Standards informing design of library service delivery to mobile devices and nomadic learners

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Overview

- Mobile learning
- The nomadic learner
- Standards on mobility and nomadicity
- Barriers
- Libraries and service delivery
Mobile learning

- Ubiquitous learning
- Nomadicity
- Handheld learning
- Learning on the move
- Location-generated learning
Mobile learning

“Any sort of learning that happens when the learner is not at a fixed, predetermined location, or learning that happens when the learner takes advantage of the learning opportunities offered by mobile technologies.”

O’Malley et al., 2003.
The nomadic learner

Specific requirements:

• Support system

• Easy access to information

• Convenient form

• Anywhere, anytime
Standards on mobility and nomadicity

- Cross Industry Working Team – Nomadicity in the NII [http://www.xiwt.org/]
Standards on mobility and nomadicity

- World Wide Web Consortium – The Web on the move, OWL 2 Web Ontology Language
What does all this mean?

• Very much a work in progress
• Much research on nomadicity and mobile learning
• Recommendations may conflict
• New issues around m-learning constantly emerging
Barriers

- Lack of standards
- Cost
- Resistance from learners
- Resistance from management
- Technology/learner mismatch
Libraries and service delivery

• Understanding of user population
• Staff training to develop competence
• Technology infrastructure
• Support from higher level
• PLANNING
What lies ahead?

• How should libraries plan to allow their staff or students to learn on the move?
• How should libraries implement successful support strategies for nomadic users?
• What should learners expect from the convergence of learning and technology?
• Where do the pitfalls lie and how do we avoid them?