STUDENT DEVICE PREFERENCES FOR ONLINE COURSE ACCESS AND MULTIMEDIA LEARNING
About the Study

2,035 students enrolled one or more online courses at Oregon State University

• What devices do they own?
• Reasons why they prefer the devices
• New device purchasing

• Preferred versus ideal devices for:
  • accessing the LMS
  • viewing video content
  • learning with simulations and games
Key Findings

- Almost 100% owned smartphones
- 99% owned laptops
- Laptops preferred for:
  - accessing learning management system (LMS) (73%)
  - viewing video content (68%)
  - learning with simulations and games (59%).

Student device preferences for accessing the LMS homepage

- Laptop PC: 38.5%
- Laptop Mac: 34.6%
- Desktop PC: 16.6%
- Desktop Mac: 3.0%
- iPhone: 2.4%
- Android phone: 1.9%
- iPad: 1.4%
- Tablet Windows: 1.2%
- Tablet Android: 0.3%
- Other Smartphone: 0.0%

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<table>
<thead>
<tr>
<th>Reason</th>
<th>Desktop</th>
<th>Laptop</th>
<th>Tablet</th>
<th>Smartphone</th>
</tr>
</thead>
<tbody>
<tr>
<td>Convenient</td>
<td>41%</td>
<td>52%</td>
<td>75%</td>
<td>87%</td>
</tr>
<tr>
<td>Easy to Use</td>
<td>42%</td>
<td>52%</td>
<td>46%</td>
<td>48%</td>
</tr>
<tr>
<td>Most effective for viewing this type of content</td>
<td>82%</td>
<td>73%</td>
<td>33%</td>
<td>17%</td>
</tr>
<tr>
<td>Don't have a better option</td>
<td>2%</td>
<td>7%</td>
<td>2%</td>
<td>1%</td>
</tr>
<tr>
<td>Other</td>
<td>8%</td>
<td>3%</td>
<td>5%</td>
<td>8%</td>
</tr>
</tbody>
</table>

n=387 | n=1,376 | n=132 | n=112

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Purposes for which students would most likely purchase a new device

- **Education**: 39.3%
- **Work/job**: 35.5%
- **Games/entertainment**: 14.6%
- **Communication**: 4.9%
- **Other**: 3.6%

*Missing n=44 (2.2%)*
Contact Us

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Download the report:
ecampus.oregonstate.edu/student-devices
Session Evaluations Contest

- Download and open OLC Conferences mobile app
- Navigate to specific session to evaluate
- Click “Evaluate Session” at the bottom of session details screen
- Complete session evaluation*

*Each session evaluation completed (limited to one per session) = one contest entry

**Five (5) $25 gift cards** will be awarded to five (5) individuals
Must submit evals using the OLC Conferences mobile app or website