Using Mobile Devices in E-Learning Programms

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Abstract

As a part of a larger study started in September 2010, a research project aiming at exploring initiatives related to the influence of mobile devices in educational contexts was proposed. In the first stage of this research, different experiences in the context of mobile learning, and more specifically on eLearning environments will be approached and studied. In order to understand better the state of the art of mobile learning and also to achieve the research objectives, a methodological framework was designed to deepen into the contextual field. This article will describe the main objectives of the work, the methodological framework, and also the general context of the participants of this study. The main objective of the general research is to analyse the usage and perception of ICT in different contexts of a group of master degree and postgraduate programme students. After the immersion of these students in an online environment, using the iPad device (Apple Inc. Tablet Computer), the research team will explain the results of this learning process. The final communication intends to present results focused on early indicators applied before the learning action and some other experiences actually evidenced. For the next stages of the project, the research team is actually working on the triangulation of results obtained from three different data collection techniques.