



university
of león



Co-funded by the
Erasmus+ Programme
of the European Union

GEO4D project

S11. Other tools: m-learning (Socrative).

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Contents

- A. Brief discussion about mLearning (20 min)
- B. Socrative (45 min)
- C. Plicker (45 min)



mLearning - Definition

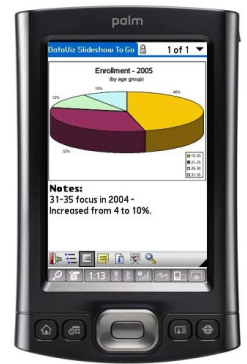


Definition is changing according with social and technologies changes

“The use of a palm as a learning device” (Quinn, 2000; Soloway et al., 2001)

“learning across multiple contexts, through social and content interactions, using personal electronic devices.” (Crompton, Muilenburg, and Berge 2007)

“A form of distance education, m-learners use mobile device educational technology at their time convenience (Crescente, Mary Louise; Lee, Doris, 2011).”



Thumb Rule in 2019:

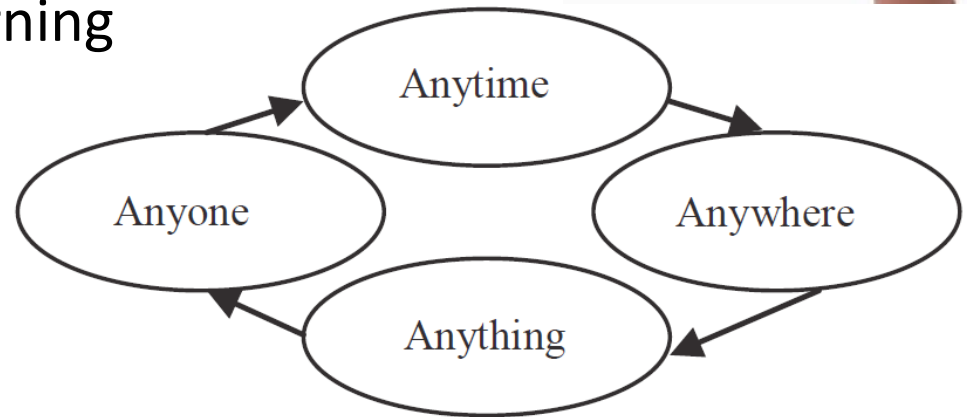
mLearning → Learning with a mobile phone

mLearning vs eLearning



M-learning is a sub-set of E-learning

The main **advantage** arising from mobile learning characteristics is that the study can be done by **anyone**, in **any place**, at **any time** when the user willing to learn.



Some differences are ...

E-Learning	M-Learning
Dedicated time	24/7 Instantaneous
Restricted amount of time	Any amount of time possible
Standard test	Individualized test
Usually delay Feedback	Instant feedback possible
Fixed-length test	Flexible-length/number of questions

mLearning – the *Truth*



- ❑ <<Mobile learning is fast becoming another eLearning “buzzword” >> (2017 , [Halden Inqwersen](#)).
 - ❑ It’s got its own esoteric terminology (“BYOD,” “augmented learning,” “geo-aware”)
 - ❑ its own abbreviations (“mlearning,” “ARGs”)
- ❑ mLearning had inflated [predictions](#) about future usefulness:
 - ❑ In 2012: “10 Ways That Mobile Learning Will Revolutionize Education”
- ❑ However...
 - ❑ the number of mobile phone users in the world is expected to pass the five billion mark by 2019
 - ❑ imagine what we’ll see going forward!
 - ❑ Some Trends: gamification and microlearning— ways to divide the lessons into more engaging or bite-sized pieces

Activity: What is your opinion / prediction about m-learning?

mLearning – the *Truth*



□ However...

- the number of mobile phone users in the world is expected to pass the five billion mark by 2019
 - imagine what we'll see going forward!
 - Some Trends: gamification and microlearning— ways to divide the lessons into more engaging or bite-sized pieces

Conclusion?

mLearning needs to be considered within a blended learning strategy with Traditional + eLearning

Activity: What is your opinion / prediction about m-learning?

mLearning - Future



Two main types of today effective mobile learning

1. eLearning courses adapted to mobile platforms.

- mLearning course authoring

2. Performance support content that provides training resources at the “point of need.”



mLearning course authoring

In the last 5-7 years, had been 2 main trends in course authoring software:

Mobile optimized website: Mobile access to training resources, typically through a web-browser using HTML5.

