

ADL's Mobile Learning Resources & The MoTIF Project

Mr. Jason Haag, ADL Tech Team
Research Analyst, Mobile Learning Lead
The Tolliver Group, Inc. SETA Support for ADL



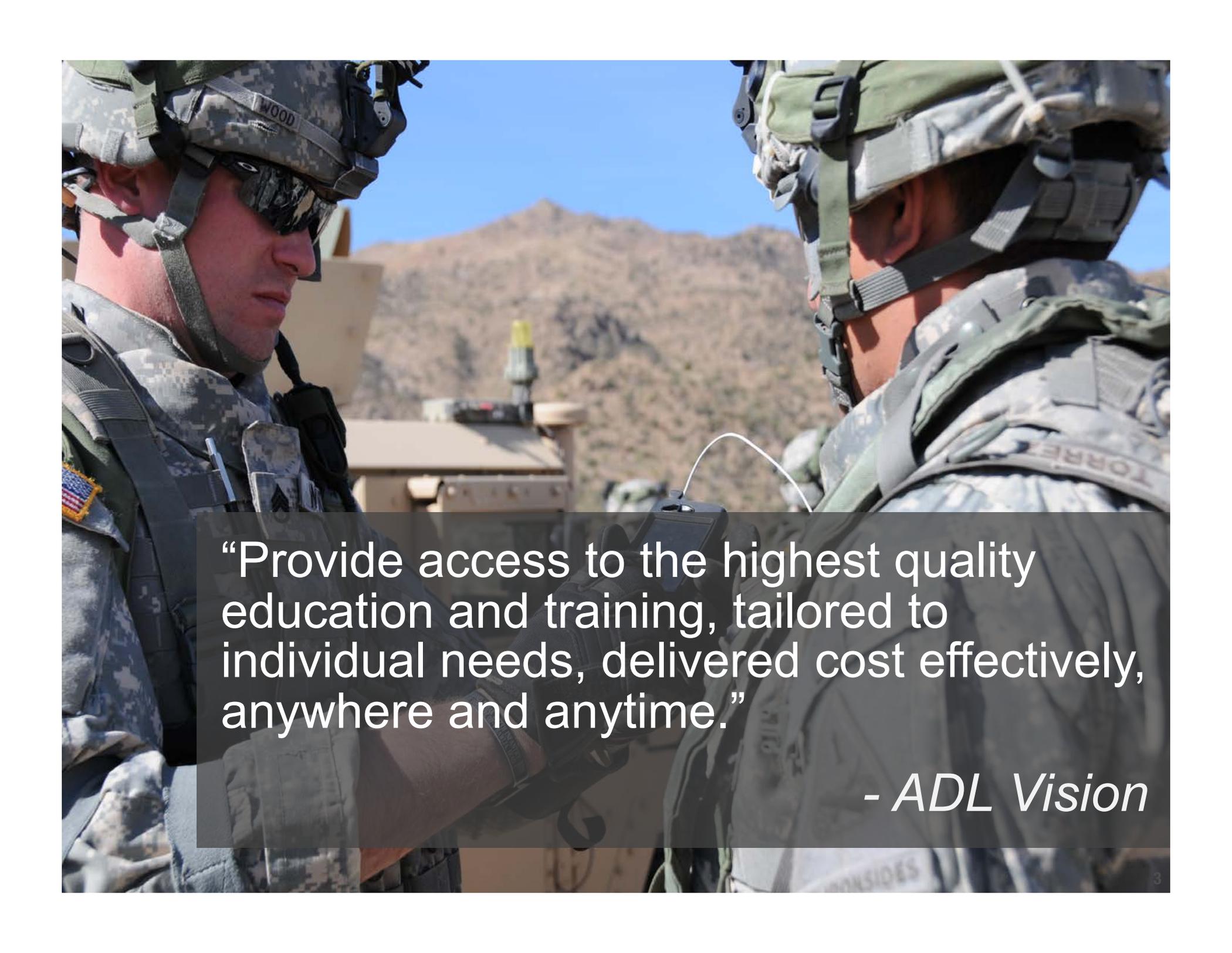
Sponsored by the Office of the Under Secretary of Defense for Personnel and Readiness (OUSD P&R)



Interagency Mobile Learning Webinar Series (MLWS)

- Hosted by ADL, CTTSO, Army CASCOM, DAU
- 500+ registered (GoTo Webinar & DCO)
- Dates for 2014 TBD
- Slides & Videos: <http://adlnet.gov/mlws>
- YouTube Channel: <http://is.gd/mlws2013>

Topics include: Best practices, Mobile Gamification, Mobile Design & Development, Responsive Design, Spaced Learning, Mobile MOOCs, and more!

A photograph of two soldiers in camouflage uniforms and helmets. The soldier on the left is wearing a helmet with the name 'WOOD' on it and is looking towards the right. The soldier on the right is wearing a helmet with the name 'TORRES' on it and is holding a handheld device. The background shows a desert landscape with mountains under a clear blue sky. A semi-transparent dark box is overlaid on the bottom half of the image, containing white text.

“Provide access to the highest quality education and training, tailored to individual needs, delivered cost effectively, anywhere and anytime.”

- ADL Vision

What a difference 8 years makes. St. Peter's Square



9,154



nbcnews

20h

What a difference 8 years makes. St. Peter's Square in 2005 vs. 2013. #NBCPope



zzjeffree

11h

Just amazing!



keloren5

11h

Uuuww wow! its OMG



cclaudianunes

10h

@ericorassi



syritaapplebum

10h

Wooooow!



graffy

10h

Fake



elliclee

9h

amazing



elliclee

9h

How tech changed the world



tooga117

9h

Wow.



whitelj24

8h

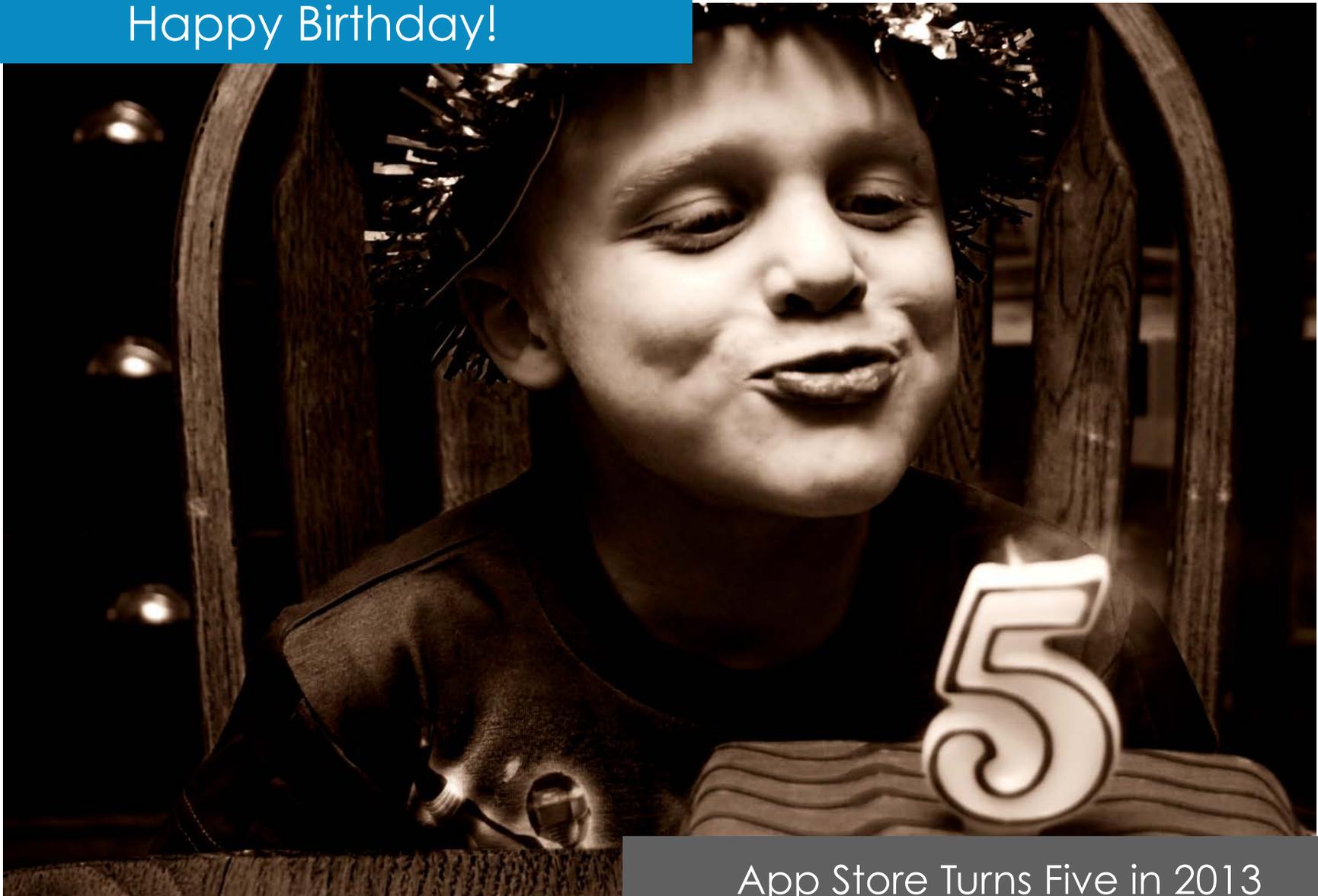
@sarah1588 check this out



218

Photo Source: <http://instagram.com/p/W2FCksR9-e/>

Happy Birthday!

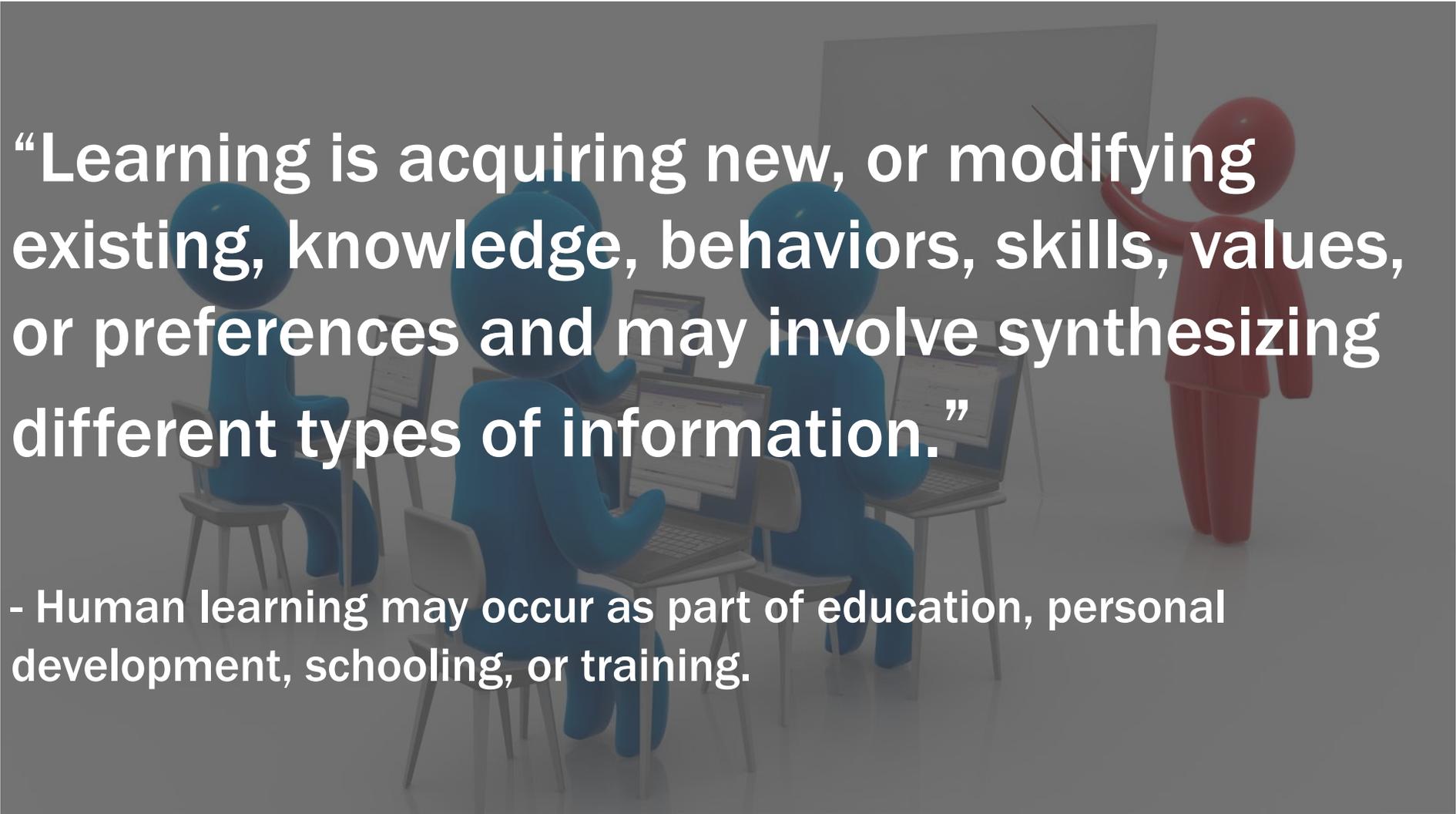


App Store Turns Five in 2013

A hand holding a tablet displaying a document, with other documents and social media icons floating in the air against a blue sky background.

