

Design Issues for Developing Multimedia Learning for PDAs

This poster will present two prototypes of interactive multimedia learning applications that have been developed for use on a Personal Digital Assistant (PDA). The first is a mobile local history tour, designed as an informal learning tool for adults. The second is a learning object on Java programming for higher education students, which has been adapted for the PDA. As these were our first developments in creating learning resources for the PDA, initial research and testing was undertaken to establish specifications for authoring, interface design, user interactivity and content presentation. This has resulted in a set of technical guidelines for creating Flash-based multimedia content for the PDA. The main design features of each prototype will be described with illustrative examples. One of the main design constraints has been the smallness of the screen, and the amount of content that can effectively be displayed on one screen. One of the results of this has been to use audio for commentaries and explanations, rather than text, which results in a different learning experience. Both prototypes have been evaluated with users, and some of their feedback will be presented. The prototypes will be demonstrated during the presentation, and the poster will outline some of the issues raised, the solutions and user feedback.

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Claire Bradley is a Research Fellow at the Learning Technology Research Institute at London Metropolitan University. She has a Masters degree in



Interactive Multimedia. She has worked on several UK and European research projects involving the introduction and evaluation of multimedia and eLearning in a range of learning scenarios. She has co-authored a number of journal articles and papers in these areas. Prior to working as a researcher, she worked for 12 years in developing and producing distance learning materials for adult learners.

Richard Haynes is a Multimedia Developer at Metropolitan University in London. He has recently completed an MA in Digital Media where his final project was a historic tour of



Camden an area of London delivered on a Handheld PDA. With over ten years experience developing learning resources for Universities and Arts organisations, he has developed for a variety of digital media. Most recently he has been developing Learning Objects for the University, which won a European Academic Software Award 2004.

Professor Tom Boyle is Director of the Learning Technology Research Institute (LTRI) at London Metropolitan University. For the past three years he has been leading a major



project on the development, use and evaluation of learning objects that has produced marked improvements in student performance. This work resulted in a European Academic Software Award (EASA) in 2004. He is also Director of the Centre for Excellence in Teaching and Learning (CETL) in Reusable Learning Objects, based on a partnership of London Metropolitan, Cambridge and Nottingham universities.