ANALYSIS OF THE EDUCATIONAL IMPACT OF M-LEARNING AND RELATED SCIENTIFIC RESEARCH


M-LEARNING
Methodologies with portable devices
Personalized, collaborative learning

MOBILE CONNECTION
Generates a world of interactions.

1. INTRODUCTION

2. MATERIALS AND METHODS
2.1. Objectives
2.2 Instruments and procedures
2.3 Study population and sample

3. RESULTS
3.1 Conceptualization and typologies within the topic examined
3.2 New technologies and the potential of audiovisual narrative
3.3 Autonomy and collaboration
3.4 New immersive spaces
3.5 Particular levels and types of implementations
3.6 New problems and challenges
3.7 The motivational and ergonomic factor

4. DISCUSSION AND CONCLUSIONS

A
To describe the features of the recent scientific literature and identify the main related research areas.

B
To provide a theoretical basis and systematize effective M-Learning use patterns.

Descriptive study
Analysis of registers → M-learning & Mobile learning (Web of Science)
Bibliometric analysis → Quantitative and qualitative survey of documents in registers
Tools → QDA Miner

Sampling
Random → 219 registers

Limitations → Sample size

M-LEARNING
Generates new educational approaches and environments based on flexible interaction.

B-learning
Higher performance

MACHINES + TEACHER

NEW MATERIALS

CREATION OF SIMULATED SCENARIOS AND LABORATORIES

NEW TECHNOLOGIES AND THE POTENTIAL OF AUDIOVISUAL NARRATIVE

NEW IMMERSIVE SPACES

NEW PROBLEMS AND CHALLENGES

THE MOTIVATIONAL AND ERGONOMIC FACTOR

Highlights the appearance of new scenarios, source of information and knowledge (AR).

Need
Consolidated theoretical corpus

M-learning imposes new frameworks for interaction and training dynamics.

Focusing on the classical socio-educational problems incorporating successful lines derived from the phenomenon of mobile devices.

MACHINES + TEACHER

NEW TECHNOLOGIES AND SOCIAL SCIENCES

NEW MATERIALS

Creation of simulated scenarios and laboratories.

Learning with Augmented or Virtual Reality.

New materials.

Exploring the emotional nature in devices.

Effectiveness and efficiency of these devices and the skills that they strengthen.

Use of mobile devices and the new regulations, legislative aspects, infrastructures (training, resources and classrooms).

Associated behaviors: fun, leisure, music, communication, online resources.

Improving task performance – more enjoyment.

Materials: tools providing maximum ergonomics.

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