

Looking to the Mobile Future in Teaching & Learning: Making a Commitment or Observing from the Sidelines



JOAN K. LIPPINCOTT
COALITION FOR NETWORKED INFORMATION
[HTTP://WWW.CNI.ORG/ABOUT-CNI/STAFF/JOAN-K-LIPPINCOTT/](http://www.cni.org/about-cni/staff/joan-k-lippincott/)

5TH INTERNATIONAL M-LIBRARIES CONFERENCE

THE OPEN UNIVERSITY (UK) & THE CHINESE UNIVERSITY OF HONG KONG
MAY 29, 2014


Coalition for Networked Information (CNI)

Non-profit association

Joint program of ARL
and EDUCAUSE

Bridging library/IT
interests in the digital
environment

www.cni.org

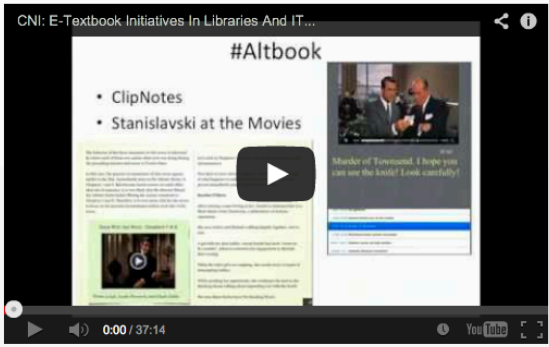


Coalition for Networked Information

ABOUT CNI ▾ PROGRAM PLAN ▾ BROWSE BY TOPIC MEETINGS & EVENTS ▾ RESOURCES ▾

E-Textbooks In Libraries & IT Organizations

CNI: E-Textbook Initiatives In Libraries And IT...



Speakers from UIUC, Purdue, & UCLA discuss ongoing work in libraries & IT organizations re. textbooks and instructional resources in general. This talk was given at the spring 2014 CNI member meeting, held March 31-April 1 in St. Louis, MO.

About CNI

The Coalition for Networked Information (CNI) is dedicated to supporting the transformative promise of digital information technology for the advancement of scholarly communication and the enrichment of intellectual productivity. Some 220 institutions representing higher education, publishing, ... [\[Read More...\]](#)

Latest News

Video: Center of Excellence Model
MAY 20, 2014

"Digital" Scholarship Disconnect, by Cliff Lynch
MAY 19, 2014

Learning Spaces Collaboratory Webinar "What Works" 6/23/14
MAY 19, 2014

Call for Applicants: Paul Evan Peters Fellowship for Information Studies
MAY 15, 2014

[Read all news](#)

Saving Ebooks

Read Cliff Lynch's comments on ebook stewardship in this article from *The Verge*.

Quick Links

- [CNI Meetings](#)
- [Cliff Lynch: Talks & Interviews](#)
- [Publications by CNI Staff](#)
- [Members](#)
- [Event Calendar](#)
- [Videos & Podcasts](#)

Upcoming Events

Jun 9, 2014 - Jun 13, 2014
[Open Repositories 2014](#)

Jul 10, 2014 - Jul 10, 2014
[Jisc/CNI 2014 Conference](#)

Sep 22, 2014 - Sep 26, 2014
[Joint Conference on Digital Libraries](#)

Libraries in the Mobile Environment – My Focus



- Libraries working on innovation with the curriculum
- Library involvement in developing new educational content
- Innovative services meeting contemporary students' style
- Strategies for putting resources into mobile technology and content development

I. Use of mobile devices in coursework



- **Motivations:**
 - Enable mobility, fieldwork, work from remote sites
 - Integrate a variety of resources conveniently on one portable device
 - Promote active learning
 - Enable students to become practitioners of the discipline, especially in fields like health care
 - Encourage student content creation, especially in multi-media

The versatility of tablet devices

- State of Tennessee
- Use iPads to:
- Create – presentations, e-books, digital stories, videos, written materials, mind maps
- Develop skills – reading, research, note taking, develop portfolio

TBR e MERGING TECHNOLOGIES & MOBILIZATION
Tennessee Board of Regents

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Who We Are | What We Do | What We Achieved | Where We Are Going

"Education On Demand Within Your Hands"

QR Code

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Home Digital Student | mLearning mLEARNING 15 iPad Skills that every Students Should Have:

15 iPad Skills that every Students Should Have:

[Want to receive notification when News, Apps for Learning or Calendar Events are added?](#)
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15 IPAD SKILLS THAT EVERY STUDENTS SHOULD HAVE:

iPad has made such a radical change in education with more and more school districts adopting it as a learning tool inside the classroom. *Educational Technology and Mobile Learning* has been helping teachers all along the way with reviews and [tutorials](#) on how to get started using iPad in education. We have reviewed more than 500 apps and we are planning to do more reviews this year.

Having accumulated a modest experience in dealing with educational iPad apps, we deem it important that we share with you some of the learning goals you should keep in mind when using iPad with your students. We have particularly associated sets of educational iPad apps with each learning goal to make it easier for you to achieve the targeted goal.

