BEYOND MOBILE LEARNING DESIGN: CONSIDERING STUDENTS WHO SELF-INITIATE MOBILE DEVICE USE FOR ONLINE COURSES

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MEET YOUR PRESENTERS

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Mobile Device Use in Online Learning
Mobile Learning: A Closer Look
Student-Initiated Mobile Learning
Why is this Conversation Needed?
Challenges with Mobile Device Use
Best Practices
Future Research
Question and Answer Session
In your organization, what considerations are made for students who use mobile devices for coursework?
MOBILE LEARNING: A CLOSER LOOK

DEFINITION

- The term “mobile learning” has become an umbrella term for **learning that takes place on mobile devices**, making it unprecise when defining needs of learners or design (Grant, 2019)
- Is an ever-evolving term as technology changes (Krull & Duart, 2017; Ligi & Raha, 2017)

DESIGN CONSIDERATIONS

- Instructional design models which consider areas such as preparation of learners, response to the M-learning experience, and readability of content (Sarrab et al, 2018)
- “M-learning design considers the limitations of mobile devices in design technique, engagement, and usability” (Eschenbrenner & Nah, 2019; Kumar & Goudnar, 2019; Suartama et al., 2019 as cited in Milheim et al., in press)
...not all courses or course-related activities are designed for mobile device users...
WHY IS THIS CONVERSATION NEEDED?

Voluntary, self-initiated mobile device use for online course or course-related activities continues to increase....

Mobile devices are easy to use and offer flexibility (even with technology challenges) (Milheim et al., in press)

Often the preferred mode for online learning (Clinefelter, et al., 2019)

Users can multitask and switch between devices and other technologies (Krull & Duart, 2019)

Mobile devices are sometimes the only option (as was the case for many during the COVID-19 pandemic and shift from traditional instruction); increased use during this time (Branscombe, 2020)
WHY IS THIS CONVERSATION NEEDED?

Student-initiated mobile device users for course or course-related activities.....

little or no consideration to this group of students.....

.... may lead to negative implications on the student experience and learning.*
CHALLENGES WITH MOBILE DEVICE USE

TECHNOLOGY AND ACCESS

- Access limitations (Krull & Duart, 2019; Perrin, 2019)
- Level of understanding device functions (El-Sofany & El-Haggar, 2020)
- Issues accessing documents and media (Milheim et al., in press)

COMFORT AND USE

- Mobile device users may struggle with writing and editing documents (Milheim et al., in press)
- Distractions related to social media or application notifications (Cross et al., 2019)

DESIGN

- Device design (Ahmad, 2020; Pimmer et al., 2016)
- Compatibility issues (McC Jillis et al., 2017)
- Device limitations (White, 2017)
Assume at least some learners will use a mobile device to access courses and course-related materials

### DESIGN

- When possible, documents, videos, and websites should all be **mobile friendly** (Milheim et al., in press)
- Consider: compatibility, readability, format, and navigation (Baldwin & Ching, 2020)
- Design beyond the classroom related to websites for student support/resources within the institution (i.e. Library) (Lau et al., 2020)

### STUDENT SUPPORT

- Notify students if content is not accessible on a mobile device (Alexander et al., 2019)
- Not all students may understand mobile device functions; additional resources and training should be offered (Alsheri & Cumming, 2020)
- Recognize learners in certain geographic areas may experience unique challenges due to infrastructure and access (Ahmad, 2020; Anderson & Kumar, 2019)

### INSTRUCTOR SUPPORT

- Know what technical support options are available to students and share those details (Jahnke & Liebscher, 2020)
- Restructure content for shorter time on tasks (Alexander et al., 2019)
- Strengthen curriculum and teaching techniques and strategies (Toquero, 2020, as cited in Naciri et al., 2020)
FUTURE RESEARCH

Experiences during a transition to emergency remote instruction (i.e. during the COVID-19 pandemic)

Deeper exploration of global concerns and experiences

M-learning or mobile friendly?


REFERENCES


