A COMFORT ZONE FOR MOBILE LEARNING – A GROUNDED INNOVATION APPROACH

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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
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» 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 create an adaptable and comfortable personal learning environment with individually adaptable and familiar modules.

- The challenge persists support learning across media formats and devices.
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