Agenda: Mobile Technology for Teaching and Learning Conference

Conference: Mobile Technology for Teaching and Learning

Co-sponsored by University of Memphis’ Advanced Learning Center, St. Jude Research Hospital, IEEE, and TBR

Date: Tuesday, October 18th

Location: University Center, Third Floor Ballroom at University of Memphis

7:45-8:30am Registration and Coffee

8:30-8:45am Welcome/Greetings: Dr. Sandy Schaeffer (University of Memphis)

The purpose of this conference is to gather experts from education, research, and industry to explore the challenge of integrating mobile technologies into the formal teaching and learning activities of a college, university, or K-12 institution. In his opening comments, Sandy Schaeffer with the Advanced Learning Center at the University of Memphis will offer his thoughts on the challenge for his campus. He will then provide an overview of the conference day and help frame the discussions, demonstrations, and conversations among the participants towards addressing this central theme for today’s gathering.

8:45-9:30am Keynote Speaker: Dr. James Kelley (Education Technology Consultant for Apple Corporation)

Dr. Kelley has experience at all levels of formal public education including classroom teacher, principal, system-level administrator, and finally as Assistant Commissioner of Education for the State of Tennessee. Now serving as an Education Technology Consultant with Apple, Dr. Kelley has the unique ability to speak with authenticity and at many levels on the subject of educational technology. In this keynote session, Dr. Kelley will share his perspectives on the potential for mobile technologies to positively impact teaching and learning in both K-12 and higher education.


9:15-10:00 Panel Discussion: Institutional Adoption of Mobile Technologies – How to Succeed When You’re Not Sure Where to Start?

Moderator: Dr. Sandy Schaeffer

Panelists: Dr. Robbie Melton (TBR), Dr. John St.Clair (D2L), and Dr. Robert Williamson (UoM)

There are many challenges in changing organizational behavior and nowhere is that more prevalent than on a college or university campus. If your institution is planning to embark on an effort to broadly adopt mobile technologies into teaching, there will be a myriad of challenges: selecting products, faculty training, platform support, security, etc. Such a project will require cooperation and collaboration across many areas of the campus to be successful. In this session, we have invited a panel of experts to share their experiences and recommendations for helping plan for a successful mobile adoption initiative at your institution.
MORNING TRACK A: Teaching and Learning

T1 10:20 – 11:10 Dr. Michael Grant (University of Memphis)

BYOD — Bring your own device! Strategies for making teaching & learning mobile

One of the significant promises of mobile learning is ability for faculty members and students to use their own mobile computing devices. In this hands-on session, we’ll take a look at strategies for teaching and learning that are appropriate for a variety of mobile computing devices and platforms. Specifically, we’ll explore QR codes, capturing student responses and artifacts easily inside Posterous, using polling for formative assessment, and phonecasting/phlogging for representing knowledge. BYOD — Bring your own device!

MORNING TRACK A: Teaching and Learning

T2 11:20 – 12:10 Dr. Joanne Gikas (University of Memphis)

Mobile Learning - There IS an app for that!

Is mobile learning for me? For my students? Do only online students benefit from mobile learning? Do you have to design your own apps in order to use a mobile device? These and other questions will be explored as we investigate how mobile learning can be implemented into your teaching, regardless of delivery. Specific uses of mobile devices in face-to-face, hybrid or completely online courses will be discussed, including ways these devices can create opportunities for learning and interaction for your students.

MORNING TRACK B: Developer Track

T1 10:20 – 11:10 Shiloh Barnat and Matt Ladner (www.lokion.com)

Interaction Design in Mobile Web Sites

Interaction Designing for Mobile Web Sites Instantaneous, multi-device communications and touch interactions unfolding on an ever-growing array of devices and screen sizes are shifting expectations and necessitating new approaches to creating compelling, relevant, simple mobile web experiences. In this lively session, the Lokion team will outline innovative ways to focus mobile web interactions on what’s most appropriate for your audiences. We will share our experience with mobile audience field research, our invention to support mobile device usability testing and our approach to designing delightfully frictionless mobile web interfaces that responsively adapt to each device context.

