

Graham Brown-Martin, Handheld Learning, United Kingdom

Graham Brown-Martin is the founder of Handheld Learning, a consultancy and software developer based in London. He also operates the online Handheld Learning Forum (www.handheldlearning.co.uk) that is a rich discussion environment for academics, educators and developers to share knowledge, experiences and ideas. His 20 year career has been divided between developing leading edge technology for education and working in the entertainment software industries.



The Importance and Educational Value of Bringing Rich Media Experiences to the Palm of the Student's Hand

At the end of 2004 and during 2005 Nintendo and Sony both released handheld gaming platforms of immense internal processing power and ability for audio-visual rendition. Within 4 months Nintendo had sold more than 6 million units of it's DS system retailing for just £99 in the UK proving that wireless rich media handheld computing on a mass scale at an affordable price is now possible.

Like the gaming platforms the general purpose systems such as those using Symbian, Palm or Windows Mobile operating systems now provide sufficient processing capability and wireless connectivity to move away from traditional handheld computing applications to more diverse and rich media experiences more typically found on high-end multimedia desktop computer systems. With built-in camera's and audio recording capability the handheld computers have perhaps become the "iPod for the Mind".

The legacy notion of the PDA as a device simply for Personal Information Management has long been extinguished and we face a realistic opportunity for learners to experience multimedia via their handset whether it's regarded as a phone or a handheld computer.

This workshop will explore, discuss and demonstrate via several pilot projects currently ongoing in the UK in which the author is involved that prove the importance and educational value of bring rich media experiences to the plam of the students hand.

Graham will demonstrate in "real-time" the creation of multimedia applications for and using handhelds using a number of existing and "soon to be released" application programs in this stimulating session.