[Adobe Captivate 7](#), [Claro](#), [iUI](#), [iWebkit](#), [iQT](#), [Lectora Inspire](#) or [Articulate Storyline](#)

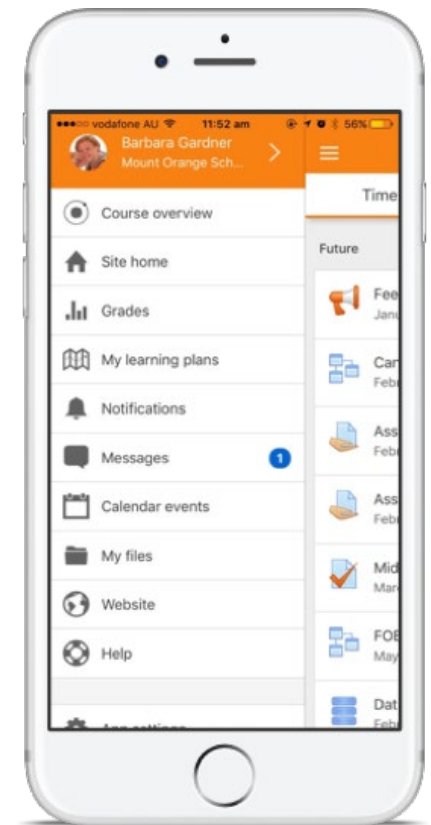
Native mobile app: Training courses and resources designed specifically for a mobile platform, often as an app (though sometimes as an ePub manual)

[GoMo Learning](#), [Phonegap](#), [Rhodes by Motorola](#), [Titanium](#)

With so many different tools...

...what is the best one for creating a mLearning course ?

Moodle APP as mLearning tool



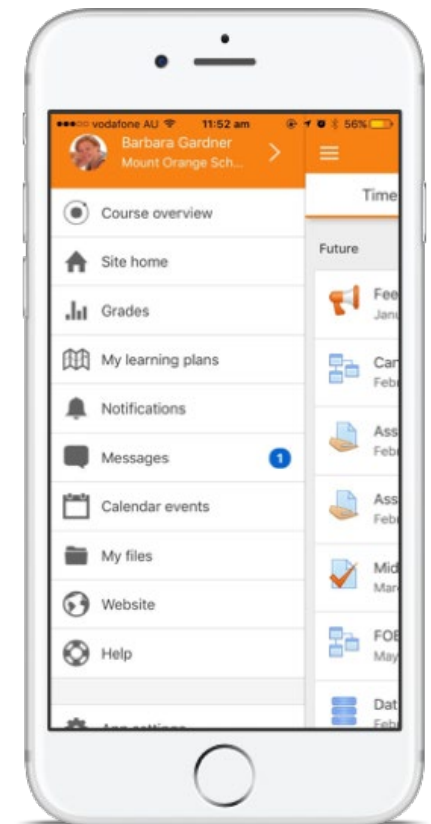
Moodle as mLearning tool



Moodle app features:

- Easily access course content - browse the content of your courses, **even when offline**
- **Connect with course participants** - quickly find and contact other people in your courses
- Keep up to date - receive **instant notifications** of messages and other events, such as assignment submissions
- **Submit assignments** - Upload images, audio, videos and other files from your mobile device
- **Track your progress** - View your grades, check completion progress in courses and browse your learning plans
- **Complete activities** anywhere, anytime - attempt quizzes, post in forums, play SCORM packages, edit wiki pages and more - both on and off-line
- ... and more!

To access your Moodle or MoodleCloud sites on your mobile devices, please ask your site administrator to enable mobile services.



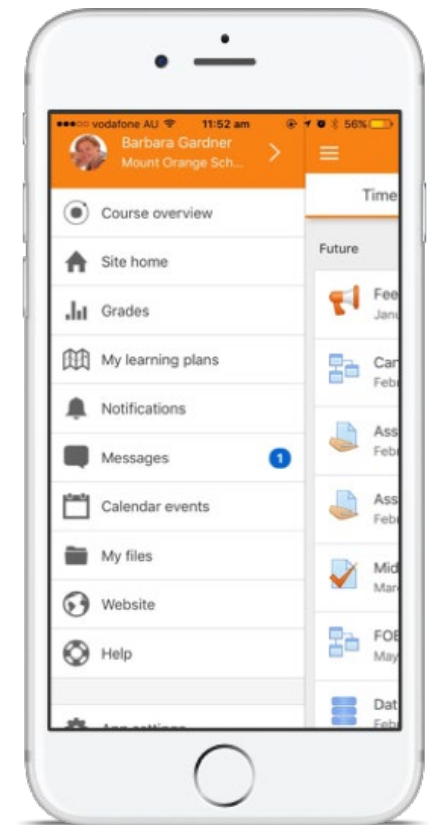
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Unfortunately, this feature is not available in ariadna server...

