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Mobile Learning Panel

Implementation Fest 2010
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Panelists

- Ms. Carol Wall, U.S. Air Force
- Ms. Diane Jenkins, U.S. Army
- Dr. Neal Finkelstein, U.S. Army
- LCdr. Remi Tremblay, Canadian Defence Academy



Develop America's Airmen Today ... for Tomorrow

Mobile Learning

HQ AETC/A8Q

Carol Wall

August 2010

The First Command



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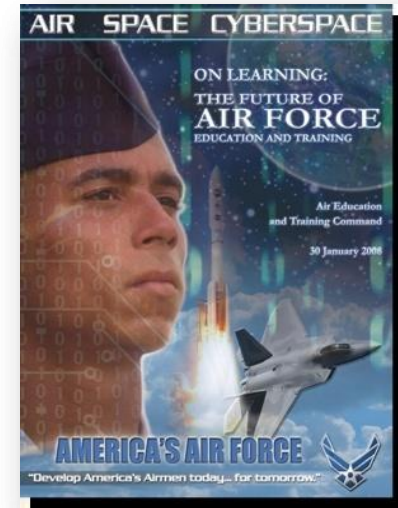
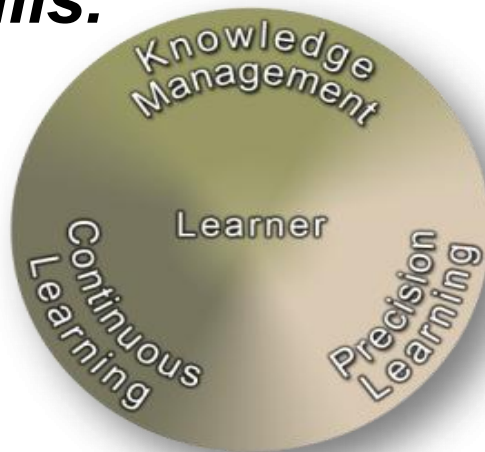


AETC Innovative Learning



Develop America's Airmen Today ... for Tomorrow

“Technological change is accelerating. To accomplish the Air Force mission in an environment of accelerating change, we will need to recruit, train, and educate Airmen with agile minds and cutting edge skills.”



Focus Areas:

- Instructional Design
- Knowledge Systems
- Virtual Environments
- Mobile Learning
- Simulations and Gaming

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....the Vision



Develop America's Airmen Today ... for Tomorrow

Recruiting

Mobile, Network Connected Device for Recruiters

- Recruiter geo tracking
- Texting to Applicants
- Mass notification to Recruiters
- Recruiter database capable

Applicant Mobile Device

- Sync with Recruiter device
- Electronic ASVAB Pre-Test
- Electronic ASVAB Test



Basic Military Training

Arrival Processing

- Mobile Device Issued
- Record(s) initiation

Training

- Content available anytime, anywhere
 - Mobile referencing
- Individual/Mass Notification

- Base/local area information



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....the Vision, cont'd



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Technical Training

- Content available anywhere, anytime
 - Mobile referencing
- Base/local area information



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Where We Are



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•Podcasting

- Resource to extend what is learned to new situations, facilitating transfer of knowledge and continuous learning
- Podcasting portal page is under development

•Mobile Application

- Purpose is to serve as a training/reinforcement tool to USAF Basic Military Training physical conditioning
- Intent is to demonstrate the proper way to accomplish physical conditioning
- Goal is to reduce injuries and subsequent loss of training time and attrition



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Where We Are, cont'd



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•Air Force Recruiting Service Mobile

- Design and implement a low-cost software solution to provide access to video content, form-based tests and data entry pages
- Capability to migrate data back to the recruiter's laptop.
- Explore a camera solution for recording/transmitting interviews
- Current recruiter laptops will be used to store information from the mobile device and communicate that information to the data base per existing procedures under phase one.

•Aerospace Ground Equipment

- Objective was to compare devices to see which is most compatible to an Aerospace Ground Equipment course
- Students and instructors found most utility with the ASUS Netbook
- Will be a follow on project to provide interactive content





Where We Are, cont'd



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Mobile Accessibility of ADLS

- Want to enable mobile access to web-based training
- Looking at ancillary training courses



Where We Want To Go



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- Every service member with a mobile device to communicate within the Air Force and draw information from an enterprise knowledge base.
- Self-paced individual training
- Mandatory annual training
- Classroom Response System
- Interactive Media Instruction





Challenges



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- *Transforming* the learning environment for the learners of tomorrow— *today!!*
 - Defining the new knowledge *concepts* for learning
 - Defining the new *technologies* required
 - Defining how to *organize* for effective learning
- Increasing *effectiveness*
- Increasing *efficiency*
- Secure access to content
- Change Management

A learning revolution!

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What Else Is Going On?



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Lt Gen Lord – CIO for Air Force

- Tasked Air Combat Command (ACC) to execute and provide a technical review in order to deliver a report of viable strategies and technologies to enable improved access to voice, data, and network assets.
- ACC Hosted a workshop in mid-June at Langley AFB
- Air Force needs mobility for:
 - warfighter effectiveness
 - business efficiencies
 - recruiting
 - accessibility culture



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Air Education and Training Command

“The First Command”

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SCoE MOBILE

U.S.ARMY

The Changing Face of Army Training

Diane Jenkins
Training Analyst, Technology
Integration Branch
Training Technology Division
Sustainment Center of Excellence
G3-CASCOM

SCoE Mobile Team

(Officially formed July 21, 2009)

Matt MacLaughlin: Branch Chief

Diane Jenkins: Beta Testing, QA, Social
Networking, PR, Podcast

Christopher Lawson: Lead Developer

David Garrison: COTS Gaming, Podcast



PARADIGM SHIFTS

The SCoE Mobile Initiative:

- Creates a clean break from the chains of brick-and-mortar education
- Ensures quality and academic rigor in distance learning classes
- Enables mission critical, right place/right time, formation/educate possibilities
- Strengthens partnership with field commanders and their units through the development of timely and relevant products
- Fits seamlessly into the already established Army course lifecycle



PARADIGM SHIFTS

The SCoE Mobile Count:

- 25 completed Apple Applications
- 7-10 on way to completion
- 1 accepted and posted on the Apple Marketplace (FREE!!!)
- Conversion to HTC, Android, and Palm modes now taking place

The SCoE Mobile Secret:

- .edu server
- Can and have patched out links to applications for immediate access
- All apps “live” off network and are not dependent on connectivity
“device agnostic”

INTRODUCTION

SCoE Mobile/ARCIC Pilot Program:

- Initial development done on Apple
- Initial target pilot populations are AIT cadre and NCOs
- Applicable and effective mobile digital devices in support of training
- Cadre access to and update of training materials





IN CONCLUSION

The SCoE Mobile Initiative:

- Creates a clean break from the chains of brick-and-mortar education
- Ensures quality and academic rigor in distance learning classes
- Enables mission critical, right place/right time, information/education possibilities

Courseware now cross-platformed for:

- iPod Touch
- iPod Classic
- iPad
- iPhone
- Sony Playstation Portable
- Sony e-Reader
- HTC, Palm, and Android



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EVENT

SCoE MOBICON

Fort Lee, Virginia
17-18 August 2010

Leescoemobile@conus.army.mil

FACEBOOK

“SCoE Mobile” is on **Facebook**

Dr. Neal Finkelstein

***Branch Chief & Program Director for the UCF
RAOS Contract US Army Research
Laboratory Human Research & Engineering
Directorate,
Simulation & Training Technology Center
(STTC)***







CMP

CANADIAN DEFENCE ACADEMY

STRENGTH THROUGH KNOWLEDGE



Canadian ADL Partnership Lab



LCdr. Remi Tremblay
Senior Staff Officer
Learning Concepts and Experimentation

Presentation by CDA



National
Defence

Défense
nationale

Canada



The Canadian ADL Partnership Lab

- Formed in 2003 under the Director Training and Education Policy (DTEP) in Ottawa
- Moved to Kingston in 2009
- Now a shared responsibility between
 - Learning Concepts and Experimentation (LCdr. Remi Tremblay) and
 - Learning Technologies (Bill Railer); and





The Canadian Lab Partnership Lab is...

- An applied learning lab
- A recognized Center for Excellence in Trg./Ed. Software/Applications
- A provider for standards and project support
- A partner in joint R&D projects (DRDC / NRC / RCMP / CBSA)
- Expanding our network through additional partnerships
 - Director Land Synthetic Environments (DLSE) and the DRDC Valcartier Serious Gaming Initiative
 - Canadian Advanced Synthetic Environment (CASE)





Mission

- Provide a collaborative environment for training organizations from the DND and GoC to share resources and experiences in implementing innovative e-learning solutions

R&D

Learning
Applications

Courseware
Design
Development



First Mobile Learning Study (2008 / 2009)



Courseware



Performance Support
Tool



SCORM



Research Questions Posed

- What devices are appropriate for mobile learning within DND?
- What type of courseware is appropriate?
- Is mLearning viable, affordable, beneficial?
- Can we make content readily available to personnel in theatre?
- Can we make content more accessible for personnel in Canada?
- What are the associated costs for development and delivery?

