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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
- Some switching of views (to desktop-theme) persists in Summer'08
- 2006-2013 retrospective data
- Addition of device autodetection

'StudentHome mobile' device usage, by quarter:
- Desktop view
- Mobile view (now optional) (now auto-detected)
StudentHome & VLE device trends

Device breakdown - unique student/browser combination [may have multiple devices]

- StudentHome (manual device allocation)

OU Anywhere app released Jan/Feb 2013

Devices used by Students on StudentHome
[Data above ~250 unique IDs used in Graph]

from comScore service

Devices used by Students on ALL VLE-learn*.open
[Data above ~60 unique IDs used in Graph]

from comScore service
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.
Changing behaviours, monitoring platforms

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

**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

Mobile-optimised smart/touch-phone interface: ‘Launchpad view’
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
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 render 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/mlearm/?p=18

If you are viewing this page on-screen and want to quickly access using a device that understand barcodes, you may like to scan 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 (incl. on 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
Data for Jan’14
2013 retrospective data
2013 retrospective data
Other services, support & guidance
Mobile access to OU Google Apps

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

Skills for OU Study goo.gl/B7e8w

Advice and guidance material for self-help, prior to wider publicity.
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


**LIFS Technical Note No 6**

**What Devices Do Our Students Use? (Jan 14 update)**

Written by: Jim Ellis  
Checked by: Roger Moore & Rhodri Thomas  
Date: 7 January 2014

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 LIFS’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 visitor making three visits; 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.

![VLE Visitors by Browser Type](image)

![VLE Visitors by Mobile Device Type](image)

![VLE Visitors by Device Category](image)

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

This information from the LIFS Technical Steering Group aims to provide early warning of key module development and support issues. It is not intended to set across any detailed or authoritative guidelines or policy that may follow from observations.
Apps & OU Anywhere
Downloads

Applications available for downloading will be linked from this page.

Some of the apps will be available via the Apple iTunes Application Store or the Android Market and created by Open University staff either as a finished applications or as prototypes to aid our testing.

OU Anywhere

OU Anywhere is an app for students of The Open University available on both iOS and Android devices. Level 1 or 2 student and starting a module in 2013 you can now access your print modules via mobile device. Access to downloadable files for use offline. Level 3 content will be delivered later in 2013 and onwards.

Download App:

Chinese Characters First

Learning to read and write Chinese is a common requirement for students in a variety of disciplines. The Chinese Characters First app is designed to help students learn to read and write Chinese by breaking down the characters into their component strokes. The app includes a range of activities to help students practice and develop their skills, including:

- The complete set of characters
- Matching exercises
- Flashcards

This new version of Chinese Characters First includes many additional features, such as:

- A new section on commonly used characters
- Interactive games to help students practice writing
- A glossary of Chinese characters

Download App:
OU Anywhere

The project also capitalises on our scalable ability 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 and the student’s relationship with the University through continue to be delivered by post to students’ homes

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

Throughout its existence the OU, has tracked and a Delivering content to mobile devices is the next in
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 Wi-Fi 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
- Book Two
- Book Three
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>2,385</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>980</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
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.
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

Table of contents

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 bookmarklets

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.