

**Programme of Work**

Innovation Strand	Activities	Outputs
<p><b>Work Package 1: Mobile Computing and wireless networks</b></p>		
<p><b>Objective:</b> To investigate the current and near future (next 5yrs) usage and developments in mobile devices and wireless networks and their potential impact on learning and teaching.</p>	<p>Commission studies to examine the following:</p> <p><b>Study A</b></p> <ul style="list-style-type: none"> <li>• R&amp;D being conducted by the commercial players in Mobile technologies market (e.g. Nokia, Ericsson, Hewlett Packard, Microsoft, Intel, CISCO etc). Investigate what new devices and services are coming to market in the next 3-5 yrs e.g. 3G. What wireless technologies are likely to be in the education marketplace over the next few years. What new standards are being developed and what are there likely impact on the current systems being used in education.</li> <li>• What is the scope of development work JISC should carry out in this area and who are the relevant partners.</li> </ul> <p><b>Study B</b></p> <ul style="list-style-type: none"> <li>• A landscape study of what educational institutions are already doing in the area of mobile wireless technologies in the UK.</li> <li>• What is happening in comparatively internationally too?</li> <li>• What learning content if, any is being developed for these platforms?</li> <li>• What pedagogical models are being developed?</li> <li>• How mobile computing interfaces with standard institutional systems e.g. MLEs and what standards are being developed in this area and how they fit with the work of the Distributed eLearning Programme</li> <li>• What aspects of learning and teaching these technologies best support. What new pedagogical models are being developed</li> <li>• What are other projects in this area doing e.g. Mobilelearn, Mlearn</li> <li>• What type of Development activities need to be undertaken</li> </ul>	<p>Studies to inform the JISC community and JISC on developments in this area. Background information to inform the content of the development projects.</p> <p>Outputs :</p> <p>Why are people using wireless and mobile devices?                      Why should others use this technology?                      What are the compelling arguments for growth of use across FE/HE/ACL sectors?</p> <p>Does this fit into the context of their strategic aims.?</p> <p>What should JISC do in this area?</p>

	<p>to support this area.</p> <ul style="list-style-type: none"> <li>• Assess what changes in working and learning practices are occurring.</li> <li>• What type of cost models are to be developed for the use of mobile technologies for learning?</li> <li>• What type of development work should JISC fund in this area to support the JISC community?</li> </ul>	
<p><b>Objective:</b> To better understand the impact of large scale deployment of mobile computing in the learning environment on learning and working practices.</p>	<p><b>PROJECTS C</b></p> <ul style="list-style-type: none"> <li>• Develop <b>large</b> scale projects with institutions (possibly with collaborations and partnerships with industry, e.g. CISCO, HP, Microsoft etc.) to scale up the use of mobile computing and wireless networks:</li> <li>• Assess what changes in learning and working practices. Evaluate practice and identify the appropriate pedagogical models</li> <li>• Assess the technological, pedagogical, service and security issues</li> <li>• Assess the cost/benefits to institutions in adopting these technologies</li> </ul>	<p>A group of demonstrator and pilot projects, which will look at technical, pedagogical, and organisational solutions and barriers.</p>
<p><b>Objective:</b> To understand better the implications of emerging mobile technologies for learning and teaching.</p>	<p><b>Projects D</b></p> <ul style="list-style-type: none"> <li>• Develop smaller demonstrator projects using the next generation of mobile technologies e.g. 3G phones, multimedia PDAs and phones, more powerful wireless networks.</li> <li>• Gather information about what is already being trialled</li> <li>• What technical standards are being developed? What are the cost and organisational issues?</li> <li>• What are the implications for developing learning resources</li> <li>• Are there new pedagogical models.</li> </ul>	<p>A group of pilot projects, which will look at technical, pedagogical issues, related to the use these devices.</p>

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<p><b>Work Package 2: Virtual/cyberworld e.g. Games, simulations, micro –worlds etc.</b></p>		
<p><b>Objective:</b> To gain an understanding of the pedagogical implications of ‘virtual/cyber worlds’.</p>	<p><b>STUDY A</b></p> <ul style="list-style-type: none"> <li>• Review the current use of ‘cyber worlds’ e.g games, simulations, microworlds etc. for learning in FE/HE/ACL</li> <li>• Investigate the potential use of existing commercial and educational games and other ‘virtual worlds’ for learning and teaching.</li> <li>• Review the trends in ‘virtual worlds’ developments and there impact on education.</li> <li>• Scope any further work</li> </ul>	<p>Study on the developments in ‘virtual worlds’ for learning, examples of good practice. Input into the feasibility study.</p>
<p><b>Objective:</b> Investigate the feasibility of education being able to economically develop games and other ‘virtual worlds’ for learning</p>	<p><b>Study B</b></p> <ul style="list-style-type: none"> <li>• Investigate the scope for using existing games rendering software to develop games for education. Investigate the scope for adapting and re-using current games for different uses E.g. BBC Virtual School.</li> <li>• Investigate the market trends in educational games development. Investigate the costs involved in developing these games.</li> <li>• Review with suppliers e.g Sony/Microsoft the next generation of Games consoles and there implications for education.</li> <li>• Investigate the learning skills and familiarity with gaming and other cyber world interfaces the e-generation of students will be entering FE/HE/ACL with.</li> <li>• Scope further work.</li> </ul>	<p>A feasibility study on the ability of the education sector to develop ‘virtual/cyber world’ learning.</p>

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<p><b>Work Package 3 : Link between innovative technologies and physical learning space design</b></p>		
<p><b>Objective:</b> To collect and disseminate examples of good practice in the current use of innovative technologies in the classroom and on campuses.</p>	<p><b>Project A</b></p> <p>To commission a set of edited Case Studies on the current use of innovative technologies and their impact on the physical learning space design in the class room and on campus. Technologies such as voting systems, tablet PCs and other wireless technologies, videoconferencing suites, SMS texting etc. Case studies will highlight:</p> <ul style="list-style-type: none"> <li>• The learning and teaching benefits and limitations,</li> <li>• Use of the technology in innovative ways.</li> <li>• Physical learning space design issues( how are new technologies changing physical learning spaces),</li> <li>• Support and service issues,</li> <li>• Accessibility issues,</li> <li>• References to others using the technology and re-designing physical learning spaces</li> </ul>	<p>Case Studies on the current use of innovative technologies and their impact on the physical learning space design.</p>
<p><b>Objective:</b> To understand how the use of technologies are and will impact on the design of physical learning spaces and to produce a 'set of guidelines' for those involved in the design and planning of learning space.</p>	<p><b>Project B</b></p> <p>A review of how the new technologies are influencing the design of physical learning space in the classroom and on campus. Investigate the issues of support and servicing new layouts. In consultation with other interested bodies e.g. Estates produce a set of guidelines on how physical learning spaces should be designed for the use of 'e-learning', what factors should be taken into account who should be involved. Also include some blue sky scenarios of physical space designs of the near future taking into account developing technologies.</p>	<p>A 'set of guidelines' for those involved in the design and planning of learning space.</p>

Innovation Strand of the JISC eLearning Programme

Work plan