Initial results were positive, but little progress has been made



Mobile Devices – Current Uses

- Use NGrain Models on ruggedized PDA to support access to mission critical land mine information.
- Flight planning and debriefing
- Gathering opinions from high value target populations.
- Current Platforms
 - Blackberry (Daily Ops)
 - I-Touch / I-Phone (Training)

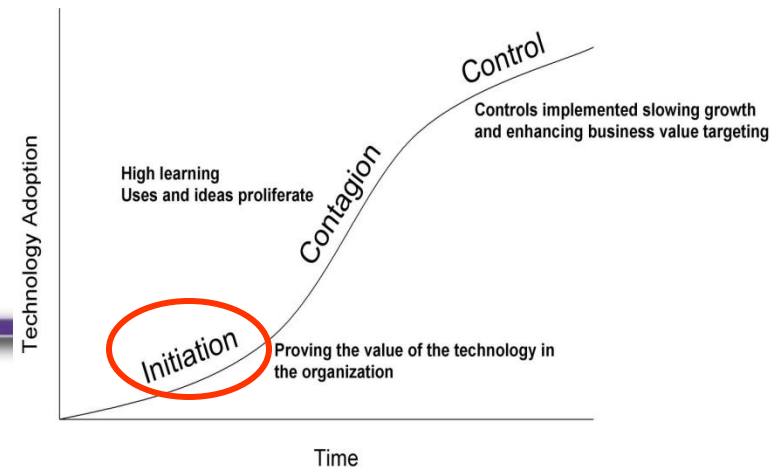


A Ruggedized Milspec Personal Digital Assistant



Current Status

- The use of mobile technologies in support of CF Individual Training and Education is still very nascent.
- Mobile is not viewed as a replacement for DL or WBT but as an extension to existing content, personnel, and resources.
- The sweet spot of mobile technologies in the CF is not in training but performance support!



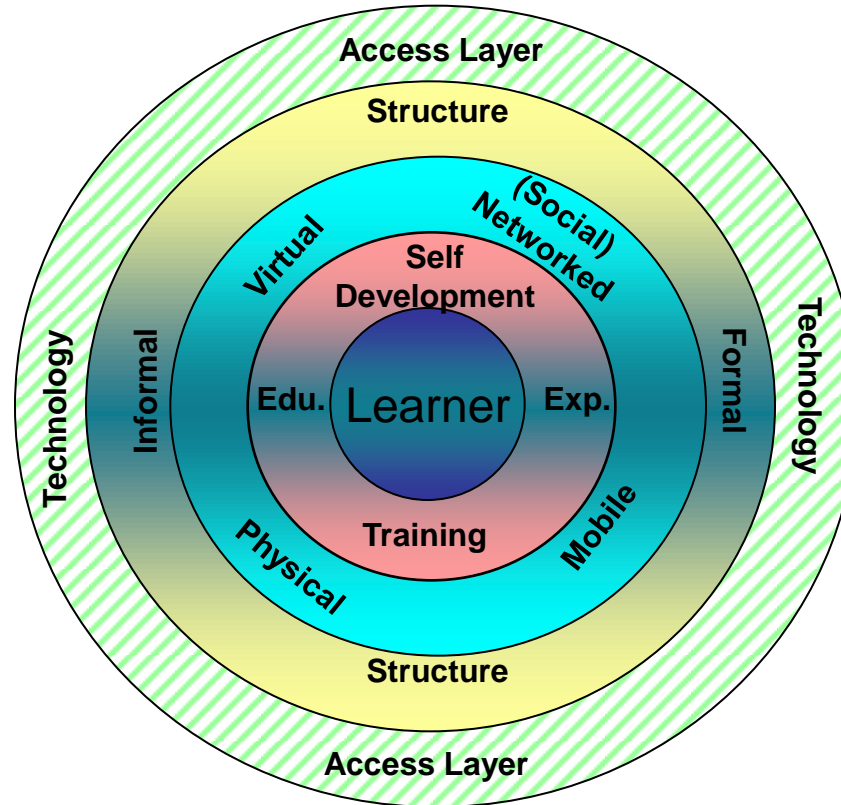


Challenges and Next Steps

- Challenges
 - Competing priorities and initiatives (Virtual Worlds, Social Networks, Personal Learning Environments, Simulation and Gaming)
 - Maintenance of dedicated personnel and expertise
 - Internal mobile learning infrastructure almost non existent
 - Data costs for wireless mobile access
- Next steps
 - Targeted projects
 - White paper
 - Develop Partnerships



Future Learning Workspace Within the CF Learning Architecture



Ms. Carol
Wall

Ms. Diane
Jenkins

Discussion
& Questions

LCdr. Remi
Tremblay

Dr. Neal
Finkelstein