Some other “mLearning” (mobile based) Resources

1. Knowledge Evaluation and Student Interaction Apps





- Socrative is an app for effective classroom engagement.
 - Socrative allows you to instantly connect with students as learning happens.
 - Quickly assess students with prepared activities or on-the-fly questions to get immediate insight into student understanding.
 - Then use auto-populated results to determine the best instructional approach to most effectively drive learning.
-
- Let's try...



Overall Purpose	To create high energy & encourage(generally) quick recall	To allow for student-pacing (and stress-free thinking time if you choose to shut off timer.)	For longer answers & student pacing	For longer answers & student pacing (must use synchronous pacing for Space Race)
Question/Quiz Library	Over a million quizzes to copy and edit as your own.	Large library, plus ability to search and select individual questions during quiz creation.	Library of quizzes is available; some \$\$	Website states searchable quizzes are forthcoming
Timer	Ranges from 5-120 seconds.	Can shut timer off completely.	Can shut timer off completely.	No timer
Synchronous & Asynchronous Delivery	Synchronous	Both	Both	Both
Player Leaderboard	Limited to top 5. Also provides recognition for improvers.	Yes, but may be shut off.	No.	No.
PIN Numbers	A new one is generated for each quiz.	A new one is generated for each quiz.	The same one is used for each classroom and doesn't change.	The same one is used for each classroom and doesn't change.
Randomize Questions	Yes	Yes	Yes	Yes
Feedback to answers	The correct answer is given	May program the correct answer to be shown, or shut it off. Memes are used to indicate whether correct or incorrect.	Teachers may write unique automated feedback for questions.	Teachers may write unique automated feedback for questions.



Multiple Answers Correct	Yes	No	No	Yes
Reports	Downloadable	Downloadable or view online	Downloadable or view online	Downloadable or view online
Other	New Jumble and Ghost Mode are new innovations. Blind Kahoot can be used for direct instruction. Videos can be included.	Avatars assigned to each player. Custom meme option available	"Mastery Mode" repeats questions if missed. Results for only 5 most recent quizzes are available with free version.	Short answer questions available



Role: Professor

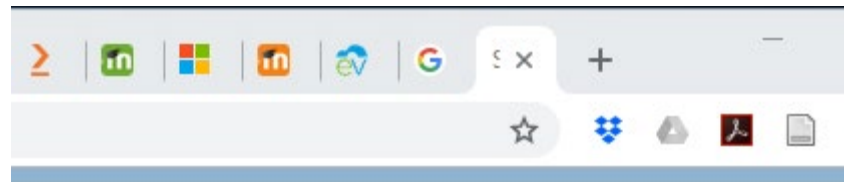
1) Get account

SOCRATIVE	SOCRATIVE PRO FOR K-12 TEACHERS	SOCRATIVE PRO FOR HIGHER ED & CORPORATE
Free	\$59.99 USD/year	\$99.99 USD/year
<ul style="list-style-type: none">50 students per session	<ul style="list-style-type: none">Everything in Socrative Free plus:	<ul style="list-style-type: none">150 students per session
<ul style="list-style-type: none">1 public room for your class	<ul style="list-style-type: none">Up to 10 private or public rooms	<ul style="list-style-type: none">Up to 10 private or public rooms
<ul style="list-style-type: none">Launch 1 activity at a time	<ul style="list-style-type: none">Launch up to 10 activities at once	<ul style="list-style-type: none">Launch up to 10 activities at once
<ul style="list-style-type: none">On-the-fly questioning	<ul style="list-style-type: none">Space Race countdown timer	<ul style="list-style-type: none">Restricted access with student ID
<ul style="list-style-type: none">Space Race assessment	<ul style="list-style-type: none">Roster import via CSV or Excel	<ul style="list-style-type: none">Shareable links for easy login
<p>SIGN UP</p> <p>see plan details</p>	<p>BUY NOW</p> <p>see plan details</p>	<p>BUY NOW</p> <p>see plan details</p>



