



OLTD 508 - Reflection on my Review of Mobile Learning

During the OLTD 508 course, we were stretched into yet another exciting facet of online learning and teaching: this time, we explored mobile learning and games in education.

We were asked to keep two critical challenge questions in mind during the course. This project addresses the first question: **In what ways can mobile learning and technologies be utilized so as to benefit students and teachers both in and out of the classroom?**

As my first evidence regarding the learning and reflection I gathered during this course, I chose a video I made summarizing my ideas regarding Mobile Learning, as well as some of my favourite mobile apps which I currently use in my class. I am very happy with how the video turned out; it covers quite a bit of ground.

The video addresses the course's learning outcomes ***“Critically assess and evaluate resources for best practice in mobile learning and gaming environments”*** as well as ***“demonstrate basic competency with design and implementation within a variety of mobile learning and gaming environments.”***

When teachers embrace mobile learning, this does indeed benefit both student and teacher; with mobile learning and gaming, teachers open the door to a world of possibilities for themselves and their students. Learning becomes a much more collaborative enterprise, with students becoming creators of content and able to easily share and connect with other students in the classroom. This extra freedom and ability to customize helps students develop critical thinking as well as creativity. Even apps which have set assignments, such as Duolingo, allow for students to follow their own pace as well as choose what assignment they will work on next; they can also communicate online with others in the class, which helps create a sense of community.

The most important thing to consider is the fact that skills learned through mobile learning become skills students can use for the rest of their lives. The creative and clever ways they develop when creating content on

Explain Everything, for instance, and the tinkering, trials and errors they endure while working through bugs and issues, are all important skills to have as an adult. Mobile learning and gaming help students to become more resilient adults, as they learn that failures are simply a part of the learning process. These skills learned can also develop into a passion for the student, which can eventually become a profession. Considering how significant technology has become in our world, it is our duty to help our students grow as digital citizens, so that there are fewer barriers to their happiness in the future.