

# USING MOBILE DEVICES AS SIMULTANEOUS MEDIA IN CLASS AND OUT OF CLASS, FOR RESEARCH, COLLABORATION, AND MEASURING REAL-TIME ENGAGEMENT

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## PAPER ABSTRACT

*The concept of Simultaneous Media or the “second screen” has become a focus for mobile marketing professionals around the world. The present study focused on enabling students to proactively make use of their mobile devices as their own ‘second screens’ to collaborate with one another, search topics and ideas on the internet and submit findings in real-time in the classroom. As the only tools required were smartphones, students were able to easily access course materials and collaborate in class, at home, or anywhere they had internet access. By using these tools, students were able to work together in the classroom as apprentice researchers, enabling them to find and analyze ideas, use higher level cognitive skills to discover, evaluate, generate content and moreover, assess their own findings.*

*The students’ submitted data and experiences were analyzed using Csikszentmihalyi’s flow framework and a modified version of the Experience Sampling Method. Findings showed evidence of improved engagement and on-task behavior, higher level thinking and more frequent and higher level questions directed to the lecturer. Both the instructor and students used this platform to direct teaching and learning while making real-time decisions and adjustments to enhance teaching and learning. This paper discusses a pilot study using an inexpensive, easy to learn and quick and simple method to adapt tools to subsequently enhance student engagement and formative assessment. Both qualitative and quantitative feedback will be discussed in an interactive presentation using audience suggestions.*