What is Mobile Learning?

First...What is Learning?

A 3D rendered scene of a classroom. A red 3D figure stands on the right, holding a pointer stick and pointing towards a whiteboard. Three blue 3D figures are seated at desks on the left, each with a laptop open in front of them. The background is a simple grey wall with a whiteboard. The entire scene is overlaid with a semi-transparent dark grey rectangle containing text.

“Learning is acquiring new, or modifying existing, knowledge, behaviors, skills, values, or preferences and may involve synthesizing different types of information.”

- Human learning may occur as part of education, personal development, schooling, or training.

70: 20: 10 Learning Framework

- 70% from real life and on-the-job experiences, tasks and problem solving (day-to-day activities)
- 20% from feedback and from observing and working with role models
- 10% from formal learning or training



Morgan McCall, Robert W. Eichinger, and Michael M. Lombardo at the Center for Creative Leadership

Definitions

“Situations where the **goals and means of learning are determined for the learner in advance by an external authority**. It involves preplanned, prepackaged, structured experiences that are specifically designed to be consumed and assessed as ‘learning’.”

- ADL Mobile Team

Formal Learning

Definitions

Most of what people learn (or retain and put into use) is learned as part of doing their work, not through formal training.

Copyright charlie borland

“Situations where the **goals of learning may or may not be determined by an external authority**, but the **means of learning are determined by the learner**. It generally involves experiences that are not specifically designed in advance, by others, to be consumed and assessed as ‘learning’.”

- ADL Mobile Team

Informal Learning

Learning Methods



- ▶ **Formal learning** (structured, externally-directed)
- ▶ **Non-formal learning** (structured, self-directed)
- ▶ **Informal learning** (unstructured, self-directed)
- ▶ **Performance support** (at the point of need)

Performance Support



Learning At The Point of Need

Opportunities

The Five Moments of Learning Need:

Acquisition of Knowledge (Training)

1. When needing to **learn for the first time** (New);
2. When needing to **expand upon what was learned** (More);



Application of Knowledge (Performance Support)

3. When needing to **remember or act upon what was learned** (Apply);
4. When needing to **solve problems or fix things that break** (Solve); and,
5. When needing to **change skills or performance practices** (Change).

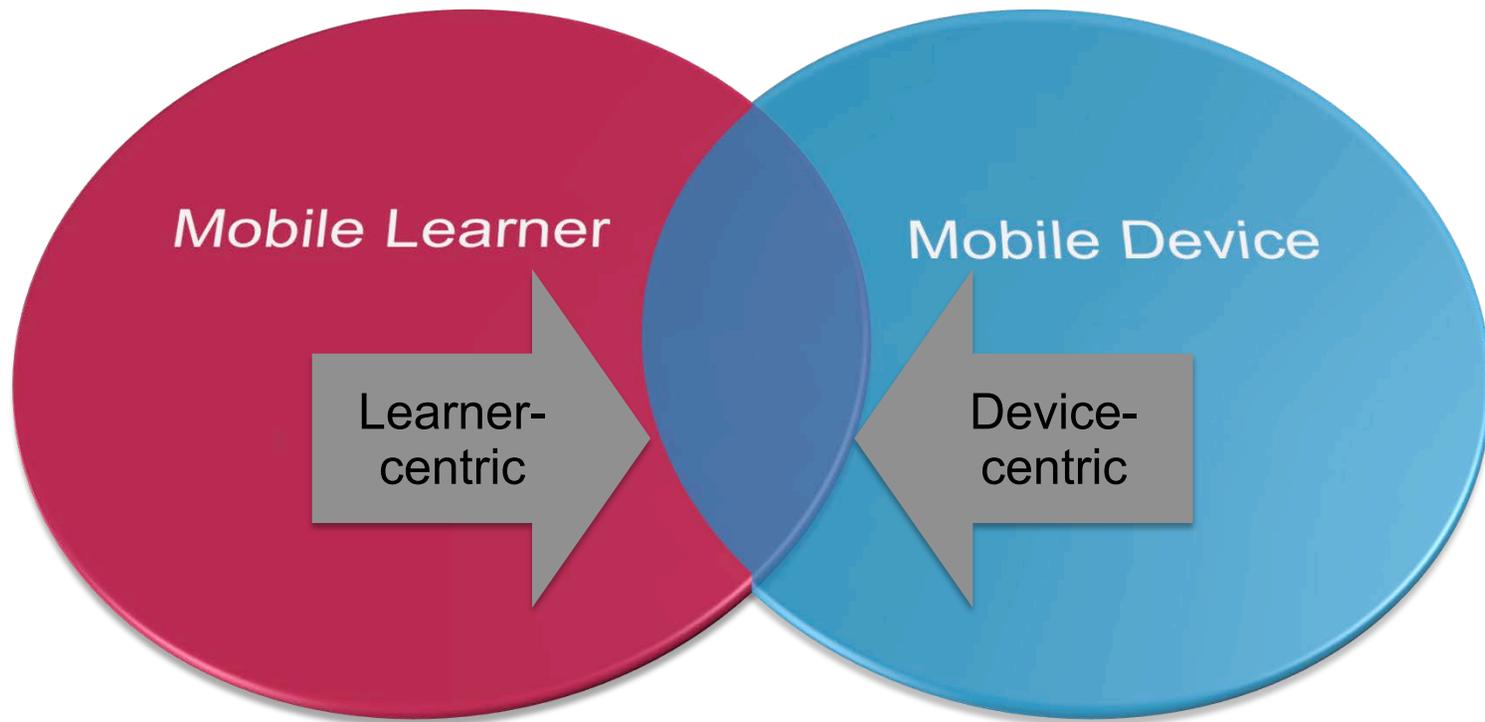


Performance Support

A hand holding a tablet displaying a document, with other documents and social media icons floating in the air against a blue sky background.

What is Mobile Learning?

Definitions



Learner-focus + Device-focus = Ubiquitous Learning

Definitions

- ▶ **Delphi Forum to Develop a New Definition**
- ▶ **Conducted by University of Southern Queensland**
- ▶ **<http://www.sci.usq.edu.au/projects/mlef2/>**

ADL Describes, Not Defines

“Leveraging ubiquitous mobile technology for the adoption or augmentation of knowledge, behaviors, or skills through education, training, or performance support while the mobility of the learner may be independent of time, location, and space.”

ADL Mobile Learning Team

Mobile eLearning Is NOT Mobile Learning



Search ADLnet 



Home

Overview

Capabilities

Resources / Downloads

Team

Partnerships

From ADL Team Member... Jason Haag: Mobile eLearning is not mobile learning

Jason Haag



Jason's background is in learning systems, web technology, and standards. Prior to joining the Advanced Distributed Learning (ADL) Initiative, he spent eight years supporting the U.S. Navy's eLearning program in both engineering and management roles. He is currently employed by The Tolliver Group, Inc. and provides Systems Engineering and Technical Analysis (SETA) support for the ADL, sponsored by the Office of the Deputy Assistant Secretary of Defense (Readiness). He took on the duties of ADL's Mobile Team Lead in 2012. Jason's primary focus is mobile learning (mLearning), mobile device platforms & technology, and best practices for implementation. His professional affiliati...

As a contractor with The Tolliver Group, Jason provides support to the Advanced Distributed Learning (ADL) Initiative. The views expressed are those of the author and do not necessarily represent the views or policies of ADL.



In November 2002, Desmon Keegan published a book titled, "[The future of learning: From eLearning to mLearning.](#)" The book was written as of part a research project to investigate the next generation of learning: the move from distance learning (dLearning) and electronic learning (eLearning) to mobile learning (mLearning). At the time

Keegan concluded:

Mobile learning has been slow to grow because most wireless devices have small screens, low resolution, slow

<http://ml.adlnet.gov>

“Think Outside the Course”



Mobile Learning Opportunities

ADL Mobile Learning Guide (App)



Get E-mail Updates | Contact



[Mobile Apps](#) > ADL mLearning Guide



ADL mLearning Guide

Office of the Under Secretary of Defense for Personnel and Readiness (OUSD P&R)

iPhone

Download Now

Android

Download Now

Mobile Web

mlearn.adnet...

The purpose of the ADL Mobile Learning (mLearning) Guide is to provide a universal resource on all topics pertinent to mobile learning. This resource is intended to provide you with an introduction and will explore the following topics about mobile learning: the basics, planning, learning content, development options, and design considerations. This app was developed by the Advanced Distributed Learning (ADL) Initiative's Mobile Learning Team. ADL is sponsored by the Office of the Under Secretary of Defense for Personnel and Readiness (OUSD P&R). This is an official app of the U.S. Government ADL Initiative.

Tags: ADL, Advanced Distributed Learning, mLearning, mobile devices, mobile learning

<http://apps.usa.gov/adl-mlearning-guide/>

Resources

ADL Mobile Learning Newsletter

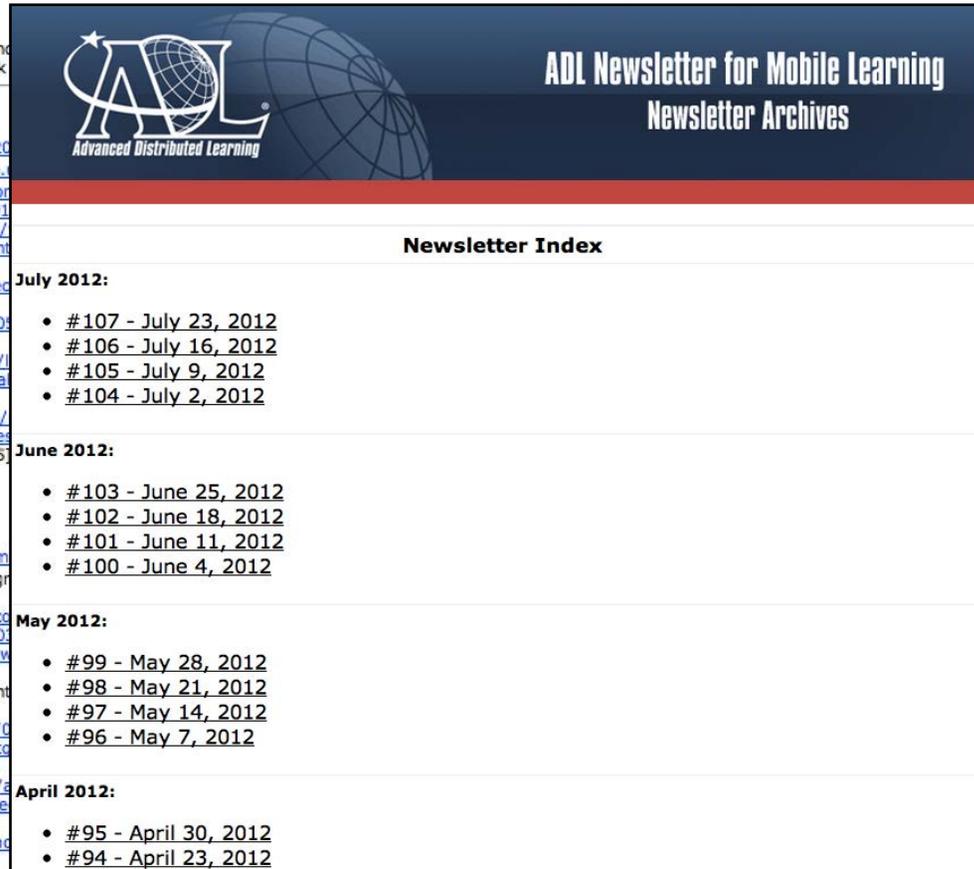
Welcome to the Advanced Distributed Learning (ADL) weekly report on news and findings. Due to increased requests, this newsletter is now open to all. Please subscribe using the link below.

Mobile Learning...

