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

- Addition of device autodetection in Summer'08
- Some switching of views (to desktop-theme) persists

2006-2013 retrospective data

Mobile VLE v1 beta released Mar’10
VLE2 (Moodle 2.x) & mobile theme released Oct’11
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

**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

**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
"Mobile VLE" delivered on the web
Mobile VLE - on all live modules - for 'handheld' mobiles
Tablet and ‘handheld’ mobile comparison

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
mobile connections: > Guidance > Module websites > OU Staff demonstrator - Mobile VLE

OU Staff demonstrator - Mobile VLE

Included below the menu is a simple form to generate the URLs needed to force your mobile browser (or desktop *) to show a specific VLE module or workspace in the Mobile VLE view.

* Please note that in order for a desktop browser to give you a feel for how this looks, you normally need to resize the window so it is sufficiently narrow. This does not work well in MSIE - but is successful on Firefox, Safari or Chrome. The popup window used below uses typical mobile resolution.

Also note that the mobile renderer is only for Moodle websites that use the OU Study Planner view.

For further information on the evolution of the current Mobile VLE for the majority of students, and its future direction in VLE2, please view blog entries via: www.open.ac.uk/blogs/mlelearn/?tags=19

If you are viewing this page on-screen and want to quickly access using a phone that understands barcodes, you may like to snap this QR code which should launch the mobile version of this page.

For information if students come through Studenthome mobile or directly to the VLE on a device, then there is device detection in place, and a cookie set that should automatically show the mobile optimised views. This is likely to be the method increasingly used to enable other OU websites to become mobile-friendly.

As explained in a related JET Tech talk, now that more sites are in VLE2 then an additional button has now been added.

The screenshots below show a typical comparison between what is shown as an approximation through the popup and what would actually be seen on a mobile device. It might be useful to note that the desktop Safari browser and iOS are the closest match in terms of fonts and sizing, but other browsers (including mobile devices) allow for more customisation over these options to suit the user.

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

goo.gl/B7e8w

Computing Guide

goo.gl/Qk17L
The Open University is adapting many of its websites to be more mobile friendly. The following key services are currently mobile-optimised or accessible via apps.

- **StudentHome mobile** – you can get the mobile-friendly version of StudentHome by tapping on ‘Mobile view’ at the top of student homepage.
- Your qualification and module website (via StudentHome) has also been optimised for mobile devices (for information see ‘[Using a mobile device](#)’).
- **OU Library Services** – explore library resources, find forthcoming online training sessions, or learn more about the library.
- **OU Anywhere** – giving access to core module materials, downloadable offline.

Optimising for mobiles at the OU involves a detection process to see what device or platform you are using and we serve you the most appropriate view, sometimes with slightly less options and functions onscreen to maximise use of the smaller size. In all cases, should you choose to, you can always switch over to the ‘desktop view’ instead. (To get to the full view there is usually a link at the bottom of a mobile web page). For more information, please also check the FAQs.

**Talk about mobile device-specifics**

Discuss using your mobile device with other students and learn from their experiences in our [Mobile peer support forums](#).

**Generic self-help materials and peer support forums for specifics**

**Try this out via:**

m.open.ac.uk

[mobiles & tablets]
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 has an average of 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: 34%)
- 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 >2Mbps (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 visit; a student visiting twice on their PC and once on a tablet would count as two visitors making 2+1 visits. Any small inconsistencies in numbers are due to the exclusion of minor device types.

<table>
<thead>
<tr>
<th>VLE Visitors by Mobile Device Type</th>
<th>VLE Visitors by Device Category</th>
</tr>
</thead>
<tbody>
<tr>
<td>Visitors</td>
<td>All devices</td>
</tr>
<tr>
<td>Visitors</td>
<td>243,967</td>
</tr>
<tr>
<td>Visits</td>
<td>2,506,652</td>
</tr>
<tr>
<td>Pageviews</td>
<td>24,261,771</td>
</tr>
<tr>
<td>Avg visits per visitor</td>
<td>10.3</td>
</tr>
<tr>
<td>Avg page views per visit</td>
<td>5.7</td>
</tr>
<tr>
<td>Avg page view duration</td>
<td>0 min 40 sec</td>
</tr>
<tr>
<td>Avg presence/visitor/month</td>
<td>14 hr 22 min</td>
</tr>
</tbody>
</table>

VLE Visitor Presence by Device Category (1-30 Nov 13)

This information from the LTS Technical Steering Group aims to provide early warning of any product development and support issues. It is not intended to act across any detailed or authoritative guidelines or policy that may follow from this report.
Apps & OU Anywhere
OU Anywhere

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

The initiative is not intended to replace existing arrangements, but rather to continue to be delivered by post to students’ homes, or to have a mobile device.

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

Throughout its existence the OU, has tracked and recorded the impact of delivering content to mobile devices. The next important step is to focus on the user experience and how best to deliver content.

Support

OU Anywhere allows you to download core learning materials to your mobile device and use them offline. You can also share your device with others, as well as the audio-visual materials that are provided to you on CD and DVD.

Within this document you have viewed:

Support

OU Anywhere

Installing OU Anywhere

Logging in and out

Navigation

Working with ebooks

Working with audio-visual material

Other functions

Support

Printable version

Video quality

High quality

Standard quality

Help with this page

Navigation

Computing Guide

Resources & forums

OU online learning systems

StudentHome

TutorHome

Google

More OU

A video introduction to OU Anywhere

These digital reproductions of your physical learning materials are not intended to replace the content you received as part of your mailing. You do not need OU Anywhere (or a smartphone or tablet device) to complete your module.

Every effort has been made to ensure the content works in OU Anywhere formats but you should refer back to the original materials if any problems occur.

Some of the learning materials are very large files. You may have to manage what you store on your device. Deletions and audio-visual files you’ve already studied to make room for new material. Remember that you can always download the learning materials again through the app.
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 mailing. 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, your 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.

ePub files

- **Book One**: 1.9MB
  - Book one provides an introduction to some of the key influences affecting different business organisations such as culture, structure, ethics and the external environment. It provides an overview of the different functions within a business and how they work together and offers an insight into some of the issues facing small businesses and entrepreneurs.

- **Book Two**: 1.8MB
  - Book two is an introduction to managing people and the role of the human resource management (HRM) function within businesses. In addition to discussing some of the main HRM activities such as recruitment, job design and managing performance. It also tackles the more fundamental issue for businesses of why people might want to go to work and absenteeism.

- **Book Three**: 4.9MB
  - Book three is an introduction to accounting and financial management in business which looks at why the raising of funds and...
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>5,619</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>2,365</td>
<td>16.40%</td>
</tr>
<tr>
<td>Android 4.3</td>
<td>2,275</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

NO expectation on use - enhancement to current (desktop) provision only at present - due to limited functionality and interaction
Due to our VLE integration, after downloading the app, you may need to launch the session again from the browser links.

Launched as normal from browsing via mobile web
Download the Collaborate app as required [iOS/Android only]
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
This presentation: goo.gl/WIT607
Rhodri.Thomas@open.ac.uk
intranet.open.ac.uk/learning-systems