GOING WITH THE GRAIN: MOBILE DEVICES IN PRACTICE

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ABSTRACT

Fifty-seven alumni of a global Masters program participated in research into their use of mobile devices. Drawing on questionnaire and interview data, the paper examines how far the devices were embedded in the personal and professional lives of these alumni, most of whom were aged 35-54. All had experience of online and distance education, and most worked in education or training. The study revealed some innovative uses of mobile devices, a selection of which is reported in this paper. The paper links the findings to wider debates about the changing relationship between learners and educational institutions, and the role of mobile devices in enabling individuals to engage in learning conversations. Data are provided on which devices were used by the alumni and for what purposes, and the paper explores the implications of these findings for educators.

FULL TEXT:

PDF

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Mobile device framework – people – audit considerations. * Advise departments on creating supplementary mobile device security practices as needed. * Assess formalized training and awareness programs that inform mobile device users of the risks involved and their personal responsibilities when accessing information. * Role-based access groups with fine-grained access control policies and enforcement. * Over-the-air (OTA) distribution of software (apps, patches, updates) and policy changes. MDM – audit considerations from ISACA’s work program. All mobile devices are not created equal. The information here assumes hardware around the level of the Apple A4 chipset, which is used on the original iPad, the iPhone 3GS, and the third generation iPod Touch. On the Android side, that would mean an Android phone such as the Nexus One, or most phones that run Android 2.3 Gingerbread. For an overview of Apple mobile device tech specs, see documentation on iPhone hardware. The very low-end Apple mobile devices (such as the iPhone 3G) and the first and second generation iPod Touches are extremely limited, and even more care must be taken to optimize for them. At the very least, you need to know where all the bottlenecks are if you’re going to optimize your game. Unity Profiler. 2. mobile technology, mobile devices, mobile phone. The use of mobile technology in education offers new learning experiences and flexibility in learning – learning anywhere and anytime – with increased opportunities for decisions to be made by the learners. Furthermore Going with the grain: Mobile devices in practice. Australasian Journal of Educational Technology (AJET), 23, 17-33.