- ★ How To Develop Your Own Mobile Learning Tools - <http://edudemic.com/2012/07/02/how-to-develop-your-own-mobile-learning-tools/>
- ★ Overcoming the Course and Control mindset hurdles - <http://www.c4ipt.co.uk/2012/07/02/overcoming-the-course-and-control-mindset-hurdles/>
- 5 Smartphone (Mobile Learning) Concerns - <http://eduwithtechn.wordpress.com/2012/07/02/5-smartphone-mobile-learning-concerns/>
- Always a need for "Back to Basics" - <http://www.mobilelearningedge.com/2012/07/02/always-a-need-for-back-to-basics/>
- Before You Go Mobile: 28 Mobile Learning Questions to Ask [Vendor] - <http://www.mobilelearningedge.com/2012/07/02/before-you-go-mobile-28-mobile-learning-questions-to-ask-vendor/>
- Great Video about using Mobile Devices in the Classroom by @mseideman - <http://www.classroom-by-mseideman.com/2012/07/02/great-video-about-using-mobile-devices-in-the-classroom-by-mseideman/>
- How Technology is Changing Students Study Habits - <http://www.educatorstechnology.com/2012/07/02/how-technology-is-changing-students-study-habits/>
- Learning in the New Era - <http://justhrasia.com/learning-in-the-new-era/>
- M-learning: What's the big deal? - <http://clive-shepherd.blogspot.com/2012/07/02/m-learning-whats-the-big-deal/>
- Mobile Changes Everything? - <http://blog.learnlets.com/?p=2698>
- Mobile learning offers growing opportunities - <http://www.hrmasia.com/news/2012/07/02/mobile-learning-offers-growing-opportunities/>
- Mobile Learning Recap: Sharing Innovations [K-12 video] - <http://www.blogtalkradio.com/2012/07/02/mobile-learning-recap-sharing-innovations-k-12-video/>
- Mobile Users: Get Ready, Get Set - Learn! [Vendor] - <http://blogs.cisco.com/2012/07/02/mobile-users-get-ready-get-set-learn-vendor/>
- New App Links Students and Teachers on iPads - <http://thejournal.com/articles/2012/07/02/new-app-links-students-and-teachers-on-ipads/>
- This Week in mLearning Podcast - A Review of Articulate Storyline [Episode 5] - <http://www.articulate.com/storyline-episode-5/>

News Stories of Interest...

- ★ How Mobile is Rapidly Evolving the World - <http://www.forbes.com/sites/michael-horowitz/2012/07/02/how-mobile-is-rapidly-evolving-the-world/>
- 3,997 Models: Android Fragmentation As Seen By The Developers Of OpenSignal - <http://www.opensignal.com/2012/07/02/3997-models-android-fragmentation-as-seen-by-the-developers-of-opensignal/>
- A Smart Phone that Can Sniff out Sickness? - <http://www.technologyreview.com/2012/07/02/a-smart-phone-that-can-sniff-out-sickness/>
- Betting Everything on Mobile - <http://www.technologyreview.com/business/2012/07/02/betting-everything-on-mobile/>
- Ericsson could turn you into a human USB connection next year - <http://www.technologyreview.com/2012/07/02/ericsson-could-turn-you-into-a-human-usb-connection-next-year/>
- Google Patent Suggests New Direction For Project Glass Augmented Reality Interface - <http://www.technologyreview.com/2012/07/02/google-patent-suggests-new-direction-for-project-glass-augmented-reality-interface/>
- Half of U.S. cell phones are now smartphones - <http://money.cnn.com/2012/07/02/half-of-u-s-cell-phones-are-now-smartphones/>
- Hey, How About a Smartphone App to Track Vet Benefits? - <http://www.nextgen.com/2012/07/02/hey-how-about-a-smartphone-app-to-track-vet-benefits/>
- IDC: developers embracing HTML5 - <http://www.mobilebusinessbriefing.com/2012/07/02/idc-developers-embracing-html5/>
- Mayo Clinic launches first free app specifically directed at patients - <http://www.mobilebusinessbriefing.com/2012/07/02/mayo-clinic-launches-first-free-app-specifically-directed-at-patients/>
- Mobile Web Usage Growing Faster Than Ever Before, says Latitude - <http://www.mobilebusinessbriefing.com/2012/07/02/mobile-web-usage-growing-faster-than-ever-before-says-latitude/>
- New research shows 6 countries are the clear leaders in smartphone adoption. Do you know which ones? - <http://googlemobileleads.blogspot.com/2012/05/new-research-shows-6-countries-are.html>
- No Terminator-style overlays in first batch of Google Glasses - http://news.cnet.com/8301-1035_3-57434191-94/no-terminator-style-batch-of-google-glasses/
- Report: Google planning revamped Nexus strategy - <http://www.mobilebusinessbriefing.com/articles/report-google-planning-revamped-nexus-strategy/23877>
- State of the Appnation - A Year of Change and Growth in U.S. Smartphone Use - <http://www.frost.com/doc/2012/07/02/state-of-the-appnation-a-year-of-change-and-growth-in-u-s-smartphone-use/>
- Tablet, Smartphone Use Increasing Worker Productivity: CDW - <http://www.cdwr.com/2012/07/02/tablet-smartphone-use-increasing-worker-productivity-cdw/>
- Telemarketing will play a big role in government digital strategy, federal CIO says - <http://www.frost.com/doc/2012/07/02/telemarketing-will-play-a-big-role-in-government-digital-strategy-federal-cio-says/>
- The Mobile Trend: 10 Things to Know - <http://www.businessinsider.com/the-mobile-trend-10-things-to-know-2012-5>
- The tablet revolution is coming: Working anywhere without compromise - <http://www.zdnet.com/blog/mobile-news/the-tablet-revolution-working-anywhere-without-compromise/7878>
- The Ultimate Mobile Web Infographic - <http://www.socialmedia.biz/2012/05/17/the-ultimate-mobile-web-infographic/>



ADL Newsletter for Mobile Learning
Newsletter Archives

Advanced Distributed Learning

Newsletter Index

July 2012:

- #107 - July 23, 2012
- #106 - July 16, 2012
- #105 - July 9, 2012
- #104 - July 2, 2012

June 2012:

- #103 - June 25, 2012
- #102 - June 18, 2012
- #101 - June 11, 2012
- #100 - June 4, 2012

May 2012:

- #99 - May 28, 2012
- #98 - May 21, 2012
- #97 - May 14, 2012
- #96 - May 7, 2012

April 2012:

- #95 - April 30, 2012
- #94 - April 23, 2012

Newsletter & Archive – <http://ml.adlnet.gov>



Resources

Planning

Best Practices

Design & Development

Examples

Resources

Glossary

About

Sitemap

Learning Content

Some of the methods and strategies you may already know from instructional design and from web or e-learning development may also apply to mobile.

However, additional attention should be paid to:

- Create content that is short and to the point
- Create smaller chunks of context-independent content
- Design non-linear content
- Guide the learner to external content where they can catch up or explore further
- Use Post-It notes, index cards or stencils for storyboarding
- Use bullets to make contextual information more concise
- Develop the appropriate learning content or experiences for mobile
- Realize that interactivity may not be nearly as relevant for performance support
- A good checklist could be worth much more than an interactive game
- Develop for users (user experience) instead of for devices

Content

- 1 Learn
- 2 Plan
- 3 Reco
- Other S

Planning

- Confirm
- Underst
- Meet the specific goals and requirements for the project

<http://mlhandbook.adlnet.gov>

Resources



- ▶ **Mobile Access to Supplementary Learning Objects**
- ▶ **Mobile learning publishing platform**
- ▶ **3 Components: authoring, storage, mobile players**
- ▶ **Mobile learning “app kit”**
- ▶ **Open Source**



Resources

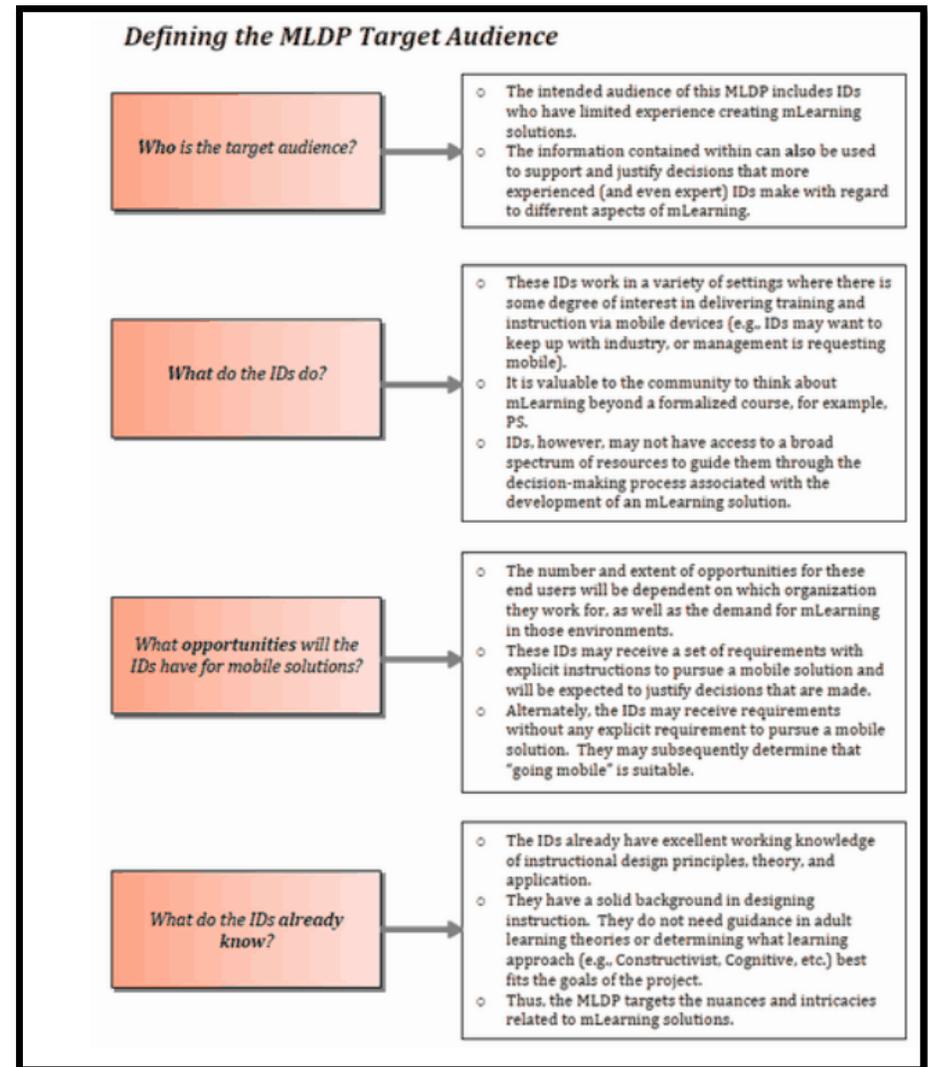


- ▶ **Academic ADL Co-Lab MASLO official site**
<http://academiccolab.org/maslo>
- ▶ **ADL Initiative Mobile Learning Site:**
<http://ml.adlnet.gov/>



Mobile Learning Decision Path (MLDP)

- Published June 2013
- Decision Guide / Job Aid for ISDs
- 2 Use Cases:
 - Conversion
 - Performance Support
- <http://ml.adlnet.gov>
- Under “Projects”



Resources



- **mLearning Literature Review - TSWG (2012)**
- **mLearning Vendors - TSWG (2012)**
- **ADL/JKO Mobile**
 - All available at <http://ml.adlnet.gov>
 - Contact us: adlmobile@adlnet.gov

Other ADL Resources:

- **xAPI: <http://xapi.adlnet.gov>**
- **xAPI Designer WG: xapi-design@adlnet.gov**
- **ADL Webinars (monthly at adlnet.gov)**

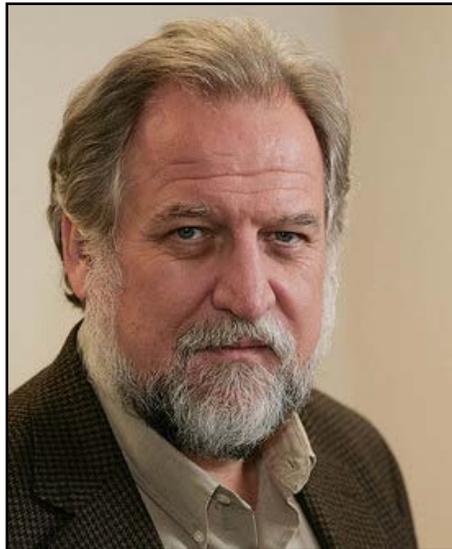
ADL Monthly Webinars



Coming Up Next Month...

Dr. Shane Gallagher

Next Generation Learner Team Co-Lead



Thursday, September 19th

2:00pm – 3:00pm EDT

“Game Design to Enhance Cognitive Adaptability”

<http://adlnet.gov/webinars>

The MoTIF Project

mo·tif [moh-teef]

noun

- 1.a recurring subject, theme, idea, etc.
- 2.a distinctive and recurring form, shape, figure, etc., in a design
- 3.a dominant idea or feature

Mobile Training Implementation Framework (MoTIF)



The MoTIF Project

What is the problem (gap)?

Many education and training professionals are creating new mobile content and converting existing eLearning courses without consideration of:

- ▶ supporting alternative learning methods (e.g. performance support, spaced repetition, contextual learning)
- ▶ leveraging the capabilities of the mobile platform (e.g. camera, sensors, GPS)

What is ILDF?

