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

2006-2013 retrospective data

addition of device autodetection in Summer'08

some switching of views (to desktop-theme) persists

Mobile VLE v1 beta released Mar'10

VLE2 (Moodle 2.x) & mobile theme released Oct'11

'StudentHome mobile' device usage, by quarter

2006-2013 retrospective data
StudentHome & VLE device trends

OU Anywhere app released Jan/Feb 2013

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

StudentHome (manual device allocation)

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.
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.
"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
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/it/learn/?tag=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 it is detected by the VLE, and a cookie set that should automatically show the mobile optimised view. This is likely to be the method increasingly used to enable other OU websites to become mobile-friendly.

As explained in related JET TechTalk, 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 (ind. 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
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

goo.gl/B7e8w
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 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: 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 >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.
Apps & OU Anywhere
OU Anywhere

OU Anywhere allows you to study anywhere at any time.

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 secured

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

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

Throughout its existence the OU, has tracked and assessed. Delivering content to mobile devices is the next in a series of successful mobile initiatives.

OU Anywhere – General Briefing

COMPUTING-GUIDE > OU Anywhere

Contents
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

OU Anywhere

OU Anywhere allows you to download core learning materials to your mobile device and use them offline. You can download ebook versions of your printed textbooks as well as the audio-visual materials that are provided to you on CD and DVD.

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 (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, deleting ebooks 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.

Support

OU Anywhere
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**
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.
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
Google Apps

Sessions (All Sessions) | Sessions (Mobile and Tablet Traffic)
2,000

Sessions
All Sessions 72,947
Mobile and Tablet Traffic 5,406

Users
All Sessions 38,031
Mobile and Tablet Traffic 3,494

Operating System
1. iOS 2,639 49.93%
2. Android 1,821 33.68%
3. iPad 570 10.54%
4. iPhone 146 2.70%
5. iPod 72 1.33%
6. BlackBerry 35 0.65%
7. Windows Phone 33 0.61%
8. Windows 23 0.43%
9. SymbianOS 5 0.09%
10. (not set) 1 0.02%

Student access point

Mobile access point

Sessions 1,507
Users 1,063

Sessions

Operating System
1. Android 786 55.70%
2. iOS 406 31.64%
3. iPhone 44 3.43%
4. Windows Phone 32 2.49%
5. BlackBerry 23 1.79%
6. iPod 6 0.47%
7. iPad 5 0.39%
8. Windows 1 0.08%

January 2012 - July 2014

January 2012 - July 2014
OU Annotate and shared experiences
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.