Check the learning goals below and share with us your feedback. Enjoy

1- My students should be able to create presentations . Here are the apps to help you achieve this goal :

[Slidrocket](#)
[Idea Flight](#)
[3- Slideshark](#)
[5- SlideGrabber](#)
[6- Prez! Viewer](#)
[4- Xavier Presentation](#)

eLearning Events

May

	M	T	W	T	F	S
					1	2
	4	5	6	7	8	9
	11	12	13	14	15	16
	18	19	20	21	22	23
	25	26	27	28	29	30
						31

Latest News

04-24-14 | [Android mobile ad traffic beats...](#)

Education & Workforce Mobile Apps Resource Bank

App Use

- Any -

Mobile App Device Type

<http://emergingtech.tbr.edu/15-ipad-skills-every-students-should-have>

Are we ready for tablets at the university?



Yes

- “Students are ready to use their mobile devices more for academics” (ECAR Undergraduate Students 2013)
- “30% of e-content consumers are reading more now because e-content is available on new devices – 41% for tablet owners” (Pew Research Center, 4/10/14)

No

- Students prefer smartphones and laptops to tablets (Ball State U. study reported in CHE 4/25/14)
- Students prefer print textbooks to e-textbooks (Many studies)

A holistic institutional approach



- “Fresno State is embarking on a bold student tablet initiative aimed at facilitating student success in content mastery and to build technology skill sets. We’re looking to redesign how we deliver support services to achieve this goal. The redesign would seek to integrate currently disparate support functions”
- IT help desk
- Teaching & Learning help desk
- Library (digital literacy & research, tablet check-out)
- Bookstore

What is your perspective?



Institution-centered

- What are new teaching/learning initiatives that can utilize mobile devices/content?
- How can the library enrich student learning within the curriculum?

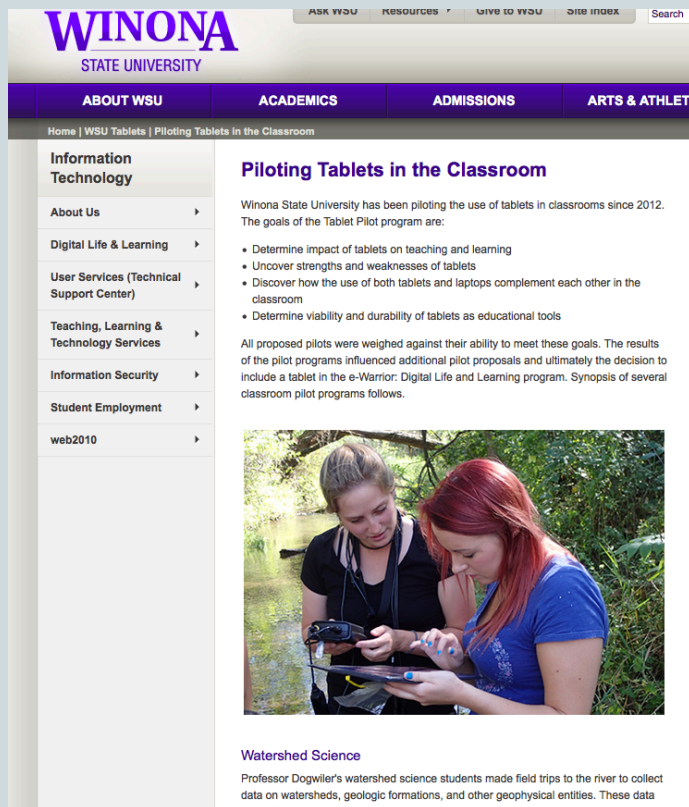
Library-centered

- How can the library provide its services to users of mobile devices?

Classroom tablet program

Winona State U.

News360



The screenshot shows the Winona State University website. The header includes the university logo and navigation links: ASK WSU, RESOURCES, GIVE TO WSU, and SITE INDEX. A search bar is also present. The main navigation bar features links for ABOUT WSU, ACADEMICS, ADMISSIONS, and ARTS & ATHLETICS. Below this, a breadcrumb trail reads: Home | WSU Tablets | Piloting Tablets in the Classroom. The left sidebar lists various university services under the heading 'Information Technology', including About Us, Digital Life & Learning, User Services (Technical Support Center), Teaching, Learning & Technology Services, Information Security, Student Employment, and web2010. The main content area is titled 'Piloting Tablets in the Classroom' and contains text about the university's tablet pilot program, its goals, and a list of proposed pilots. A photo shows two students using a tablet outdoors. Below the photo is a section titled 'Watershed Science' describing a field trip.

Piloting Tablets in the Classroom

Winona State University has been piloting the use of tablets in classrooms since 2012. The goals of the Tablet Pilot program are:

- Determine impact of tablets on teaching and learning
- Uncover strengths and weaknesses of tablets
- Discover how the use of both tablets and laptops complement each other in the classroom
- Determine viability and durability of tablets as educational tools

All proposed pilots were weighed against their ability to meet these goals. The results of the pilot programs influenced additional pilot proposals and ultimately the decision to include a tablet in the e-Warrior: Digital Life and Learning program. Synopsis of several classroom pilot programs follows.

Watershed Science

Professor Dogwiler's watershed science students made field trips to the river to collect data on watersheds, geologic formations, and other geophysical entities. These data came from observations and instruments that were traditionally reported on paper.

How does News360 work with publishers?

If you create content, chances are your feeds are already in News360, and we're channeling our users to your site (you may have seen referral traffic from us already!) If you can't find your content in the app, then send a link to your RSS feed to publishers@news360.com and we'll add it to News360 — it's as simple as that. For larger publishers, we have what we call our News360 Publisher Partners program.

What does being a News360 Publisher Partner provide?

News360 Publisher Partners get more insight into readers that view their content in News360, additional branding on their content pages, and the ability to monetize their own content through our [Promoted](#)



BUSINESS INSIDER

the Atlantic

GIGAOM

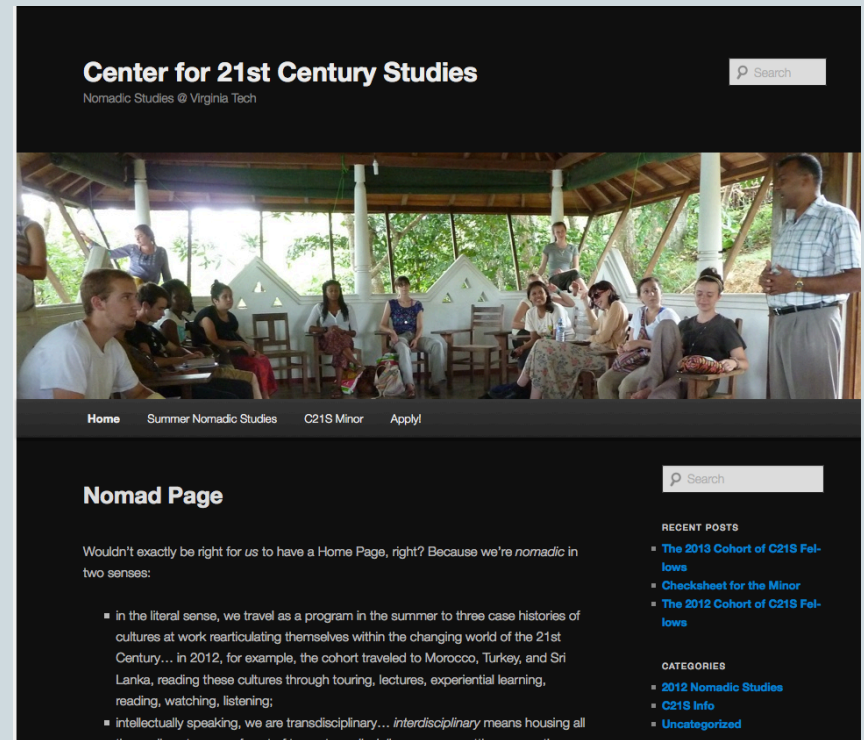
<http://www.winona.edu/it/classroomtablets.asp>

<http://news360.com/publishers/>

Curricular innovation with iPads at Virginia Tech



<http://www.vtnews.vt.edu/articles/2014/04/042514-univlib-digitalhistory.html>



<https://blogs.lt.vt.edu/c21s/>

Supporting researchers in the field

- University of Guelph (Canada)
- Entomologist in Viet Nam – collecting data
- Political scientist in Ecuador – interviewing
- Library providing advice on research data infrastructure and management



<http://www.cni.org/topics/mobile-technologies/f13-johnston-mobile/>

Crowdsourcing: citizen science

What's Invasive! Community Data Collection

[Home](#) [Top Invasives](#) [Summary](#) [Data](#) [Maps](#) [Login](#) [Register](#)

Invasive species are a threat to native plants and animals, crowding natives, consuming food sources, or acting as fire hazards. We have found that having groups such as schools run short-term "campaigns" is highly effective for locating invasive species. Join the fight against invasive species!






Use your **Android** or **iPhone** to help us locate invasive species!

Step 1. [Sign up](#)
Step 2. Get the [iPhone app](#) or the [Android app](#).
Step 3. Start collecting!

Find out how you can [set up your own site](#) so people can help in your area!

BE ON THE LOOKOUT!




Select a Participating site:

All Parks

Go there!

[Or set up your own site!](#)

There are currently **303** registered users who have contributed **11542** observations of **224** invasive species in **115** active sites!



George Wash. U. Supporting Twitter Research

<http://www.cni.org/topics/social-media/f13-chudnov-capturing/>

<http://gwu-libraries.github.io/social-feed-manager/>

- Supports faculty research, gathering Twitter feeds from Congress and news organizations
- Collects tweets from university and student organizations for the Archives collection
- Supports teaching and use of twitter in class activities
- Developed by GWU library



The screenshot shows the GitHub repository page for Social Feed Manager. The header is blue with the title 'Social Feed Manager' and the subtitle 'Capture social media data for research and building collections'. Below the header is a yellow bar with a 'View On GitHub' button and download links for 'ZIP' and 'TAR'. The main content area is white and contains two sections: 'Current uses' and 'History and credits'. The 'Current uses' section lists three bullet points: support faculty research, build collections in university archives, and support teaching. The 'History and credits' section mentions that Dan Chudnov created the project in 2012 and lists other contributors.

Social Feed Manager
Capture social media data for research and building collections

[View On GitHub](#) DOWNLOADS: [ZIP](#) [TAR](#)

Current uses

At GW Libraries, we use Social Feed Manager to:

- › support faculty research, gathering Twitter data from members of Congress, news organizations, and authors
- › build collections in university archives, gathering tweets by university offices and student organizations
- › support teaching and the use of Twitter in class activities

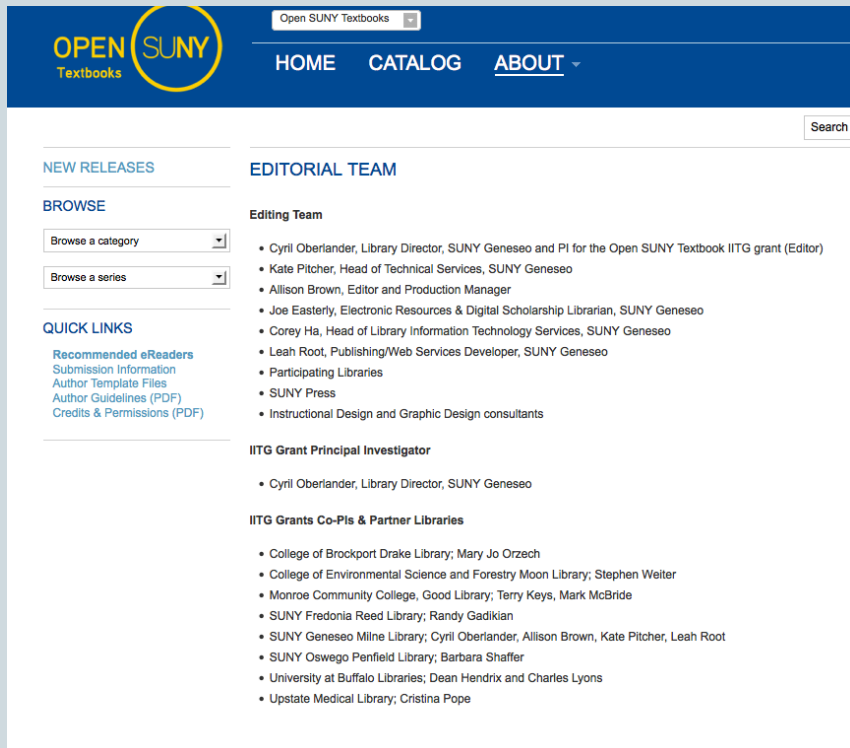
History and credits

Dan Chudnov (@dchud) created Social Feed Manager in 2012. A team of developers is contributing to further improvement of the application, including Dan Kerchner (@kerchner).

II. Developing content for mobile devices

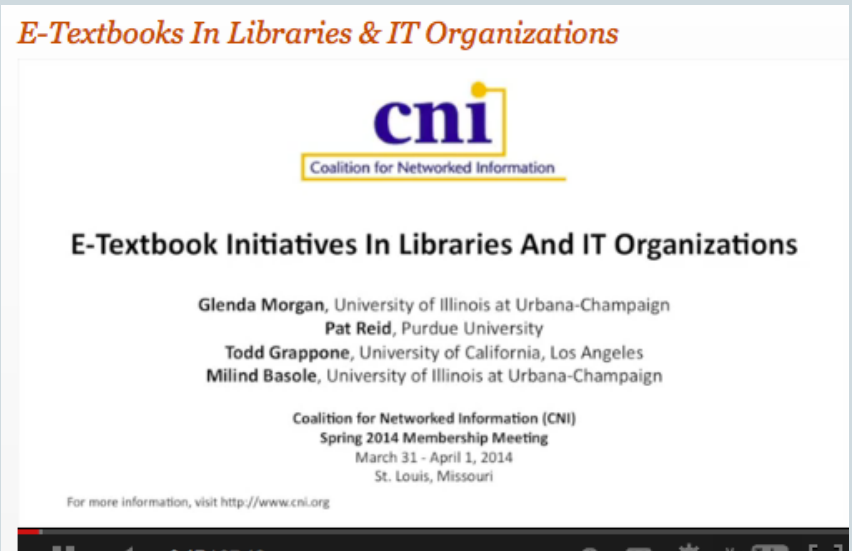
SUNY Open Textbooks

3 projects at CNI meeting



The screenshot shows the SUNY Open Textbooks website. The header is blue with the 'OPEN SUNY Textbooks' logo on the left and navigation links 'HOME', 'CATALOG', and 'ABOUT' on the right. Below the header, there's a search bar. The main content area is divided into several sections: 'NEW RELEASES', 'BROWSE' (with dropdown menus for 'Browse a category' and 'Browse a series'), 'QUICK LINKS' (listing 'Recommended eReaders', 'Submission Information', 'Author Template Files', 'Author Guidelines (PDF)', and 'Credits & Permissions (PDF)'), 'EDITORIAL TEAM' (listing the 'Editing Team' and 'IITG Grant Principal Investigator'), and 'IITG Grants Co-PIs & Partner Libraries' (listing various academic institutions and their representatives).