- Integrative Learning Design Framework (ILDF)
- Developed by Dr. Brenda Bannan (George Mason University)
- Incorporates process efficiencies from multiple disciplines:
 - instructional design (needs analysis, task analysis, eval.)
 - object oriented software development
 - product development
 - and diffusion of innovations (Rogers)
- Aims to capture the research-based knowledge relating to learning context, culture, and technology within the design process

What is ILDF?

Iterative design research cycles to examine deeper aspects of:

- learning, cognition
- expert and novice perspectives
- stakeholder and organizational policy considerations

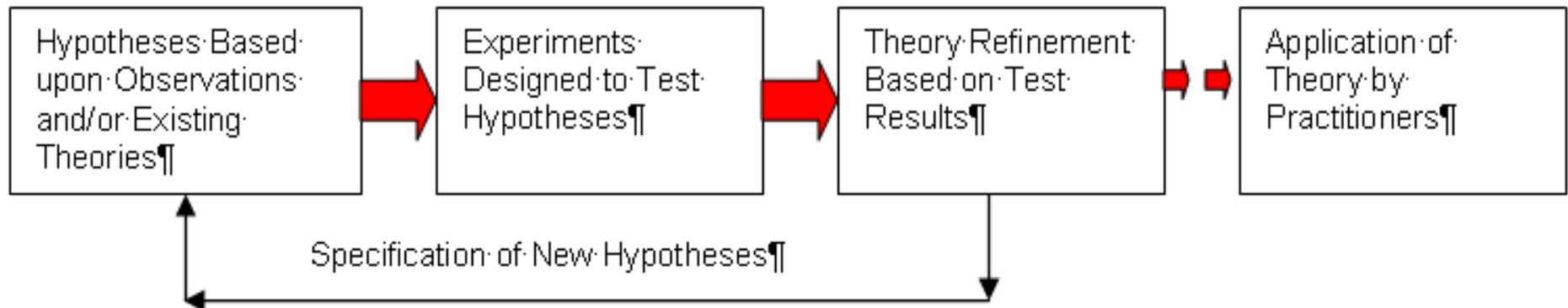
Consists of 4 Phases:

1. Informed Exploration (needs analysis)
2. Enactment (intervention development)
3. Local Evaluation (road test & iterative feedback loops)
4. Broad Evaluation (diffusion of innovation)

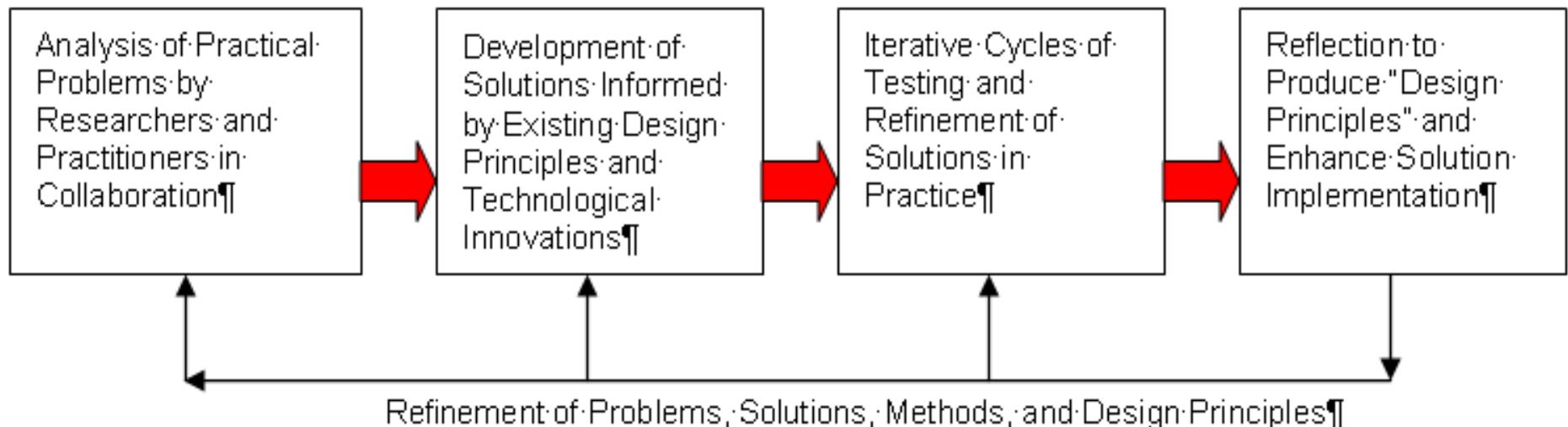
Design-based Research



Predictive Research¶



Design Research¶



What is DBR?

- Interventions will include such things as strategies, materials, products, and systems – as solutions to the problems
- Outcomes could include:
 - **Domain Theories** - theories about the context and outcomes within the instructional design domain and mobile learning paradigm.
 - **Design Framework** - a workflow process and examples that will serve as a set of design guidelines for determining a mobile learning solution or strategy.
 - **Design Methodologies** - guidelines for how to implement the framework and the expertise that is required.

The MoTIF Project

Following the ILDF DBR Model

- Phase I:
 - Survey
 - Survey Report
 - Interviews and Focus Groups
 - Needs Assessment
- Phase II: Design Framework Interventions
- Phase III: Local Impact (Application & Iterate)
- Phase IV: Broad Evaluation (Diffusion of Innovation)

The MoTIF Project

What is the problem (gap)?

Many education and training professionals are creating new mobile content and apps and converting existing eLearning courses with little or no consideration of:

- ▶ **leveraging the unique capabilities of the mobile platform**
(e.g., camera, sensors, GPS)
- ▶ **using complimentary and alternative learning approaches**
(e.g., performance support, spaced repetition)

The MoTIF Project

What's the approach to the solution?

Lead a collaborative project informed by data collected from the global education and training community to investigate & determine:

1. Is there a need for a mobile-optimized design process or framework?

2. Is there a need to identify and document the unique capabilities of the mobile platform and their use cases for learning?

3. Is there a need to identify alternative learning approaches that are appropriate for the mobile platform?



MoTIF Survey Results

- 32 question survey from 28 March to 26 April 2013
- 831 respondents
- Help from many professional organizations and the ADL Community (**THANK YOU!**)
- Wide spectrum of countries, professions, roles represented
- Survey report on findings will soon be available at:
 - <http://motif.adlnet.gov>
 - <http://motifproject.org>

The MoTIF Project

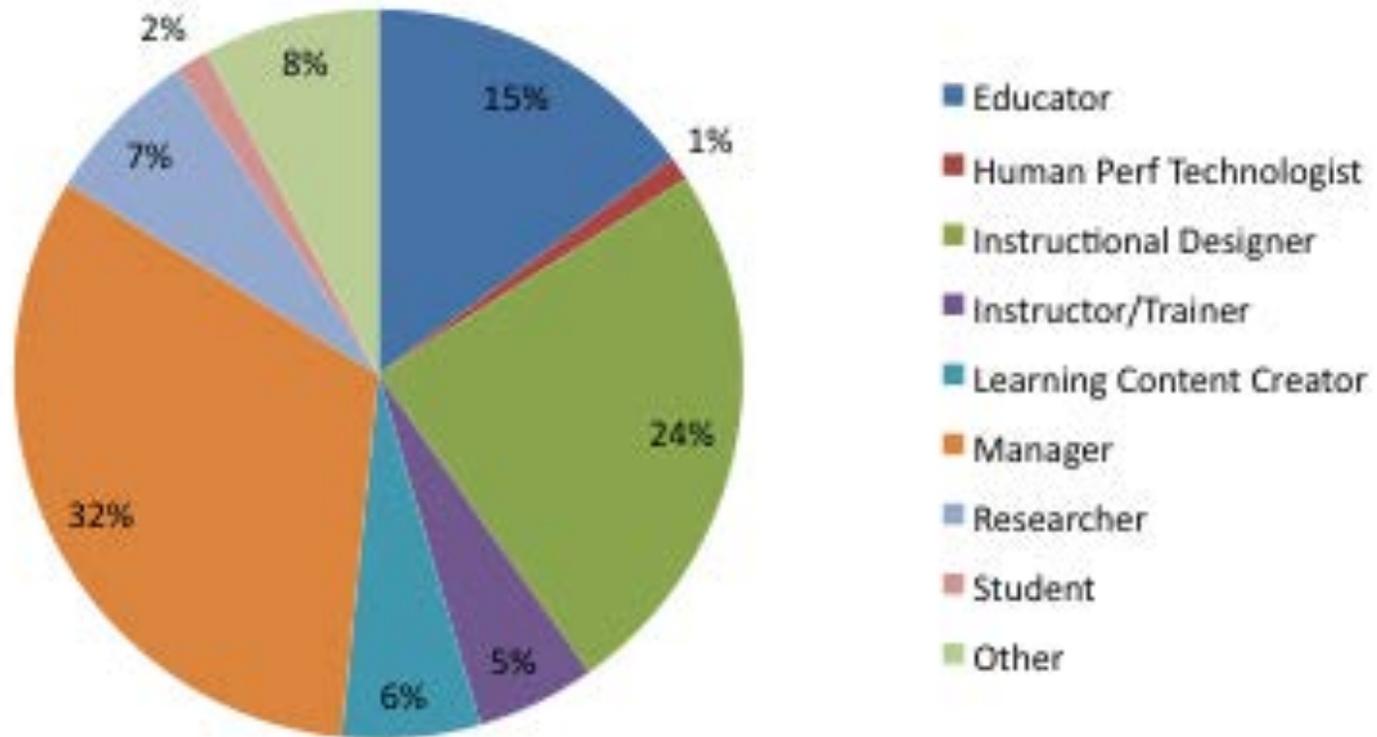


Target Audience

- ▶ **Educator:** a teacher or professor of a specialized subject in an educational setting to include both online environments and physical classrooms.
- ▶ **Instructional Designer:** one who creates planned learning experiences with the goal of the learner acquiring knowledge or skills.
- ▶ **Instructor/Trainer:** one who prepares or guides learners toward specific vocational or training objectives that satisfy job-related tasks or skills.
- ▶ **Learning Content Creator:** anyone responsible for creating media assets to support a learning experience.
- ▶ **Manager:** one who directs, controls, or manages the business operations of a team, program, or organization focused on education or training goals.
- ▶ **Researcher:** one who conducts research into theory and best practices for developing education, instruction, or training materials
- ▶ **Student:** currently participating in a educational or training related program

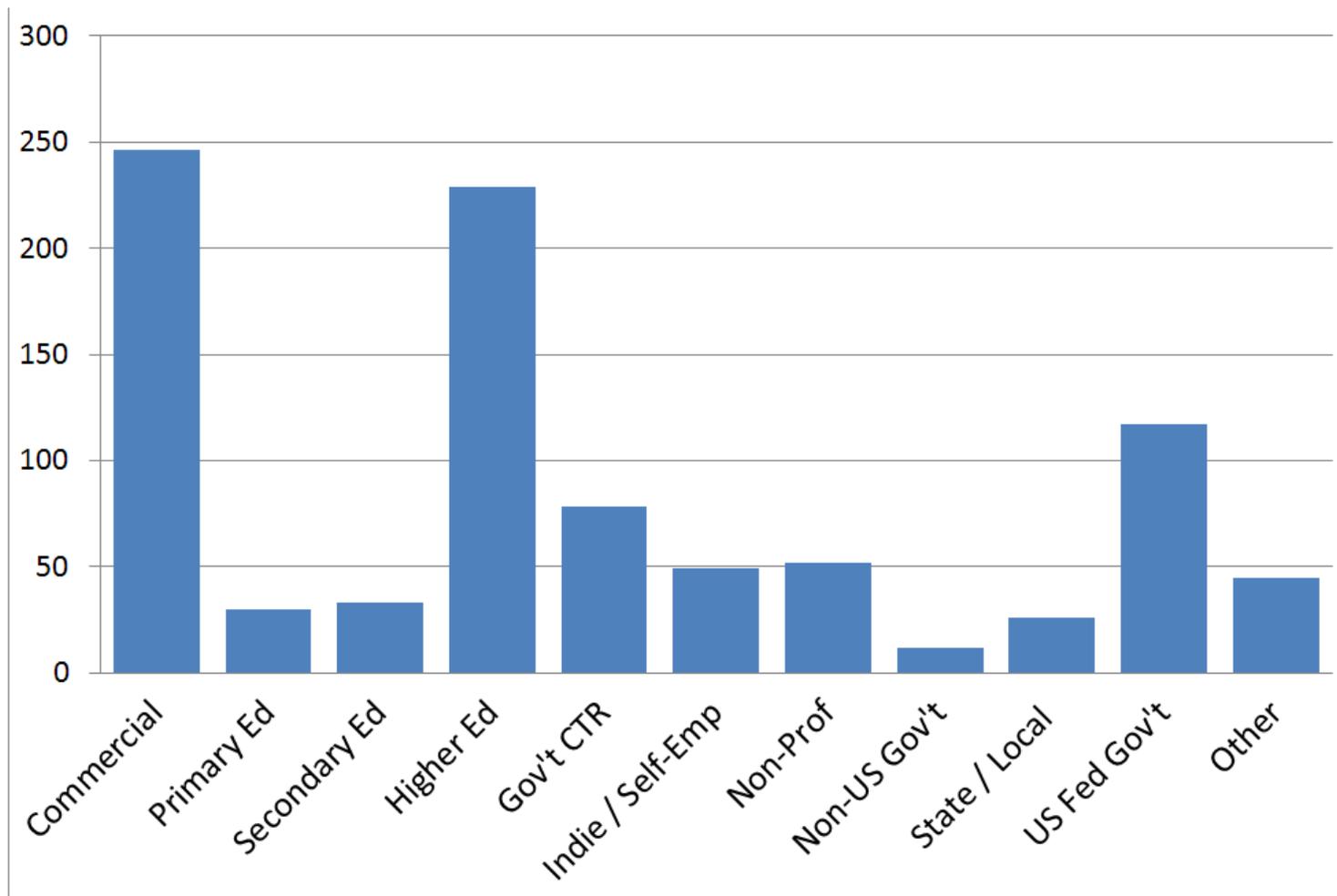
Survey Results: Target Audience

What is your primary role within your organization?



