

A COMFORT ZONE FOR MOBILE LEARNING – A GROUNDED INNOVATION APPROACH



/// Dr. Henning Breuer / Tillmann Dierichs / Stefanie Elsholz

» Introduction /// *Mobile Times: Challenges for Commuting Learners*



» Research /// *Ethnographic Observation & Grounded Innovation*

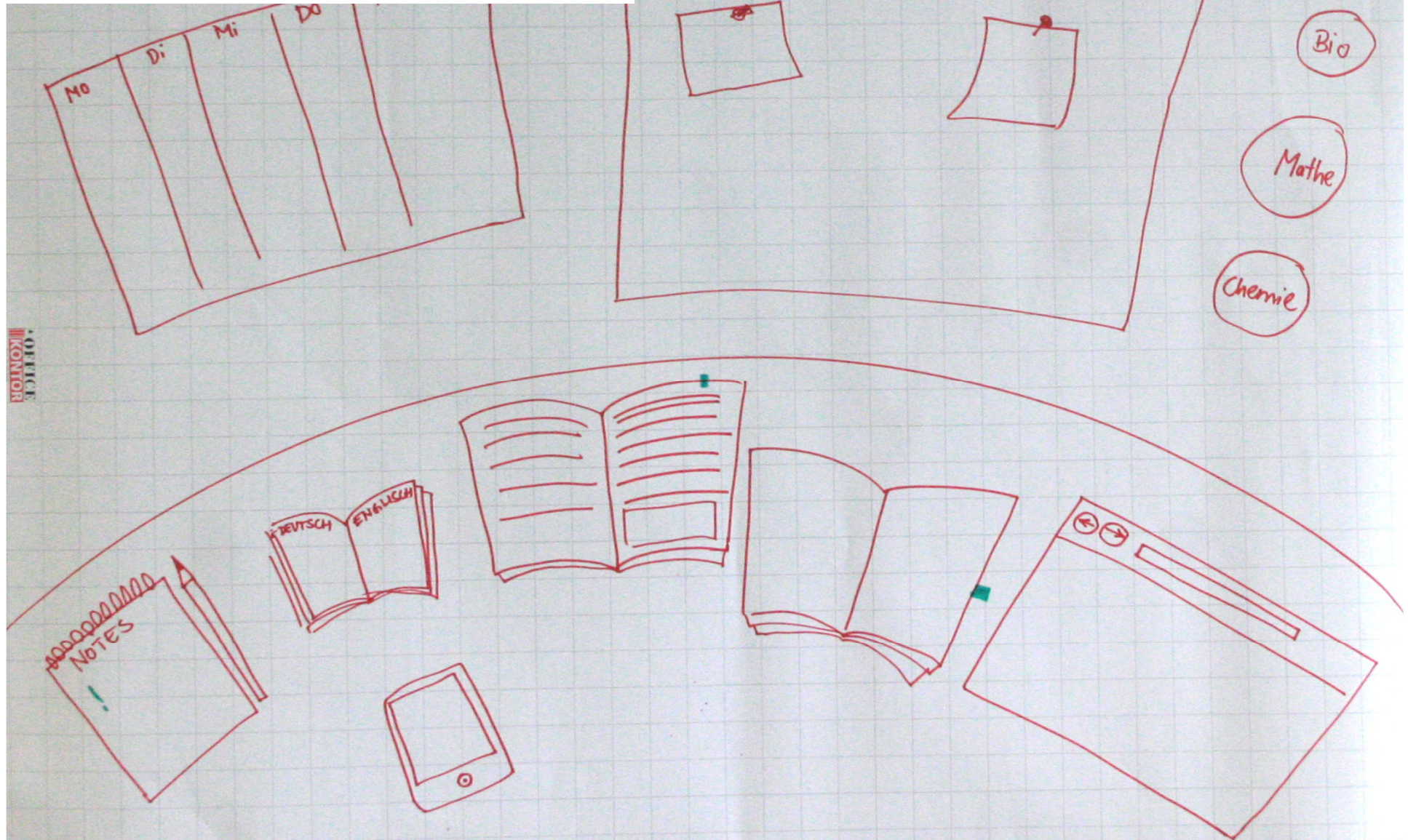


- Where, how and when do students learn mobile?
- Which portable media do they use?
- Which kind of content do they focus on?
- Which obstacles do they face?