<http://opensuny.org/omp/index.php/SUNYOpenTextbooks#>



The screenshot shows a YouTube video player. The video title is 'E-Textbooks In Libraries & IT Organizations'. The video content features the CNI logo (Coalition for Networked Information) and lists the following speakers: Glenda Morgan, University of Illinois at Urbana-Champaign; Pat Reid, Purdue University; Todd Grappone, University of California, Los Angeles; and Milind Basole, University of Illinois at Urbana-Champaign. It also mentions the 'Coalition for Networked Information (CNI) Spring 2014 Membership Meeting' held from March 31 to April 1, 2014, in St. Louis, Missouri. At the bottom, it says 'For more information, visit <http://www.cni.org>'.

http://www.youtube.com/watch?v=VY_Y8Z5MaH4&feature=youtu.be

Linking smartphones to local content

Goethe & Pratt Institutes

NC State U. Library



The screenshot shows the homepage of the German Traces NYC project. At the top, there is a logo with two red footprints and the text "German Traces NYC". Below this, it says "A project of" followed by the Goethe Institut logo. A navigation bar contains links: Home, German Traces Map, About the Project, and Recommended Resources. Below the navigation bar, there is a section titled "Select an interface for exploring German Traces in New York City..." with three options: Layar Augmented Reality, Mobile Web, and Desktop Web. Each option is accompanied by a small image showing the interface on a mobile device or a map.

<http://www.germantracesnyc.org/>



The screenshot shows the WolfWalk website on the NC State University Libraries page. The header includes the NC State University logo and navigation links: CAMPUS DIRECTORY, LIBRARIES, MYPACK PORTAL, CAMPUS MAP, and SEARCH NCSU.EDU. Below the header, there is a search bar and a navigation bar with links: FIND, GET HELP, SERVICES, LIBRARIES, and ABOUT. The main content area is titled "WolfWalk" and features a description: "Explore NC State history right on your phone. WolfWalk is a photographic guide to the history of North Carolina State University for your mobile device. Take a historical walking tour of the NC State campus using the location-aware campus map. Browse photographs by decade (pre-1900s to the present) or by theme (Athletics, People, Student Life). WolfWalk features over 1000 historical photographs, courtesy of the NCSU Libraries Special Collections Research Center." Below the description, there are two buttons: "Get WolfWalk for iPhone" and "Visit WolfWalk Mobile Web". At the bottom, there is a section titled "Send WolfWalk to my phone" with a dropdown menu for "Select provider...". To the right of the main content, there is a smartphone displaying the WolfWalk app interface, showing a map and historical photographs.

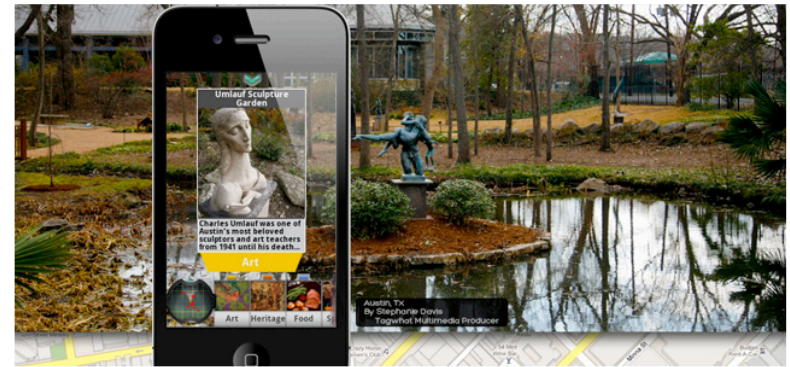
<http://www.lib.ncsu.edu/wolfwalk/>

Libraries are leveraging geo-spatial capabilities with local information

- TagWhat
- Virginia Beach PL, National Trust, and others
- Users experience the “hidden stories” of places they are visiting
- Historic photos, video, and audio are connected to places
- "The library's kind of like an iceberg; we have all this cool stuff that nobody ever sees or knows how to get to," Hart said. "What we're trying to do now is tell people, and we're using this augmented reality app to do it."
- <http://hamptonroads.com/2011/08/app-virginia-beach-city-history>

Augmented reality app reveals the world's hidden stories

Now available for iPhone 3GS/4 and Android, Tagwhat's "Great Stories at Places" app aims to let users experience hidden stories everywhere they go.



5th August 2011 in Lifestyle & Leisure.

Much the way [Walkabout3d](#) uses augmented reality to provide a glimpse into the future of new building developments, so Colorado-based [Tagwhat](#) offers a look back into the past by revealing the stories associated with different geographical places.