Role: Professor

2) Login as teacher or student



Socrative

- Install **Socrative Student**
from Play Store or App Store

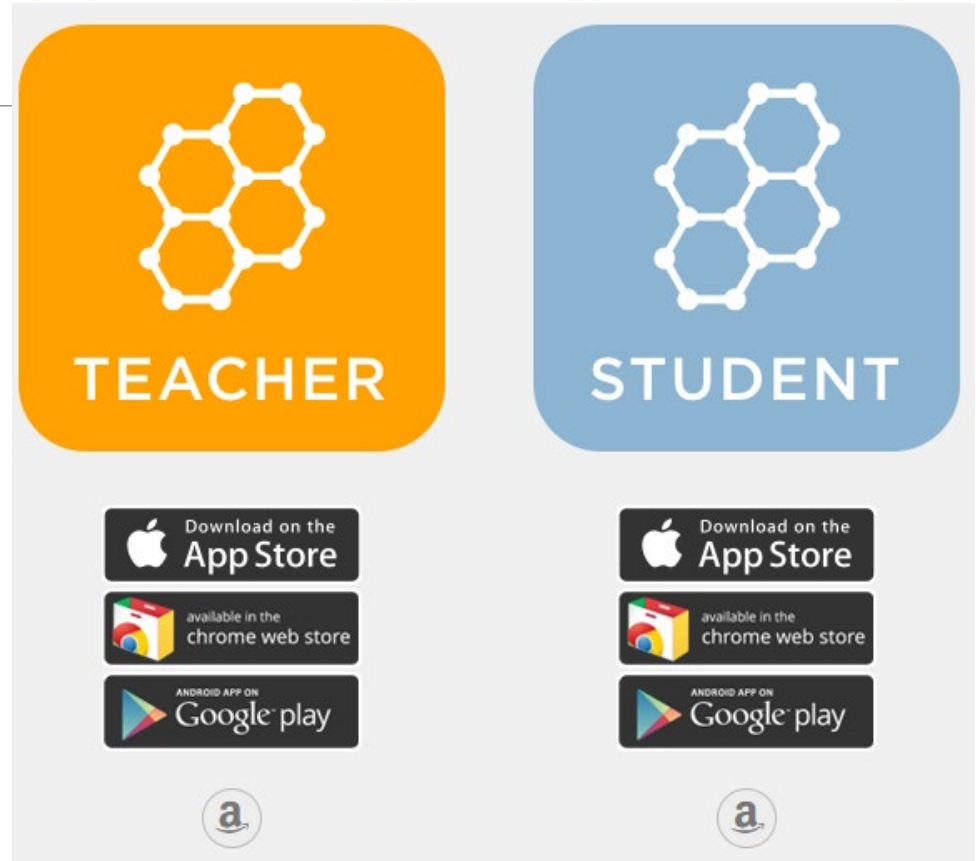
Or (PC)...

Go to www.socrative.com

Click **Student Login**

Insert in Room Name the
CODE in the screen

Wait for an activity.





Role: Professor

3) Create a quiz

4) Launch the quiz

5) See results



Launch the Quiz

- **Instant Feedback:** Students answer questions in order and cannot change answers. Instant feedback is provided after each question. You monitor progress in a table of live results.
- **Students may answer questions in any order and change answers before finishing.**
- **Teacher Paced.** You control the flow of questions and monitor responses as they happen. You may skip and revisit questions.

A screenshot of the Socrative "Launch Quiz" interface. The interface is titled "Launch Quiz" and is divided into two main steps. Step 1 is "Choose Quiz" with a sub-label "mLearning [Chan](#)". Step 2 is "Choose Delivery Method and Settings" with a sub-label "Step 2 of". Under Step 2, there are three delivery methods: "Instant Feedback" (with an icon of a speech bubble and a checkmark), "Open Navigation" (with an icon of a graduation cap and a plus sign), and "Teacher Paced" (with an icon of a person reading). To the right of these methods are six settings, each with a toggle switch and an information icon: "Require Names", "Shuffle Questions", "Shuffle Answers", "Show Question Feedback", "Show Final Score", and "One Attempt". At the bottom of the interface are two buttons: "PREVIOUS" on the left and "START" on the right.

Plickers



The main advantages is That students don't need technology (mobile or Tablet)

- Keeps students engaged as they have to think about which way the shapes to answer the questions are poised.
- On the flip side of Kahoot being great for preliminary quizzes, Plickers is great for an end of session assessment review.

Always keep in mind when it would be appropriate, don't overuse these apps as they can lead to disengaged students, the same with any overuse of a teaching delivery method can.

Other mLearning Resources



Online Learning: Coursera, EdX, Khan Academy

Get Organized: My Stydy Life, StudyBlue, GoConqr, UnLockYourBrain

Ebooks: Free Books, Speed Reader, Overdrive

Audiobooks: Free Audiobooks, Audible, LibriVox, Blinkist

Podcasts: Overcast, Pocket Cast, BeyondPod Podcast Manager

Note Talking: Evernote, Google Keep, Omni Notes, Lecture notes

Virtual Reality: Titans of Space, Discover VR, in Mind VR, Sites in 3D

Augmented Reality: Layar, Google Goggles, Elements 4D

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Thank you!

