



# From eLearning to mLearning: The Effectiveness of Mobile Course Delivery

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### ADL Mobile Team Focus









#### Vision

 To be the source of information and support for DoD mobile learning initiatives.

#### Knowledge

- Track initiatives and share
- Remain current and provide weekly newsletter
- Deliver presentations
- Collect use cases

#### **Deliverables**

- Develop samples
- Identify tools
- Conduct workshops and webinars
- Write papers
- