A MOBILE AND UBIQUITOUS LEARNING ENVIRONMENT

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Abstract

The recent mobile access technologies have proved to have great potential for activating innovative learning processes based on effective learning paradigms; amongst others, the Situated Learning model can be straightforwardly implemented by adopting accurate technical solutions in the design of mLearning.

The situated learning paradigm states that the presentation of knowledge in authentic situations where the learning process takes place, dramatically enhances the learning capabilities of the learner; in addition, it stresses that learning is a process of social participation.

In this paper we present a mobile and ubiquitous learning environment called MoULE (Mobile and Ubiquitous Learning), based on an educational model closely related to the situated learning paradigm.

In order to expand learning opportunities offered to the users, the MoULE project combines the functionalities typical of a Learning Management System with specially designed mobile activities. In such a way, MoULE allows users to carry out learning activities in different ways online as well as on site, using applications on mobile equipment.

Keywords
mLearning, Situated Learning, Online Learning Community, Contextualized Search Engines, Wiki