» Ideation /// *Futures Workshop*



» Ideation /// *Futures Workshop*



Introduction

Research

Ideation

Design

Conclusions

» Design /// *View on the table, some files and an opened book, ready to read*



» Design /// *Scanning Documents*



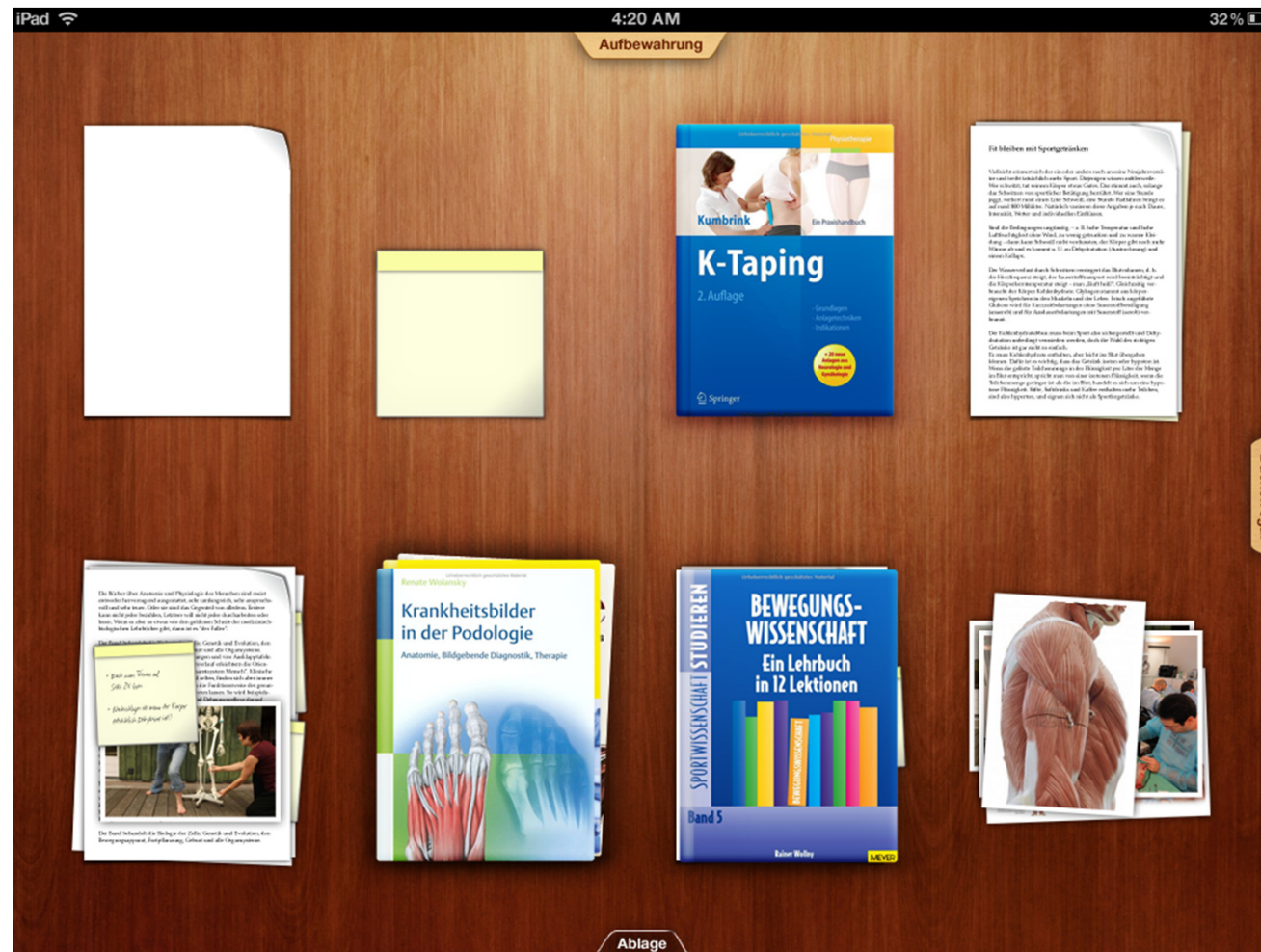
» Design /// *Learning at home, on the bus or in the library*



