Mobiles and Collaboration, covering OU Live and OU Anywhere

Conference or Workshop Item

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Mobile Learners & Collaboration

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This presentation: goo.gl/WIT607
Student device usage & mobile trends
Monitoring and reporting high-level usage by student/browser and device/platform

- Mobile VLE v1 beta released Mar'10
- VLE2 (Moodle 2.x) & mobile theme released Oct'11
- Addition of device autodetection in Summer'08
- Some switching of views (to desktop-theme) persists

2006-2013 retrospective data
StudentHome & VLE device trends

OU Anywhere app released Jan/Feb 2013
note that the total student/device numbers are indicative only - students found to have on average 2.3 devices
Spot-checks, and snapshots taken of the VLE - relating back to module activities over the monthly period.
Looking at impact of new devices on the market (but cannot currently quantify): 4” smartphones and 10” tablets complemented by 7” devices - different user characteristics, types and length of activities undertaken. Orientation and responsive/adaptive design.
Comparing services

ALL VLE browser group trend (incl. mobile) - by visits

Operating System Major Version
- Reporting period: 01-Jul-2014 until 31-Jul-2014
- Event filter: VLE - All servers (VLE1.9 and VLE2.x)
- Site(s): vle-ext

Visits
- Windows 7
- Windows 8
- iOS 7
- Mac OS 10
- Android 4
- Windows XP
- Windows Vista
- Linux not-found
- iOS 6
- Other

Web Browser Major Versions
- Reporting period: 01-Jul-2014 until 31-Jul-2014
- Event filter: VLE - All servers (VLE1.9 and VLE2.x)
- Site(s): vle-ext

Visits
- Chrome 35.x
- IE 11.x
- Safari 7.x
- Firefox 39.x
- Chrome 36.x
- IE 8.x
- IE 9.x
- IE 10.x
- Android Browser 4.x
- Other
"Mobile VLE" delivered on the web
Mobile VLE - on all live modules - for 'handheld' mobiles.
While tablet experience similar to desktop, still a constrained Mobile Operating System
Mobile support in Learning Systems now mainstreamed and updated in parallel
Mobile web approach on Qualifications
Try this out via: goo.gl/TMcPF

[desktop/laptop usage]
Staff device usage & proportions
2013 retrospective data
2013 retrospective data
Other services, support & guidance
Library on mobiles
Mobile-friendly sign-in

StudentHome mobile redesign
Mobile access to OU Google Apps
Advice and guidance material for self-help, prior to wider publicity

Skills for OU Study

Computing Guide goo.gl/Qk17L
Try this out via: m.open.ac.uk

[Mobiles & tablets]

Generic self-help materials and peer support forums for specifics
Student feedback: curricular use
An investigation into the use of Mobile VLE in OU teaching and learning

Daisy Mwanza-Simwami, and IET colleagues, 2013

D.Mwanza-Simwami@open.ac.uk
What Devices Do Our Students Use? (Jan 14 update)

This updates Tech Note 4 (Oct 12), using newer and more detailed data from IT on student VLE usage.

**Study Devices**

Responses from 607 OU students who completed LTS’s second ICT survey in Summer 2013 showed that:

- Each student on average had 2.3 devices which they use for OU study purposes (2012: 2.2)
- 88% of first devices are PCs (2012: 95%) and 71% of these are laptops (2012: 64%)
- 31% share their first device with other family members (2012: 24%)
- 5% use a work, college or public computer as their first device (2012: 5%)
- 55% of second devices are ‘mobile’ (phones or tablets) (2012: 44%)
- 9% use a phone or tablet as their primary device for study (2012: 5%)
- 90% connect via home or mobile broadband (2012: 97%) and 86% connect at >2Mbits (2012: 90%)
- Win 7 is the most popular OS (41%) and Chrome (latest version) is the most popular browser (23%)

**Platforms and Browsers**

The following information is based on visits to any VLE site by unique student and device combinations. This means a student using the VLE three times in a month on a single device would count as one visitor making three visits; a student visiting twice on their PC and once on a tablet would count as two visitors making 2x1 visits. Any small inconsistencies in numbers are due to the exclusion of minor device types.

**VLE Visitors by Browser Type**

**VLE Visitors by Mobile Device Type**

**VLE Visitors by Device Category**

The information from the LTS Technical Working Group aims to provide early warning of key trends in development and support areas. It is not intended to act across more detailed or authoritative guidelines or policy that may follow from it.
Apps & OU Anywhere
OU Anywhere

The project also capitalises on our scalable ability to individual students via a podcast server. The entire (VLE) which feeds content to the app behind a secure.

The initiative is not intended to replace existing and the student's relationship with the University through continue to be delivered by post to students' homes where they have a mobile device.