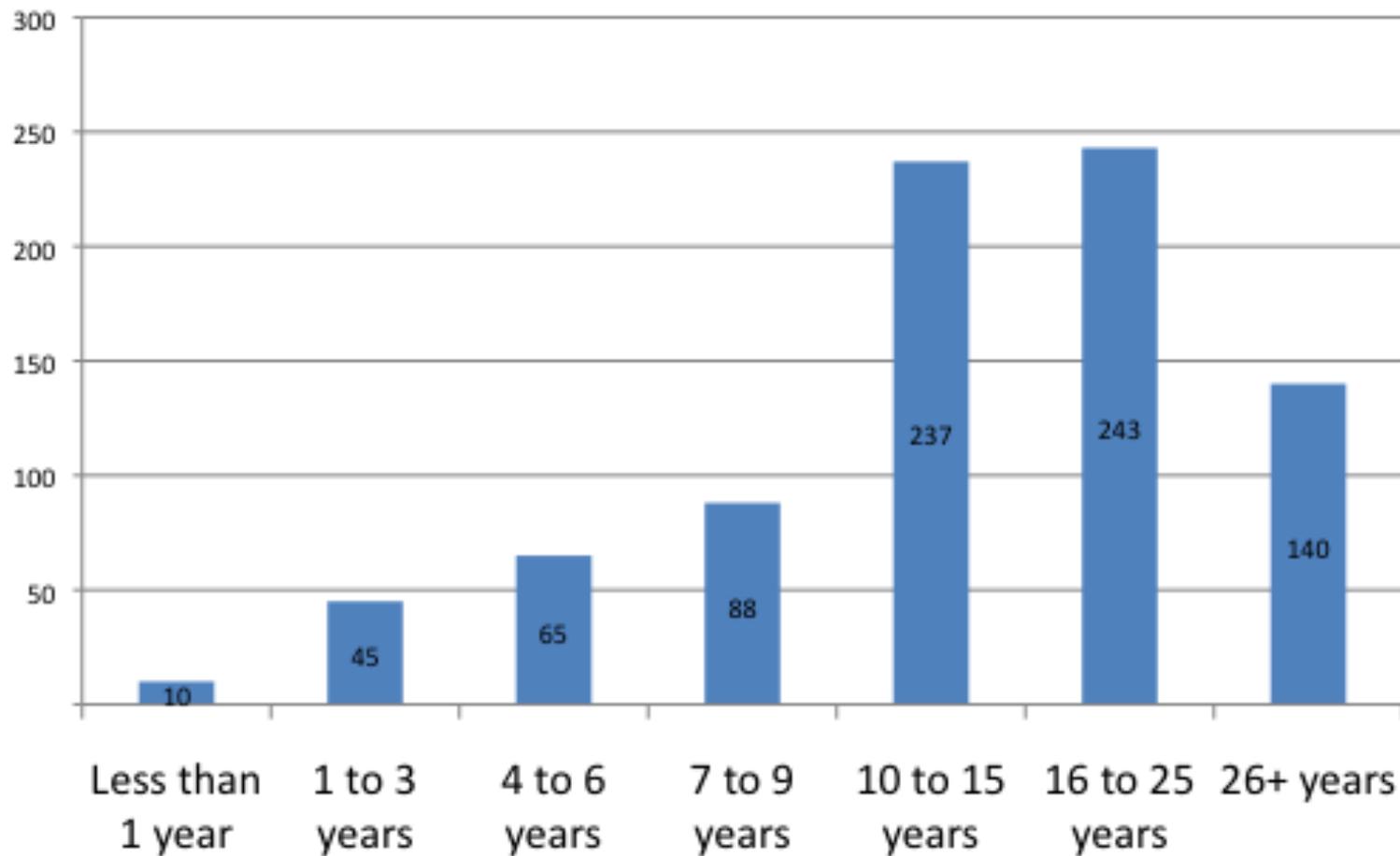
Survey Results: Organizations

Which of the following best describes your organization?



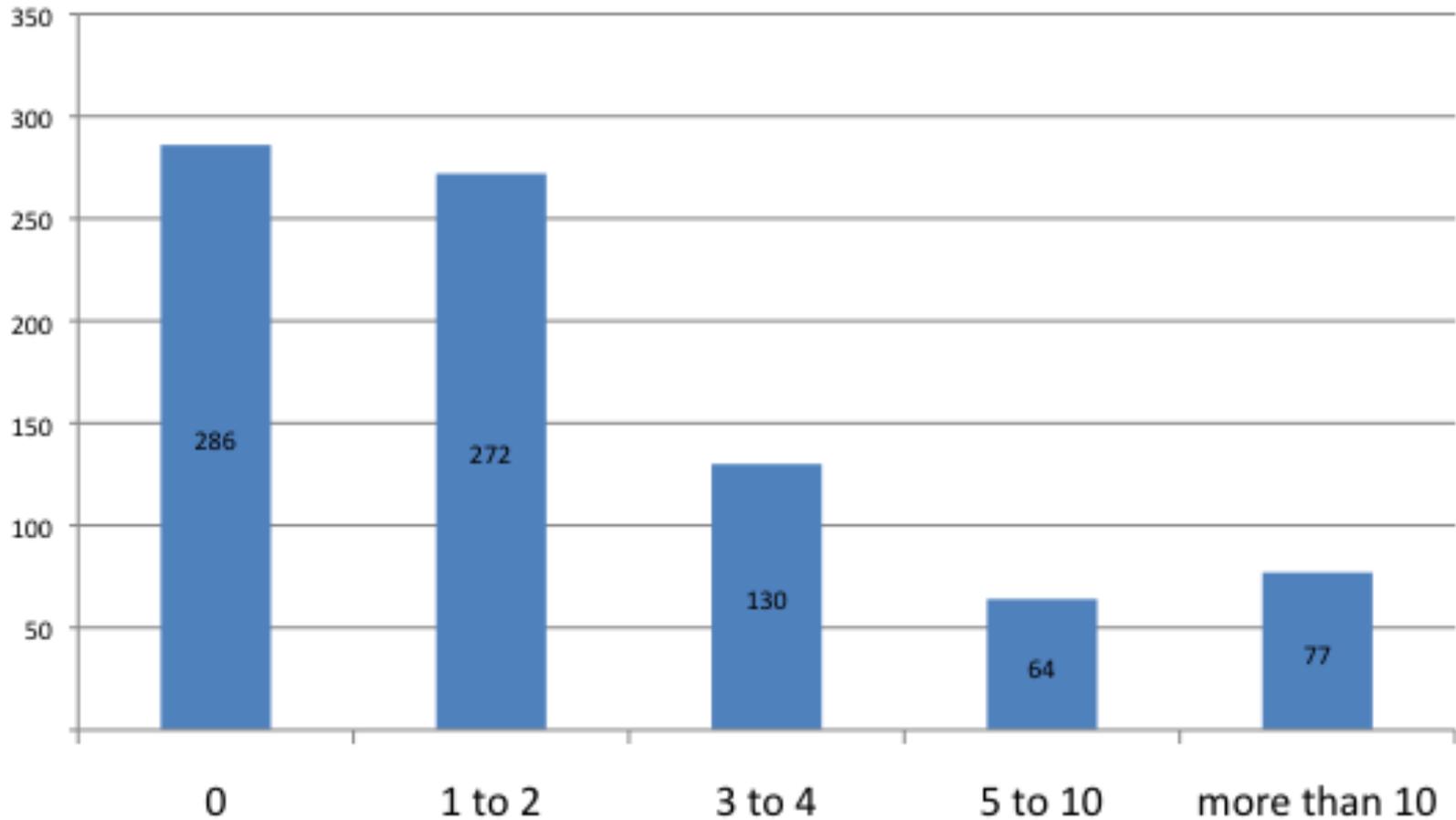
Survey Results: Experience

How many years of experience do you have as a practitioner in the field of learning, education, or training?



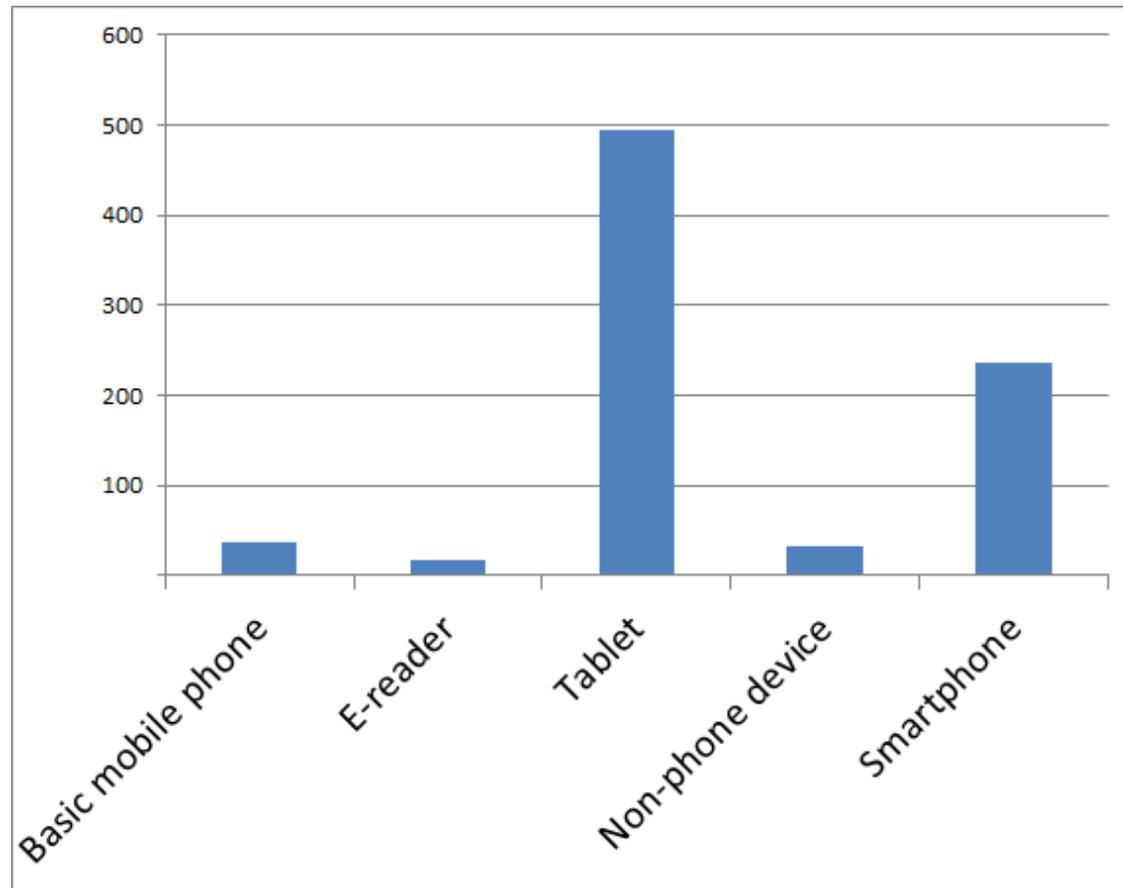
Survey Results: Mobile Experience

How many mobile learning projects have you worked on?



