

Designing a Television and Mobile Assisted Language Learning Environment

Designers of technological support for learning have an ever-increasing selection of platforms and devices at their disposal, as desktop computers are joined by mobile phones, PDA's, laptops, games consoles, digital television and wearable devices. It is unlikely that a single technology will be a perfect fit for all aspects of a learning task. Many situations will call on the strengths of a number of devices in combination. However, distributing functionality across different devices may create new problems for interaction and interface designers more used to creating consistency and coherence within a single technology. As an example, we describe the design and development of a system that facilitates language learning from a combination of two devices, interactive television (iTV) and mobile phone (see Figure 1), drawing on the strengths of each technology. In particular we discuss some of the user interface design issues to be considered in the context of cross platform dual device systems for ubiquitous learning.



Figure 1: Supporting comprehension of difficult language item across iTV and mobile phones

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Lyn Pemberton is Principal Lecturer in the School of Computing, Mathematical and Information Sciences at the University of Brighton, U.K. She teaches courses in the Human Computer Interaction area and is especially interested in design methods, evaluation techniques, computer mediated communication and interaction design for ubiquitous computing. Lyn is leader of the undergraduate BSc in Digital Media Development and recently redesigned the School's Interactive Technology MSc programme, incorporating the MSc in Digital TV Production and Management. She is also convenor of the School's Interactive Technologies Research Group, which specialises in ubiquitous and cross platform applications for learning, collaborative work and information retrieval.



Sanaz Fallahkhair is a PhD candidate in the School of Computing, Mathematical and Information Sciences at the University of Brighton, U.K., having completed her BSc in Software Engineering, also at Brighton. For her PhD she is developing TAMALLE, a cross platform system that works across interactive TV and mobile phone to support language learning. Sanaz is particularly interested in the technical architecture underlying cross platform systems such as this.