The app, which simply provides the student with the run offline when and where they want, is also not central to University teaching strategy.

Throughout its existence the OU, has tracked and a...
Initial version created as ‘native’ specific apps for iOS & Android only. Now cross-platform, more open ‘HTML5’ approach allowing enhancements.
Staff use of **OU Anywhere**

OU Anywhere allows you to download your core learning materials to your mobile device as ebooks via the OU Anywhere app, or from this page. These are not additional materials; they contain the **same** content as the printed materials you received in your module mailings. Note that a PDF is supplied when the content of learning materials is incompatible with current ebook standards. If your module has audio-visual materials that are provided to you on CD(s) and/or DVD(s), you can download mobile-optimised versions via the OU Anywhere app.

Every effort has been made to ensure the content works in these formats. These digital versions do not replace the module website or other content that may be available on your module CD(s) and/or DVD(s). You still need to engage with them.

The page numbers on your device are determined by your screen and font size and so will vary from the printed version. When referencing, always refer to the printed versions for page numbers. When modules do not provide printed materials, refer to module guidance, forums and guidance from your tutors.

Some of these files can be large and may be slow to download. We recommend you download them only when using your home wireless connection or at a free WiFi access point.

Further information on using the app can be found in the **OU Anywhere** section of the OU Computing Guide.
OU Anywhere

CURRENT INSTALLS BY DEVICE

<table>
<thead>
<tr>
<th>Device</th>
<th>Your App</th>
<th>All Apps in Education</th>
</tr>
</thead>
<tbody>
<tr>
<td>Android 4.4</td>
<td>5,609</td>
<td>38.56%</td>
</tr>
<tr>
<td>Android 4.1</td>
<td>2,833</td>
<td>19.48%</td>
</tr>
<tr>
<td>Android 4.2</td>
<td>2,386</td>
<td>16.40%</td>
</tr>
<tr>
<td>Android 4.3</td>
<td>2,278</td>
<td>15.68%</td>
</tr>
<tr>
<td>Android 4.0.3 - 4.0.4</td>
<td>990</td>
<td>6.81%</td>
</tr>
<tr>
<td>Android 2.3.3 - 2.3.7</td>
<td>418</td>
<td>2.87%</td>
</tr>
</tbody>
</table>

iTunes Connect

iOS Monthly downloads

iOS Cumulative downloads
Mobile collaboration...
Mobile available since Q4 2013
iOS & Android/Kindle Fire app provided - Basic OU support only
[mobiles & tablets] v2 expected later in Summer’14
Launched as normal from browsing via mobile web
Download the Collaborate app as required [iOS/Android only]

Due to our VLE integration, after downloading the app, you may need to launch the session again from the browser links.
OU Live [BbCollaborate]

trend similar to desktop - while Collaborate app available, not explicitly mentioned nor OU initial support until Dec’13
Google Apps and group work
Google Docs upgraded to Drive

Shopping List

- Skim Milk - 1 gallon
- Celery - 1 bunch
- Carrots - 1 bag
- Squash - 1
- Pears - 5
- Tomatoes - roma (5)
- Potatoes - 5 lb bag
OU Annotate and shared experiences
OU Annotate on a range of devices

OU Annotate mobile

Within this document you last viewed: Touchscreen use

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OU Annotate mobile

OU Annotate mobile allows you to bookmark and comment on OU websites using a tablet. Tablet-specific aspects of OU Annotate mobile are explained here. Refer to the general OU Annotate guidance for general instructions on how to use the manager and toolbar.

Bookmarks and bookmarks

A bookmark is a ‘favourite’ URL or ‘internet-based shortcut’ that is stored on a device. You can select it to view an area of the internet rather than typing the whole URL into a browser every time you want to visit the website.

A bookmarklet is like a bookmark but includes some programming (normally JavaScript) that extends its features and usually performs a function when selected. If you’ve used the OU Annotate toolbar on a desktop or laptop computer before, the bookmark that activates OU Annotate is in fact a bookmarklet.

OU Annotate mobile on smartphones

OU Annotate mobile is not suitable for small-screen, low-resolution devices like the majority of smartphones. Although it is possible to use OU Annotate on any smartphone, using the toolbar while trying to read or highlight text on a small screen is impractical. You can however use OU Annotate to bookmark content to read and annotate later when using a different device.

Some large-screen (~6 inch) high-resolution smartphones like the Galaxy Note series (sometimes called a ‘large mobile device’, phone-tablet or ‘phablet’) may be usable. However there may be issues with small ‘touch zones’ on these devices.

We therefore strongly recommend that OU Annotate mobile is used on tablet devices with displays at least 7 inches in size.
This presentation: goo.gl/WIT607

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