Now available for [iPhone 3GS/4](#) and [Android](#), Tagwhat's "Great Stories at Places" app aims to let users experience hidden stories everywhere they go. The company's team of new media journalists and filmmakers have amassed thousands of original and curated stories told in words, images, video and audio, supplemented by publishing partners including the Associated Press, the National Trust for Historic Preservation and the Virginia Beach Public Library system. Stories describe and enhance the places around the user, and are organized into channels focusing on topics such as music, food, nature and art. They pop up on top of real-life locations when users look through their phone's camera, changing based on what they're looking at. A unique digital postcard is even associated with each story, allowing users to personalize it and send it to friends via Facebook, Twitter or email. For armchair tourists, meanwhile, a "Visit" feature lets users travel virtually to

BirdGenie

App sold through a university press

Record a bird's song and the app will identify it for you

Also provides audio samples and photos

PRINCETON UNIVERSITY PRESS

Book Search:

Google contents of this website:

Google full text of our books:

WILDGuides
Princeton APPS

Field Guides
Identification Guides
Checklists & Pocket Guides
Photographic Guides
Crossley ID Guides
Reference

New Book E-Mails
Freshman Reading
Birds/Natural History Catalog

Videos/Audios
PUP Blog

For Reviewers
Class Use
Contact Us

BIRDS/NATURAL HISTORY SITE
PUP Home
PUP Europe





BirdGenie™ (Backyard Birds East)
Princeton University Press
Software written by Tom Stephenson and Stephen Travis Pope

APP | Summer 2014 | \$2.99 | ISBN: 9781400849840
Species Count: 60 (for each region)

BirdGenie™ (Backyard Birds West)

Subscribe to our newsletter and be among the first to know when BirdGenie™ is available

E-mail Address *

Digiscoping with Clay and Sharon, Episode 2



Digiscoping with Clay and Sharon, Episode 2

BirdGenie™ is a remarkable app that enables anyone with a supported Apple® or Android® smartphone or tablet to identify birds in the backyard, at the local park, or on the nature trail—all with the tap of a button! It's like Shazam® for nature—just hold up your phone, record the bird singing, and BirdGenie tells you what bird it is!

Each regional app contains eighty vocalization types for sixty bird species, covering almost all of the birds you are likely to encounter. When you hear a singing bird and make a clear recording with your smartphone or tablet, BirdGenie identifies the bird if it is an included species, tells you exactly how confident it is that the identification is correct, and provides audio samples of the bird's various songs to compare with your own recording, as well as color photos, useful information, and links to further reading. You can attach comments, photos, and other info to your recordings, track your history with a convenient log, and easily share everything with friends and other users. Even better, no internet connection is needed, making BirdGenie accessible everywhere you go.

An incredibly enjoyable app for anyone who wants to know what bird they're listening to, and a perfect tool for teaching and learning, BirdGenie takes bird identification to a whole new awesome level.

With BirdGenie you can:

- Quickly identify most birds by recording their songs
- Look at vivid images of the bird—some in 3-D!
- Listen to samples of the bird's various songs and compare them with your recording
- Keep a log of all your recordings
- Attach comments, photos, and other info to share with friends and other users on Facebook, Twitter, and Google+
- Find out useful details about the bird, such as what to feed it
- Read further about the bird species on the Web through BirdGenie's recommended links
- Browse the regional built-in catalog for sixty species to learn even more and hear other songs
- Use the app anywhere—no internet connection required!

Technical Specifications:

New types of reference tools are being developed

- Leaf snap app
- An electronic field guide
- Take a photo; app helps identify species
- Uses techniques built on face recognition
- Developed by U. Maryland, Columbia U., & Smithsonian



<http://leafsnap.com/>

III. New Modes for Services

NC State U.



The screenshot shows the NCSU Libraries website. The header is red with the NCSU Libraries logo and navigation links: FIND, GET HELP, SERVICES, LIBRARIES, ABOUT. Below the header is a search bar and a list of links: ASK US, MY ACCOUNT, HOURS, FAQ, LOG OUT, CHAT NOW. The main content area is titled 'Instruction Support Services' and features a section for 'NCSU Libraries Mobile Scavenger Hunt: Not your typical library orientation'. This section includes a sub-header 'Request a Scavenger Hunt for your class' and a paragraph describing the hunt as a unique, interactive way to introduce students to the library environment. A small image shows a group of students participating in the hunt. Below the paragraph is another paragraph explaining how teams use iPod Touch devices to submit answers through Evernote, a free, cloud-based multimedia note-taking app. A small image shows a student using an iPod Touch.