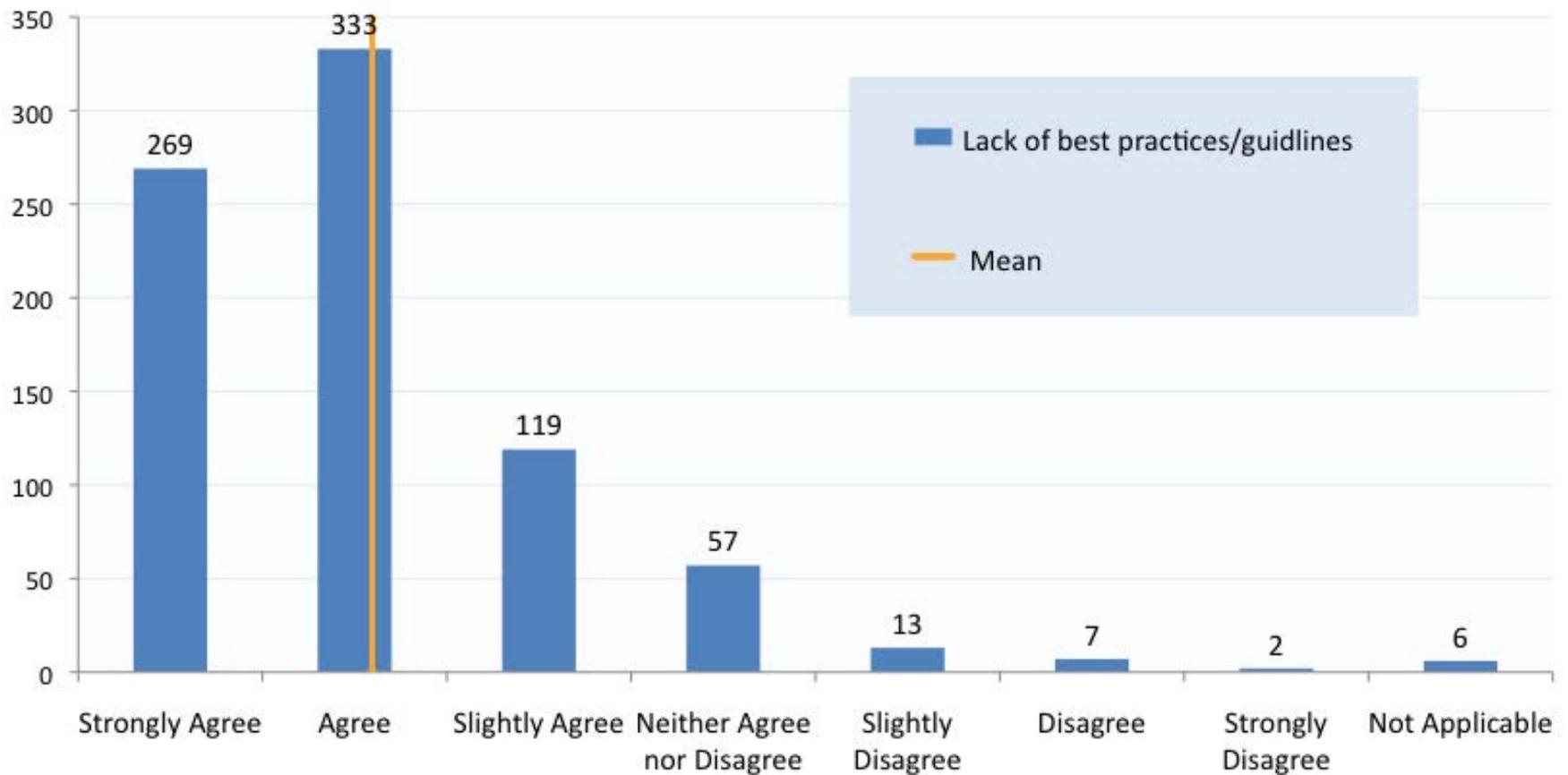
Survey Results: Devices Used for mLearning

Which mobile device do you use most often for learning?



Survey Results: Lack of Best Practices

There is a general **lack of best practices** or guidelines for designing **mobile learning**. [Likert response]



Device Capabilities

Research objective #1: Is there a need to better understand mobile device capabilities used for learning?

- **Camera** - capturing video and images, augmented reality, Quick Response (QR) Code reading
- **Document viewer** - eBooks, PDFs
- **Geolocation** - GPS, geo-fencing, maps
- **Internal sensors** - accelerometer, barometer, compass, gyroscope, proximity
- **Media viewer / playback** - images, videos, audios, podcasts

Device Capabilities (2)

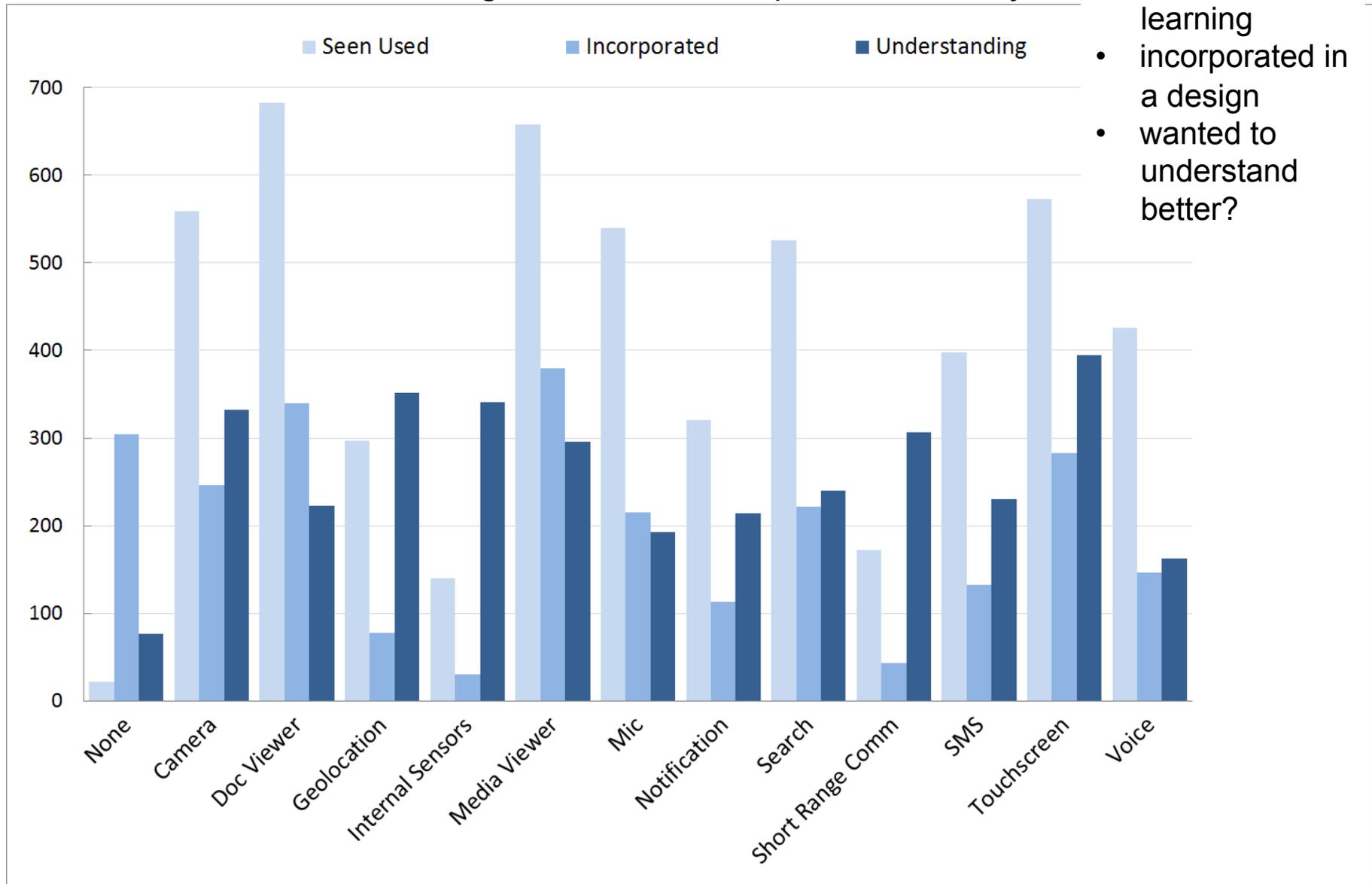
Research objective #1: Is there a need to better understand mobile device capabilities used for learning?(Continued)

- **Messaging** - Short Message Service (SMS), Multimedia Message Service (MMS)
- **Microphone** - voice recording, podcast
- **Notification** - alert, sound, vibrate
- **Search** - discovery, quick-reference, search engine
- **Short-range communication** - Bluetooth, near field communications (NFC), radio-frequency identification (RFID)

Survey Results: Capabilities

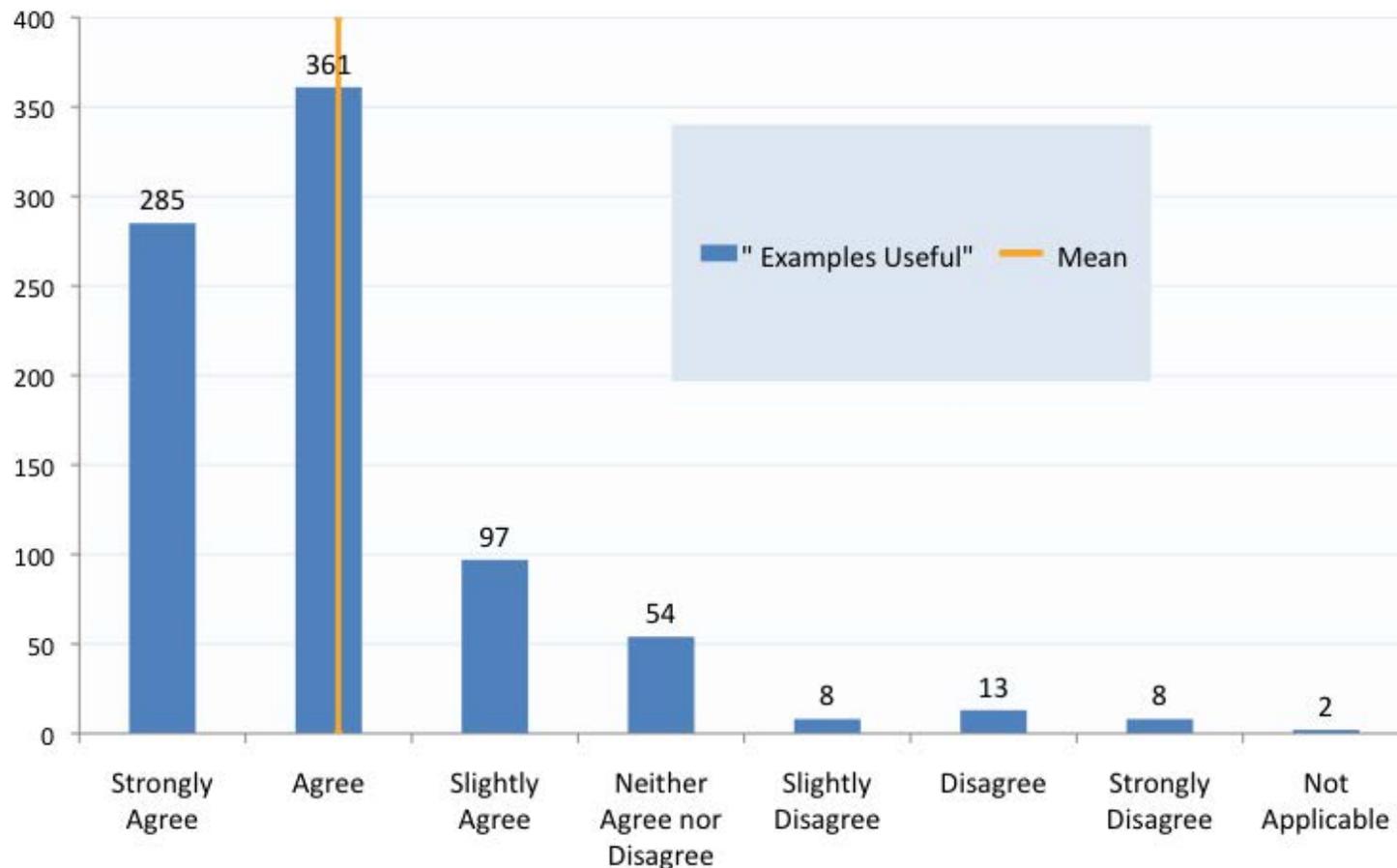
Which of the following mobile device capabilities have you:

- seen used for learning
- incorporated in a design
- wanted to understand better?



Survey Results: Helpfulness of Examples

Mobile learning **examples** that are **categorized by mobile capabilities** could be helpful to the community in designing mobile learning projects. [Likert response]



Alternative Learning Approaches

Research objective #2: Is there a need to better understand how to implement alternative learning approaches as part of a mobile learning strategy?

Supported by Mobile:

- **Blended** (i.e., traditional instructor-led learning combined with eLearning)
- **Classroom augmentation** (e.g. polling applications, supplemental media used in or outside the classroom)
- **Contextual learning** (e.g. augmented reality, location-based (GPS), interactive response codes)
- **Game-based learning**

Alternative Learning Approaches (2)

• **Research objective #2:** Is there a need to better understand how to implement alternative learning approaches as part of a mobile learning strategy?

