquitous, context-aware, and personalized.

• #3 look at the aimed effects on awareness, curiosity, creativity, knowledge, latent variables, ...

• #4 think careful about methodology and experimental designs dependent on your research questions ...
THANK YOU!

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TECHNOLOGIE UND NEUE MEDIEN SIND INHÄRENTER BESTANDTEIL UNSERES TÄGLICHEN LEbens. WIR NUTZEN DIESE MEHR AUSSERHALB DER FORMALEN LEHRSITUATIONEN UND IN VIELEN FÄLLEN AUCH FÜR PRIVATE INTERESSEN UND AKTIVITÄTEN. NEUE TECHNOLOGIEN BIEten EINE REIHE VON MÖGLICHKEITEN UM VERSCHIEDENE LERNSITUATIONEN MITEINANDER ZU VERBINDEN UND PERSÖNLICHE LERNWEGE UND LERNERFAHRUNGEN ZU GESTALTEN UND ZU DOKUMENTIEREN. SEAMLESS LEARNING STEHT FÜR DIE IdeE LERNende IN DIESEN VERSCHIEDENEN KONTEXTEN OPTIMAL ZU UNTERSTÜTzen. SEAMLESS LEARNING SUPPORT NUTZT DABEI EINE VIELZAHL VON TECHNOLOGIEN WIE SENSOREn, EINGEBAUTE BILDSCHIRME, SMARTPHONES UND TABLETS, WHITEBOARDS UND ANDERE. DER VORTRAG WIRD EINIGE ZENTRALE FRAGEN WIE DAS DESIGN VON SEAMLESS LEARNING WERKZEUGEN UND DIE EFFIZIENTE UND EFFEKTIVE VERBINDUNG VON LERNSITUATIONEN DURCH TECHNOLOGIENunterSTÜTZUNG ILLUSTRIEREN.