

Mobile Learning - Methodologies for the Study of Informal Learning with Mobile Devices

To inform the design process of mobile learning materials, it is necessary to study the actual use of mobile phones in an informal learning perspective (Halse 2003). We need to ask questions such as what do young people do with mobile phones? what affordances (Gibson 1979, Kreijns et al 2002) does this medium have? and how is it possible to speak of learning processes when studying mobile phone use in formal as well as informal learning contexts (Lave & Wenger 2003, Weilenmann 2003)?

The presentation outlines the research design for my PhD project on mobile learning which focuses on mobile phones as a way to bridge the gap between formal and informal learning contexts. The project is commissioned by the Danish Research Centre on Education and Advanced Media Materials and aims to deliver theoretically grounded empirical research on how to develop innovative learning materials for young people, in this case exploring the learning potential of mobile phones. With reference to previous research on mobile media (Oksman 2003, Taylor and Harper 2003), the presentation proposes several adaptive methodological techniques for studying young people's interaction with mobiles such as observational fieldwork, interviewing techniques, Experience Clips (Isomurso et al. 2004), and using mobile phones for different kinds of media production.

Mette Berth, DREAM, Department of Communication, Journalism and Computer Science, University of Roskilde, Denmark

Mette Berth has a M.A. in Media Studies and have begun her PhD work on mobile learning last year. The work is sponsored by the Danish Research Centre on Education and Advanced



Media Materials. Her research interests are young people's media use with a specific interest in the appropriation of mobile media in youth culture. Other interests are the strategies and social communities surrounding text messaging and working with the notion of embodied interaction in relation to young people's use of media.