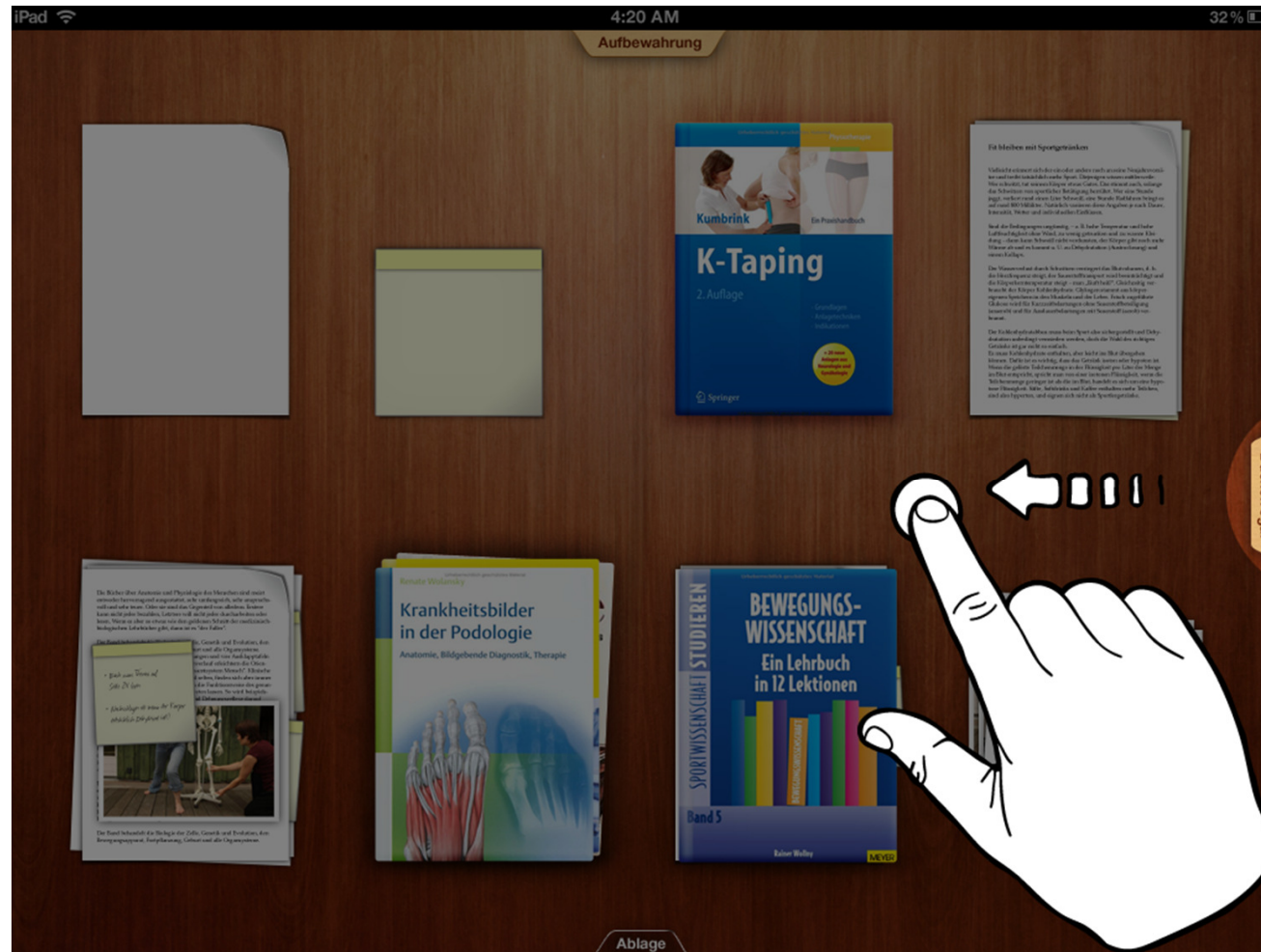
» Design /// *An interactive prototype*



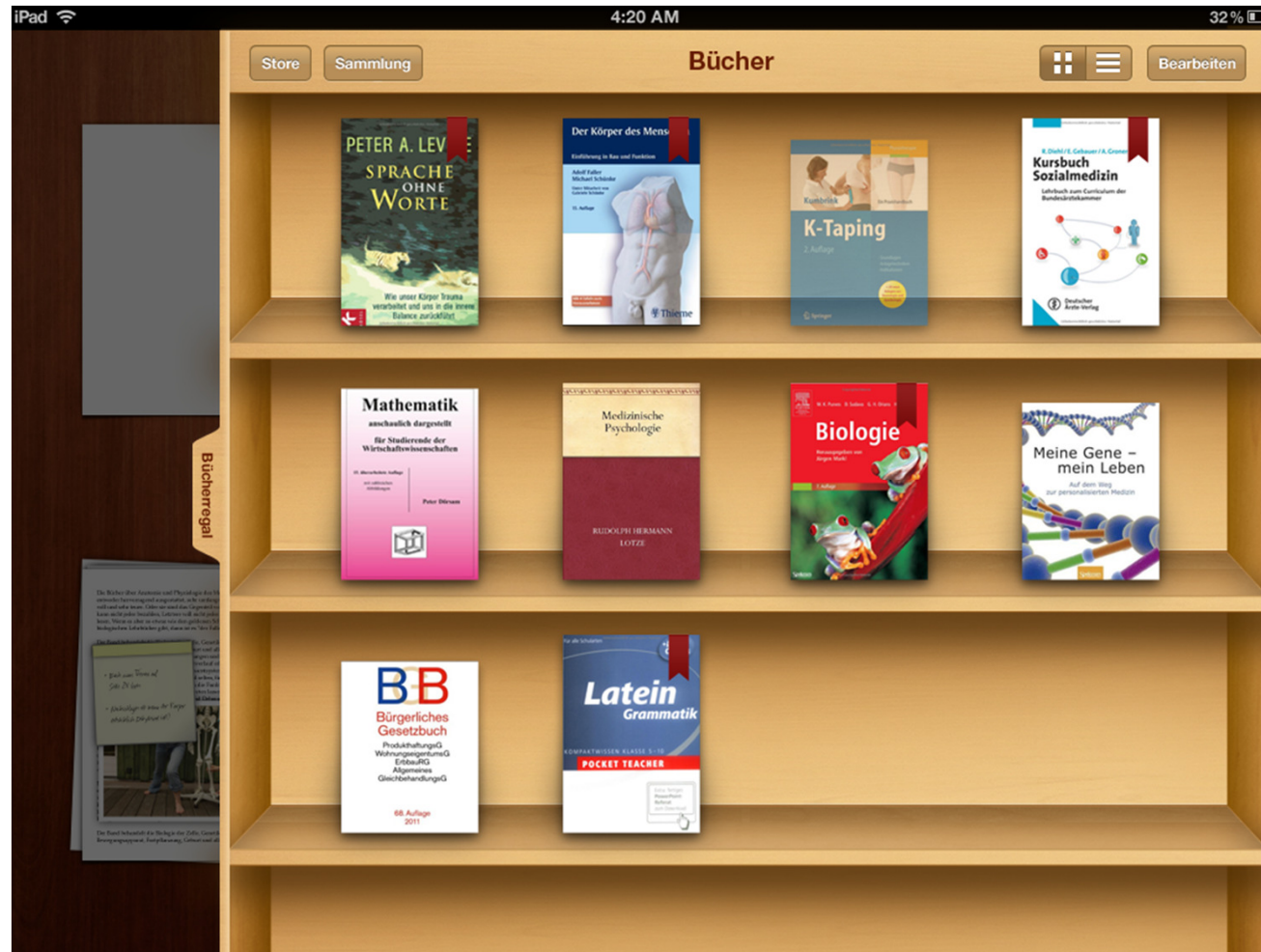
» Design /// *An interactive prototype*



» Design /// *An interactive prototype*



» Design /// *An interactive prototype*



» Conclusions /// *Challenges for Commuting Learners*

- Based on an empirical understanding of learner-centered requirements commuting students and the design space provided by mobile devices we identified, qualified and specified opportunities for grounded innovation
- Analysis of the empirical data yielded the maintenance of personal comfort zones for mobile learners as a new and valuable opportunity for learner-centered interaction design.
- A personal library and iDesk system were designed based on this insight and ideas generated within a futures workshop.
- The prototype that was developed accordingly applies gesture-based handling of tablet computers in order to create an adaptable and comfortable personal learning environment with individually adaptable and familiar modules.
- The challenge persists to support learning across media formats and devices.

» Contact /// *Thank you for your Attention!*



mail@stefanieelsholz.com



tillmann.dierichs@lunic.de



henning.breuer@bovacon.com