

Wisconsin Conference 2013 Proposal

Title: Using Mobile Devices to Support Hybrid and Online Learning

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Abstract

Mobile devices offer exciting ways to supplement and support hybrid and online learning, while liberating us from our computers and putting the classroom in the student's pocket. You will use your device to experience how students use social media platforms (Facebook, Twitter) and various apps to expand their educational experience. [50 words]

Content

The goal of this poster or workshop is to demonstrate innovative e-learning strategies.

Mobile devices such as our smartphones are becoming a large part of our lives, both for work and play. Increasingly, mobile devices are being integrated into the workplace, (think of that FedEx delivery man with his tablet, or the cab driver with the credit card reader on his smartphone), but not everyday academia. Some instructors are integrating clickers for instant class polling, not realizing that smartphones can text a response to a website in much the same way and save the institution or student money. Learning management systems, utilized for hybrid and online learning, offer limited interaction possibilities. In all actuality, LMS's present an artificial learning environment. For example, if an EMS technician is going to have to utilize texting during an emergency, then we should think of training that technician with case studies and activities that utilize texting. We need to think of education and learning in new ways that will utilize 21st century literacy skills to foster critical thinking.

This workshop will demonstrate some uses of mobile devices to extend the learning experience from the LMS or classroom to the everyday world. Participants will join in activities that illustrate how instructors and students can use Facebook, twitter, youtube, polls, surveys, and games on their devices to expand their educational experience.

There are three objectives for this workshop:

1. Demonstrate the use of various types of social media and apps
 2. Relate the applications to course objectives/activities
 3. Involve participants in activities using social media and apps
- Participants are encouraged to bring their smartphones and/or tablets/iPads.