

Teaching and Learning Experience Sharing (TALES) Workshop

The Arrival of Mobile Augmented Reality (AR) Learning in Asia

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Abstract:

With the emergence of a new generation of mobile context-aware technologies, we can build on the personalised and collaborative learning facilitated by web 2.0 and social media, but we can go much further. There are greater opportunities than ever before to foreground authentic learning in everyday contexts, while simultaneously heightening student engagement through gamified approaches. To capitalise on this potential, it is essential for educators to develop appropriate mobile learning designs.

Drawing on Pegrum's (2014) 3-Level Mobile Learning Framework, Burden & Kearney's (2017) Mobile Pedagogical Framework, and Clandfield & Hadfield's (2017) Weak & Strong Interaction Model, this presentation suggests that the optimal mobile learning designs should involve activities where the devices, the learners, and the learning experiences are all mobile; where the three dimensions of personalisation, collaboration, and authenticity are foregrounded; and where both weak and strong interaction are present.

The presentation goes on to illustrate the potential of mobile augmented reality (AR) language and literacy learning projects – in the form of games or gamified learning trails – many of which also incorporate elements of cultural exploration. After mentioning well-known North American and European examples, the presentation focuses on recent developments in gamified learning trails in the Asian region. It will include examples of projects from a range of countries such as Singapore, Indonesia and Hong Kong, where students learn collaboratively in real-world settings, while practising language, developing digital literacies and 21st century skills, and exploring culture.

In summary, the paper will demonstrate that with appropriate mobile learning designs, mobile devices can effectively become lenses on learning which open up a range of possibilities for personal, collaborative and authentic learning in everyday settings.

Biography:

Professor Mark Pegrum is an Associate Professor in the Graduate School of Education at The University of Western Australia, where he teaches in the areas of e-learning and mobile learning. His current research focuses on digital literacies, and the learning of language and literacy through mobile technologies. His recent books include "Brave New Classrooms: Democratic Education and the Internet", co-edited with Joe Lockard, and published by Peter Lang in 2007; "From Blogs to Bombs: The Future of Digital Technologies in Education", published by UWA Publishing in 2009; and "Digital Literacies", co-authored with Gavin Dudeney and Nicky Hockly, and published by Pearson in 2013. He is now working on a new book on mobile language learning. He currently teaches in Perth, Hong Kong and Singapore and has given presentations and run seminars on e-learning in Australia and New Zealand, East and Southeast Asia, and the UK and Europe.

For more information, please see
<http://markpegrum.com/about-mark-pegrum/biodata/>

Date

24 May 2017 (Wednesday)

Time

12:45 to 2:15 p.m.
(light lunch from 12:30 to 12:45 p.m.)

Venue

ACC209, 2/F, Jockey Club Academic Community Centre,
Baptist University Road Campus

Enquiries and Registration

For enquiries:
(852) 3411-7231

Please visit
<http://cht.hkbu.edu.hk/workshop/reg.php>
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