MORNING TRACK B: Developer Track

T2 11:20 – 12:10 Madeline Ward (www.thedanse.com)

Creating an Alternate Reality- Augmented Reality Advances into Mobile Technology

In a relatively short time, mobile technology has completely changed the way we interact with each other and our world. Augmented reality is going to take that a step further and change the way we literally SEE the world in front of us. This talk will describe the software and design strategies needed to create augment reality applications for mobile devices.
12:10 – 1:30 Luncheon Keynote: Dr. Robbie Melton, Associate Vice Chancellor for Academic Affairs: eLearning, Tennessee Board of Regents (45 minutes)

In her position at TBR, Dr. Melton’s responsibilities include TBR eLearning Strategic Planning, educational technology, mobilization and apps, eLearning quality standards and best practices, technology innovations for online/on-ground teaching and learning; technology initiatives for improving recruiting, retention and graduation; and employing technology for enhancing communication, social networking, curriculum, and global delivery. This work gives her broad perspectives on both technology and institutional needs and challenges. In her comments over lunch, expect to hear the unexpected and plan on being inspired to take action back at your own institution.

Hands-on Demonstrations (30 -40 minutes)

Various institutions and individuals:

One of the reasons behind the rapid expansion of mobility into teaching and learning is the explosion of products, software resources (apps, websites, etc.) and related supplies. This session will provide an “expo-like” experience to walk around and sample a broad selection of targeted uses of mobile technology. Presenters will include developers, faculty, manufacturers, and many more. Be sure and BYOD (Bring Your Own Device) and be ready to download apps and make connections.

AFTERNOON TRACK A: Teaching and Learning

T3 1:30 – 2:40 Dr. Robert Williamson (University of Memphis)

There’s NO App for that?

iPod, iPad and Android-based “apps” designed to assist students with disabilities have experienced an explosion in growth over the past year. Still, many special educators envision apps they would like to see but wonder how they can make these apps a reality? Questions regarding costs, knowhow, and on-going app support often stifle development of some fantastic ideas. In these times of diminishing school budgets at both the K-12 and post-secondary levels, this session outlines how one such idea for an “app” became a reality with NO initial funding through a creative collaboration formed at Bowling Green State University. The session will cover how the process took place, from initial idea to product trials. Finally, thoughts will be provided as to how such efforts can obtain continuing support when grants and other sources of funds continue to diminish.
AFTERNOON TRACK A: Teaching and Learning
T4 2:50-3:40 Jeff Horner & Kim Bolton

Toys to Tools: Mobilization Efforts at Walters State Community College

Presenters will demonstrate mobilization efforts employed at Walters State ... from the initiation to present. Mobilization classroom tools that will be highlighted include IPEVO document camera, Camtasia, iPad classroom sets, apps, GoogleDocs, FaceTime and Jump. Discussions will include reverse lectures, remote lectures and accessories for handicap students. This will be an interactive presentation that will include up to 30 apps for mobile learning. Participants will leave with concrete ideas that can be used on their campuses.

AFTERNOON TRACK B: Developer Track
T3 1:30 – 2:40 Cory D. Wiles (www.corywiles.com)

iOS application Development

Most applications, whether for enterprise or the general public, rely heavily on 3rd party and/or services, for example, Facebook, Twitter, SimpleGeo or internal web services/applications. The aggregation of these datasources on an mobile device is NOT efficient. The primary goal of the app should be to provide the best user experience. I will show you how to architect a middleware layer and iOS application framework, using dynamic tools, in order to standardize a payload response to the iOS application.

AFTERNOON TRACK B: Developer Track
T4 2:50-3:40 Jay Knight and Aman Patel (www.cure4kids.org)

Mobile website and app development for Cure4Kids.org

Taking a regular website and converting it to a mobile optimized website or app presents a lot of new challenges in terms of usability and design. We will present the process and the lessons learned for porting an existing website with flash-enabled content to a mobile app and a mobile optimized HTML5 website. You will learn technical details of how to use REST APIs and iOS APIs as a method to synchronize and access a remote database. Session management and authentication will also be presented, along with highlights and key points of design decisions that impact usability in the mobile environment. (APIs Covered: iOS 4+, HTML5)

3:45 – 4:15 Informal networking and door prizes.