

## Location-Based Mobile Technologies for Engaging Learning Experiences

Location-based mobile learning aims to move learning off the desktop and into our everyday environment in order to improve engagement, immersion and authenticity.

This presentation provides an overview of location-based learning projects, some of the systems that enable development and the challenges and potential of the medium. It continues with a review of my experience in building a game for Museum in Docklands.

Dockers' Dilemma is a location-based educational game played in the modern Docklands landscape augmented by historic sights and sounds. It aims to bring history to life by throwing players back in time, to land in the shoes of a 1900s Apprentice docker. The challenge: survival.

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originally studied Fine Art in Edinburgh and now works as a Learning Technologist. She is nearing the end of an MA in interactive media at Middlesex University with a focus on games for learning and mobile learning.