<http://www.lib.ncsu.edu/instruction/scavenger.html>

U. Houston Downtown

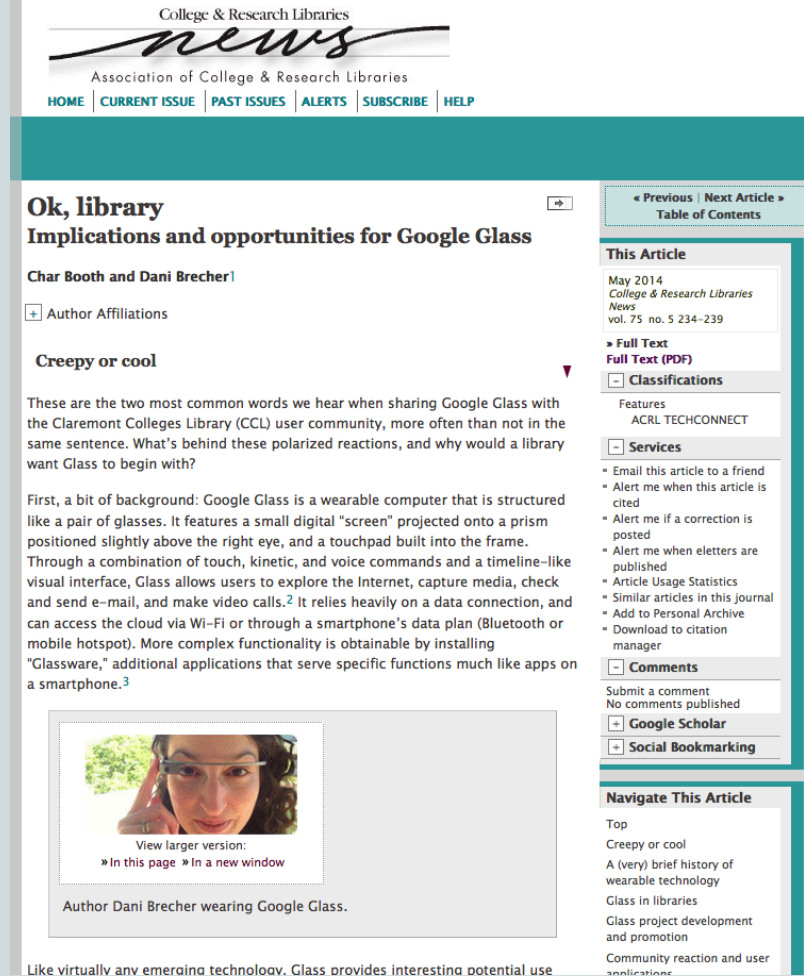


The screenshot shows a Prezi presentation titled 'UHD LibrARy Orientation'. The presentation is displayed on a laptop screen. The title is 'UHD LibrARy Orientation'. Below the title is a list of four goals: Goal 1: Orient students to library resources and services; Goal 2: Increase student retention of material; Goal 3: Reach out to students beyond traditional library instruction sessions; Goal 4: Increase 'approachability' of librarians for students. The Prezi interface includes a navigation bar at the top with 'Create', 'Learn & Support', and 'Explore' buttons, and a 'Sign up' button. The presentation is set against a background of colorful geometric shapes.

<http://goo.gl/YjIV8>

Google Glass in the Library

- A computer science major commented on the loaning of Google Glass by the library at Claremont University Consortium:
- “I think it’s going to change the way we relate to information,” he said. “It’s a device that needs to be experienced and not described, and one demo unit is a step in the right direction.”



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Ok, library

Implications and opportunities for Google Glass


Char Booth and Dani Brecher¹

Author Affiliations

Creepy or cool

These are the two most common words we hear when sharing Google Glass with the Claremont Colleges Library (CCL) user community, more often than not in the same sentence. What's behind these polarized reactions, and why would a library want Glass to begin with?

First, a bit of background: Google Glass is a wearable computer that is structured like a pair of glasses. It features a small digital "screen" projected onto a prism positioned slightly above the right eye, and a touchpad built into the frame. Through a combination of touch, kinetic, and voice commands and a timeline-like visual interface, Glass allows users to explore the Internet, capture media, check and send e-mail, and make video calls.² It relies heavily on a data connection, and can access the cloud via Wi-Fi or through a smartphone's data plan (Bluetooth or mobile hotspot). More complex functionality is obtainable by installing "Glassware," additional applications that serve specific functions much like apps on a smartphone.³



View larger version:
» In this page » In a new window

Author Dani Brecher wearing Google Glass.

Like virtually any emerging technology, Glass provides interesting potential use

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Creepy or cool

A (very) brief history of wearable technology

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Google Glass

UC Irvine

Medical School

Will be incorporated into anatomy labs, medical simulation center, ultrasound institute, clinical skills center, and basic science lecture hall

UCIRVINE | NEWS

For Journalists Health News Su

Arts & Humanities

Athletics

Campus Life

Health

Science &



Steve Zylius/UC Irvine

Dr. Warren Wiechmann, assistant clinical professor of emergency medicine and associate dean of instructional technologies, will oversee implementation of the Google Glass four-year program at UCI. [Download image](#)

UCI School of Medicine first to integrate Google Glass into curriculum

Wearable computing technology will transform training of future doctors

Irvine, Calif., May 14, 2014 — As physicians and surgeons explore how to use Google Glass, the UC Irvine School of Medicine is taking steps to become the first in the nation to integrate the wearable computer into its four-year curriculum — from first- and second-year anatomy courses and clinical skills training to third- and fourth-year hospital rotations.

Leaders of the medical school have confidence that faculty and students will benefit from Glass's unique ability to display information in a smartphone-like, hands-free format; being able to communicate with the Internet via voice commands; and being able to securely broadcast and record patient care and student activities with data collection capabilities. The school is currently in the process of integrating Glass into its curriculum.

http://news.uci.edu/press-releases/uci-school-of-medicine-first-to-integrate-google-glass-into-curriculum/?utm_content=buffer5f6ca&utm_medium=social&utm_source=facebook.com&utm_campaign=buffer

Telepresence Robot

Mobile reference

Visits to classes, labs by librarians



Flickr.com Photo by Anders Sandberg CC BY-NC 2.0)

Chat Robot

Tsinghua University
Library

机器人小图为您服务！ [~~小图诞生记~~](#) [下载安卓版小图~](#)