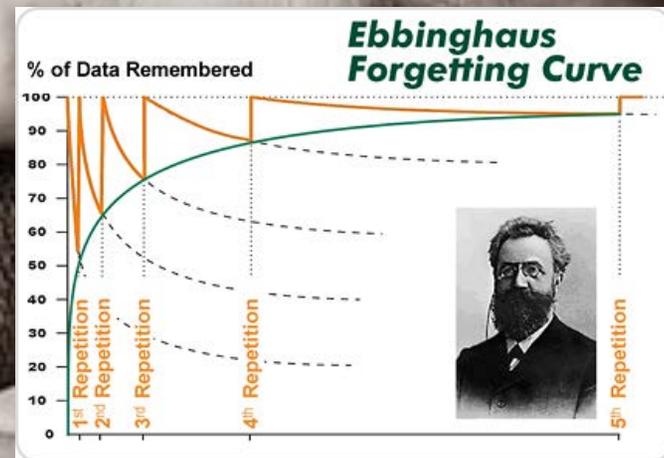
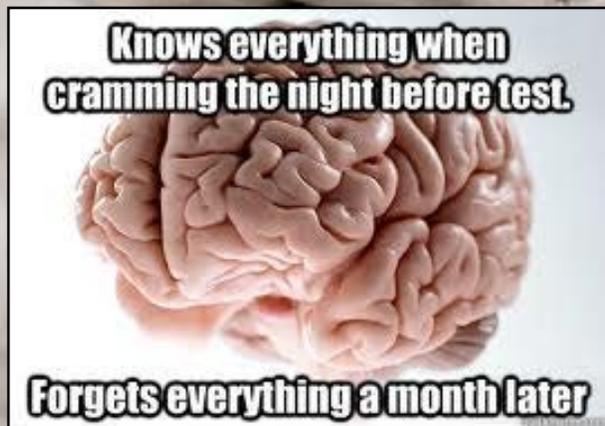
Supported by Mobile:

- **Just-in-time learning** (e.g. quick reference, job aids, checklists)
- **Media push** (e.g. video, audio, podcast)
- **Personal learning networks**
- **Search-based learning**
- **Self-paced courses**
- **Simulation-based learning**
- **Social media-based learning**
- **Spaced learning** (i.e., for improving retention)



Opportunities

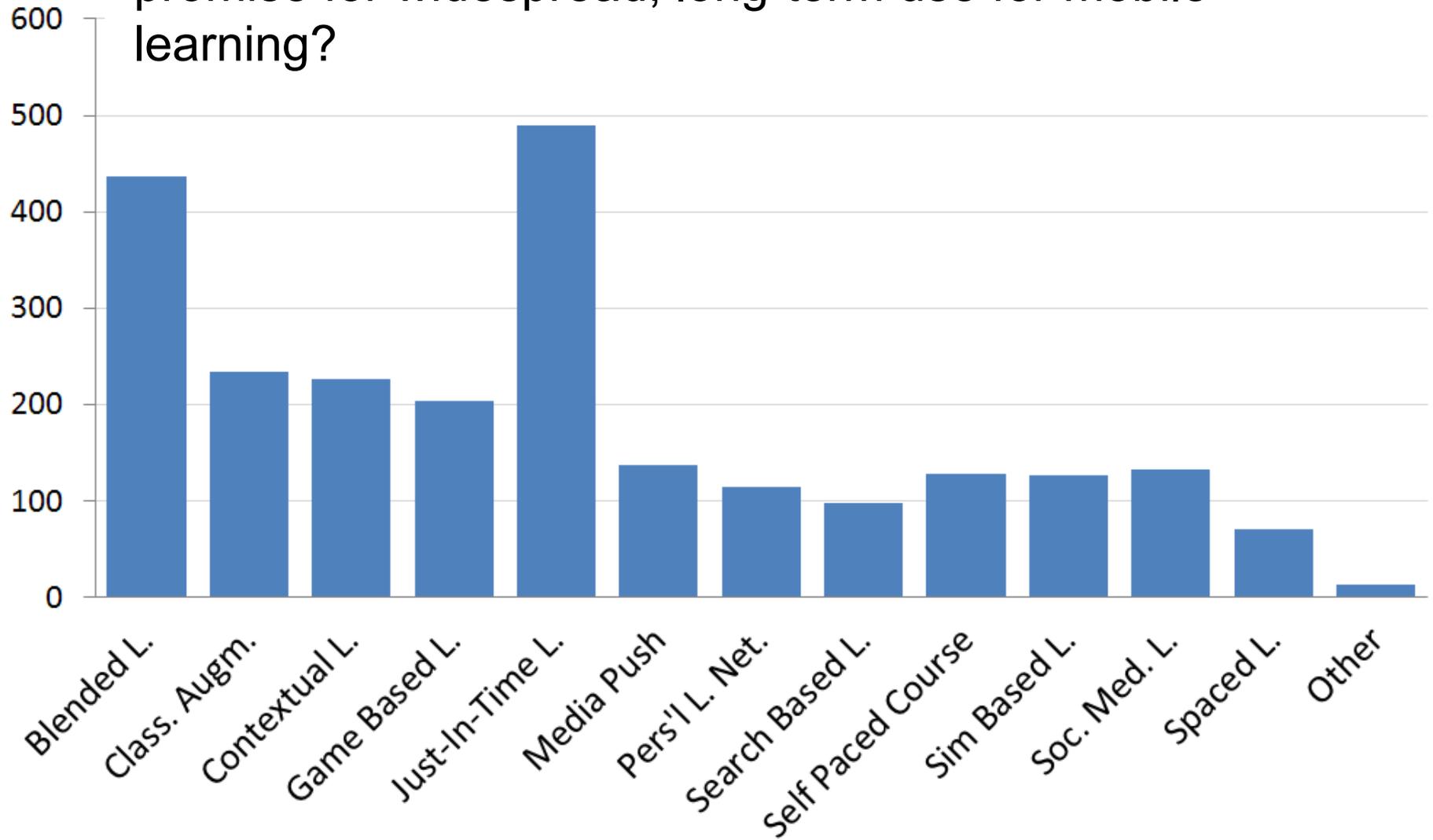
“Humans more easily remember or learn items when they are studied a few times over a long period of time (spaced presentation), rather than studied repeatedly in a short period of time (massed presentation)”



Spaced Repetition - Hermann Ebbinghaus

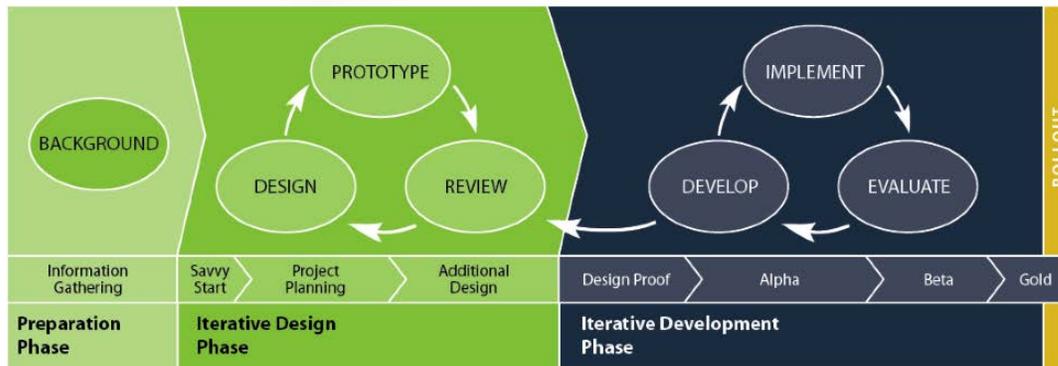
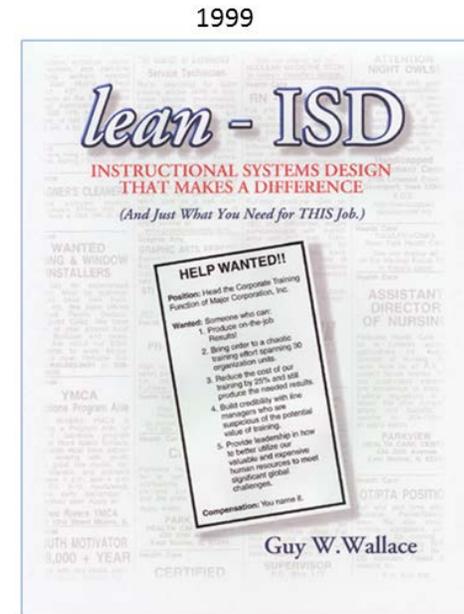
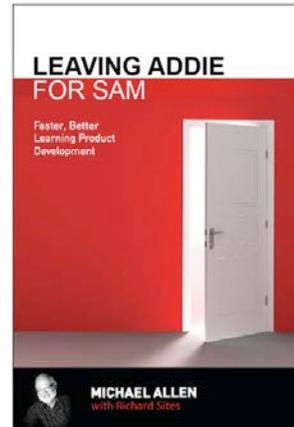
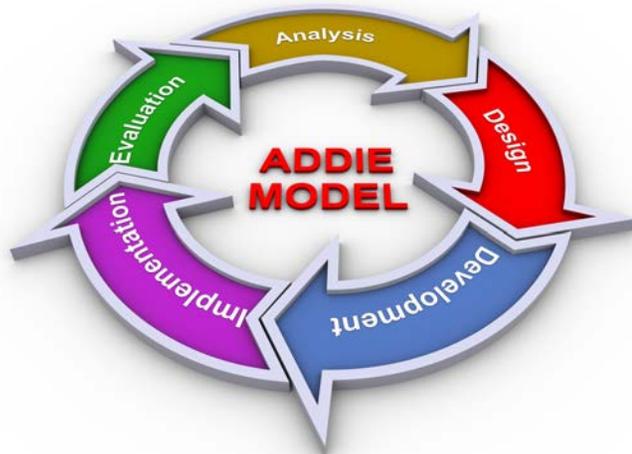
Survey Results: Most Promising Learning Strategies

Which of the following learning strategies holds the most promise for widespread, long-term use for mobile learning?



Mobile Learning Framework?

Research objective #3: Is there a need for an optimized design process workflow or framework for mobile learning?

