



## Mobile Social Sketching

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Today, the mobile phone is a must-have item for every child of school age. It is no longer just a means of communication but has become a major tool enabling adolescents to establish and maintain social relationships. More than 71 million Europeans routinely use their mobile phones to access the Internet. This information is contained in the Mediascope Europe Study [1], one of the most comprehensive research studies on how people dedicate their time to the various media in Europe and how consumers use the Internet for content, communications and purchasing. In such a context, it thus becomes an anachronism not to support and/or invest in technologies and methodologies for learning with mobile technologies. The widespread use of mobile technology along with the availability of mobile broadband connections offers a unique opportunity to develop innovative methods of learning. It is therefore no coincidence that we talk increasingly about mobile learning and that testing of these technologies in universities and companies around the world is growing.

This paper will introduce the use of mobile technologies in conjunction of the application of social networks in educational contexts. Thus, we investigate educational potential of mobile devices that we think will only be realized when we fully understand their role in the management of social relationships, and define models and learning experiences firmly grounded in the underlying social theories of learning itself. A significant result in this context is presented in the study carried out by Rovai [2] that shows how students on university courses develop a sense of belonging to virtual learning communities to which they are linked. In addition, the same study shows that students who experience a greater sense of belonging to the community tend to have higher levels of cognitive learning. Then, we will present an iOS application where we have designed a module for the integration of the most popular social networks (the Facebook) with a mobile learning activity carried out in educational context.