Me: (2014-05-28 10:14:33)

help

小图: (2014-05-28 10:14:33)

你好，我是清华大学图书馆智能机器人小图，我有一些特殊的功能：
发送help获得帮助

特殊命令：

teach：获取教小机器人问答的方法

baike：查询百度百科

book：图书馆搜索书籍、资料

• 搜书格式如下：

• book 关键字

热门问题推荐

机器人小图使用说明

有关图书馆的问题向谁咨询

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图书馆开放时间

如何查找学位论文

如何查找会议论文

如何查找专利文献

如何查找科技报告

总咨询台电话号码和服务时间

清华大学校庆是哪天

book 三体

baike 清华大学

我可不可以让你变得更聪明

你听过忐忑吗

发送



<http://166.111.120.164:8081/programd/>

Mobile technology research for people with impairments

University of Maryland

iSchool students part of the team

Inclusive Design at Maryland's HCIL

HOME PEOPLE PARTICIPATE PROJECTS PUBLICATIONS

Welcome!

We're an interdisciplinary group of researchers at the [University of Maryland](#) focused on making the next generation of computing technology more accessible. We work primarily on mobile and wearable technologies for people with motor or visual impairments, older adults and children. We're part of the larger [Human-Computer Interaction Lab \(HCIL\)](#).



Projects

An overview of our [active research projects](#).

Participation

We're always looking for new participants and partners. [Come join us!](#)

HCIL



Learn more about the [Human-Computer Interaction Lab](#).

Funding sources

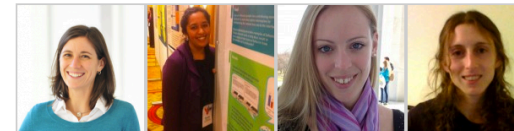
Current: NSF ([CAREER 2014-2019](#)), Nokia (2013-2014), Samsung (2014)

Past: Google

Inclusive Design at Maryland's HCIL

HOME PEOPLE PA

People

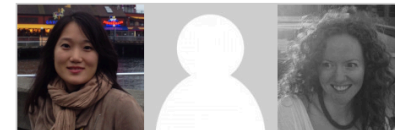


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Mobile technology research for people with impairments

- Signglasses
- Developed at Brigham Young University
- Projects a sign language interpreter on the glasses
- Students involved in project development
- Working with Georgia Tech on additional application tying a dictionary to glasses to provide definitions for words found in books



IV. Going forward at your institution



- Know your users
- Kent State U. Library survey
 - “In every focus group, we heard the same thing: students were not only interested in getting basic information from a mobile web site, they also desired greater interactivity... and envisioned being able to read, chat, and connect to resources...they expressed a desire for a customizable experience and found design to be very important.”
 - Seeholzer & Salem, “Library on the Go.” C&RL v.27, No. 1, Jan., 2011, p. 18

- Know your users
- U. Texas San Antonio Library
- Used their Music Online collection to create playlists
- Marketed through Facebook and accessed via QR codes
- Usage increased 41% in month of campaign
 - <http://link.higheredweb.org> May 15, 2012

Partner to gain expertise

- Professional institutional partners
 - Information technology
 - Center for teaching & learning
 - Instructional technology
 - University press
- Partnering with students
 - Hiring highly qualified students part-time
 - Developing contest for apps

THE CHRONICLE OF HIGHER ED

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Wired Campus

The latest on tech and education.

May 16, 2014 by Megan O'Neil

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For \$125, 2 Students Build Official App for SUNY-Albany



Shivam Parikh (left), one of two students who developed the U. at Albany's mobile app, worked with Brian Smith, a web developer for the university. (Photo by Mark Schmidt)

Two computer-science majors who received bachelor-of-science degrees this past weekend from the State University of New York at Albany are giving their alma mater a gift fit for the digital age.

Shivam Parikh and Matthew Gilliland spent their final undergraduate semester building the university's first official mobile application. It will be available free for download in time for student orientation in August, and it will function on both Android and Apple iOS.

http://chronicle.com/blogs/wiredcampus/for-125-2-students-build-official-app-for-suny-albany/52687?cid=at&utm_source=at&utm_medium=en

Making a commitment or sitting on the sidelines



Advice from Tim Flood, one of the developers of iStanford:

“The mobile environment is just not going to make a stop so you can take your time getting on the bus. You have to accept continual development and change surrounding the industry and mobile applications, and adapt...

These two mantras we've had for a long time in higher education—wait for standards and plan ahead on all aspects of your project--served us very well in other contexts, but not here, now, today, with mobile.

The technology change we face today challenges us to re-examine how we think and act as we begin our mobile projects...

I think the single biggest gift that an institution could give itself in terms of mobile, would be simply to "dive in." Do something quickly. Do something of consequence without really trying to think it through to every last detail...

So when we're considering an institution's willingness to explore mobile technology, I'd keep this broader perspective in mind:

We're not just talking about implementing technology!

We're ultimately talking about an institution's identity, its image, its perceived relevance--and perhaps its survival.”

<http://campustechnology.com/Articles/2012/04/18/Mobile-Relevance.aspx?CTCLV&p=1>



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Thank you!

**Joan talking with Bryan Alexander (telepresence
robot) at ELI Conference 2014**