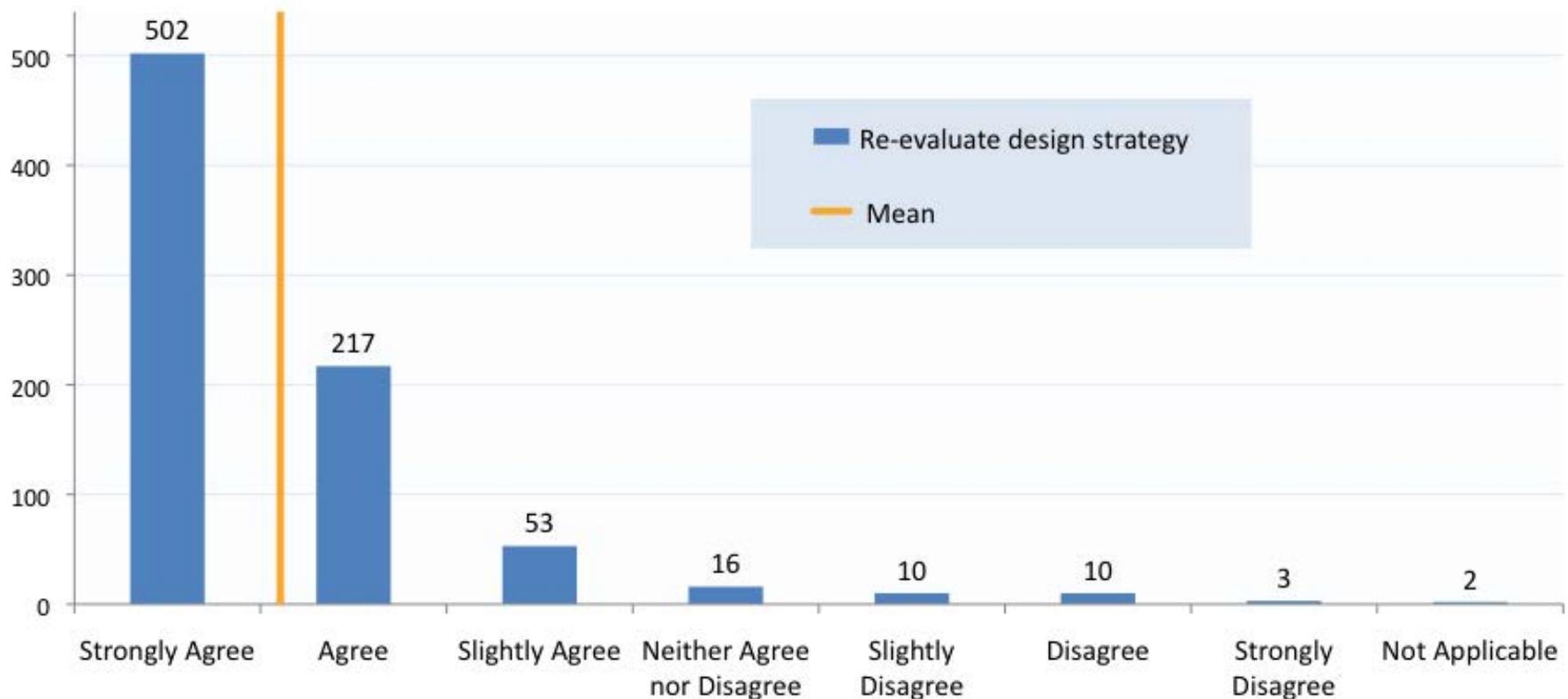


Lean...is linear
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 PACT is linear...By Design
 3-levels of integrated, performance-based, data-driven ISD
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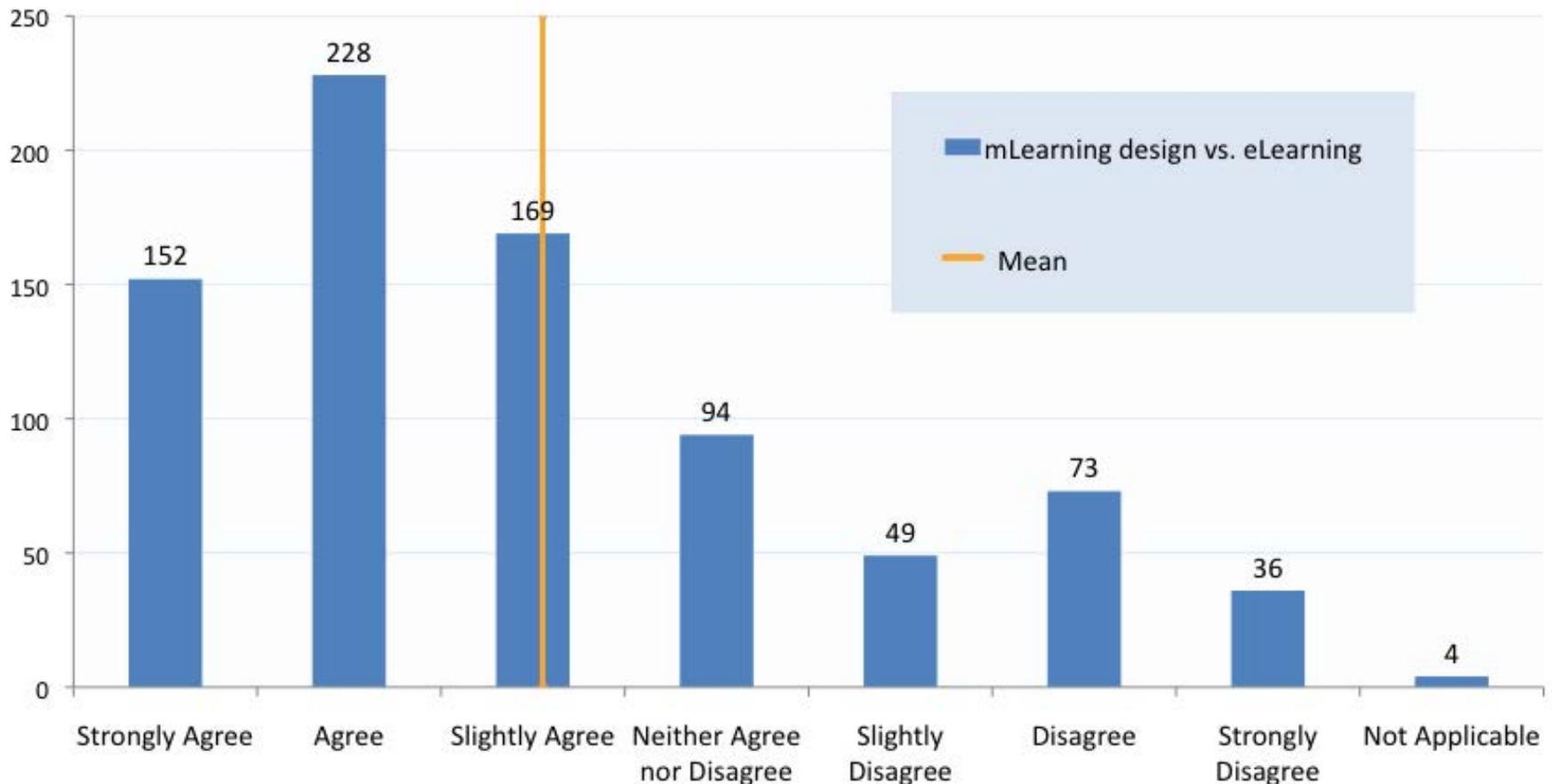
Survey Results: Re-evaluating Design for Mobile

The overall **learning strategy** or **instructional design** should be **re-evaluated** when converting elearning courses and other learning materials to a mobile format [Likert response]



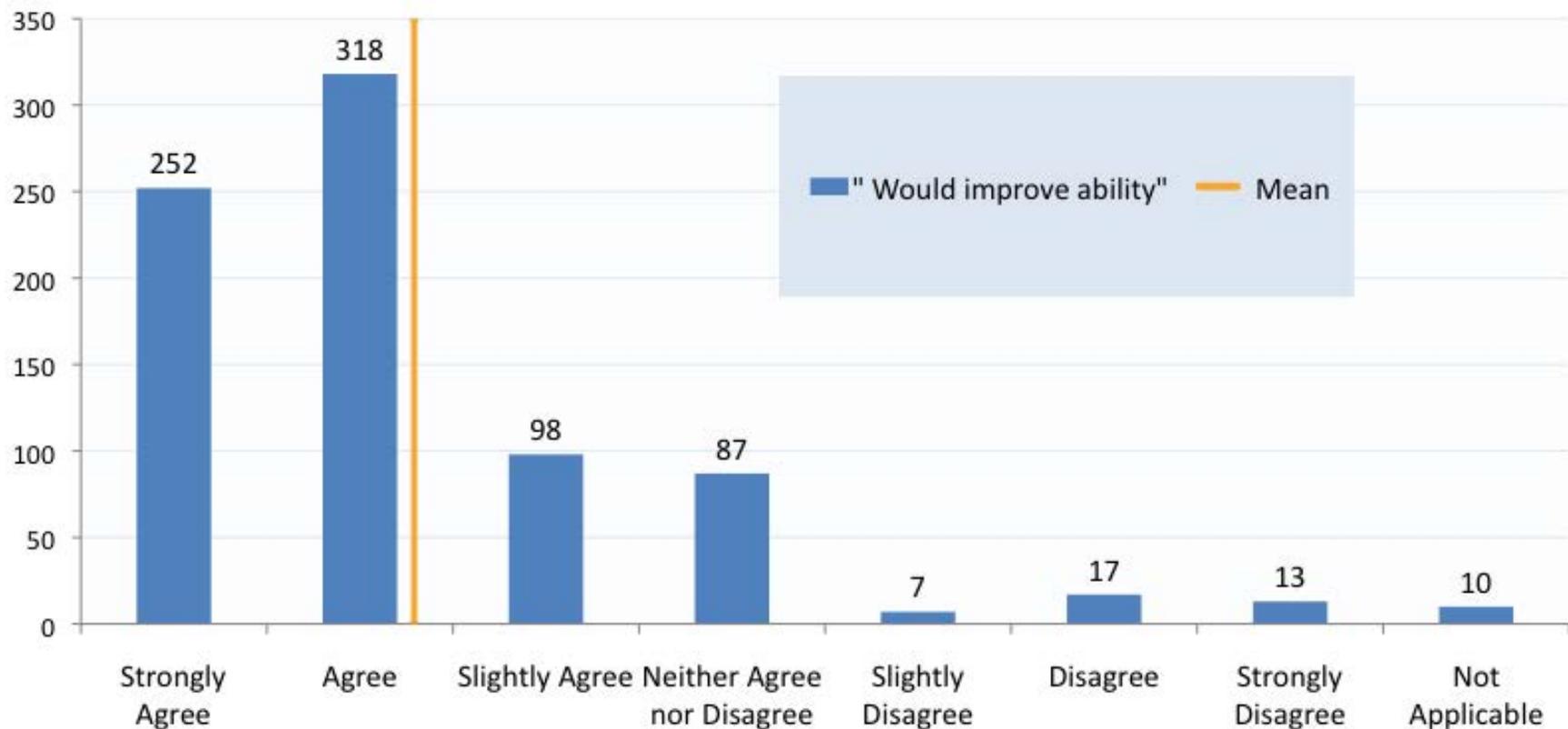
Survey Results: ID Process Different for Mobile

The **ID process** for **mobile learning** should be different from the **ID process** for traditional **elearning**. [Likert response]



Survey Results: Design Process Optimization for Mobile

A new design workflow process/model optimized for mobile learning could improve my ability to contribute to education or training projects. [Likert response]



Project Status & Next Steps



Current Status

- Data Collection:
 - Survey Report (published NLT September)
 - Interviews and Focus Groups
 - Needs Assessment

Next Steps:

- Build community / stakeholders and project site
- What are the interventions/solutions (e.g., framework & catalog of mobile learning examples)
- Would the target audience & stakeholders use them and how?
- Refine framework & catalog based on iterative feedback
- Continue with other phases of **ILDF Research Approach**

The MoTIF Project

The screenshot shows the website for the MoTIF project. At the top, there is a logo for 'ADVANCED DISTRIBUTED LEARNING' and a search bar. Below the logo is a navigation menu with links for Home, Overview, Capabilities, Resources / Downloads, Team, and Partnerships. The main header area is blue and contains the text 'MOBILE LEARNING! Mobile Training Implementation Framework (MoTIF)'. The content area is divided into two columns. The left column is titled 'PROJECT INFORMATION' and contains a 'Synopsis' section. The right column is titled 'PROJECT NEWS & BLOGPOSTS' and contains a news item titled 'ADL to Conduct Mobile Learning Research Needs Analysis' dated 31 Jan 2013. Below the news item is a 'View All' link.

PROJECT INFORMATION

Synopsis

Mobile learning is a new educational technology and introduces both exciting capabilities and complexity into the learning design process, but with very few guidelines. ADL's MoTIF project will explore new types of learning and design approaches that take advantage of the capabilities of the mobile platform. The MoTIF project will result in interventions such as strategies, materials, products, and guidelines – as solutions to the problems, but will also advance our knowledge about the characteristics of these interventions and the processes involved in designing and developing them.

What is the problem (gap) this project is aimed at solving or the objective it is trying to accomplish?

Many education and training practitioners are creating new mobile content and converting existing eLearning courses without consideration of:

- supporting alternative learning methods (e.g. performance support);

PROJECT NEWS & BLOGPOSTS

ADL to Conduct Mobile Learning Research Needs Analysis
31 Jan 2013

Beginning in February 2013, researchers on the Advanced Distributed Learning (ADL) Mobile Learning Team and Next Generation Learner Team will

► View All

ISD & Learning Design for Mobile

- Alternative Approaches
- Device Affordances
- Workflow Process Framework

► <http://motif.adlnet.gov>

► adlmobile@adlnet.gov



Interagency Mobile Learning Webinar Series (MLWS)

- Hosted by ADL, CTTSO, Army CASCOM, DAU
- 500+ registered (GoTo Webinar & DCO)
- Dates for 2014 TBD
- Slides & Videos: <http://adlnet.gov/mlws>
- YouTube Channel: <http://is.gd/mlws2013>

Topics include: Best practices, Mobile Gamification, Mobile Design & Development, Spaced Learning, Mobile MOOCs, and more!

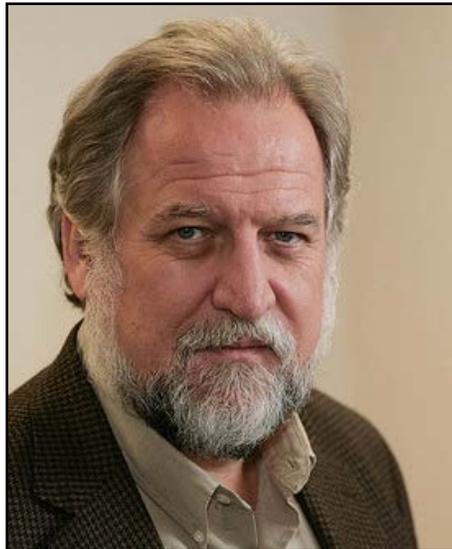
ADL Monthly Webinars



Coming Up Next Month...

Dr. Shane Gallagher

Next Generation Learner Team Co-Lead



Thursday, September 19th

2:00pm – 3:00pm EDT

“Game Design to Enhance Cognitive Adaptability”

<http://adlnet.gov/webinars>

Comments? Questions?



Jason Haag

Mobile Learning Lead

ADL Technical Team

The Tolliver Group, Inc

jason.haag.ctr@adlnet.gov

Twitter: @mobilejson



@ADLmobile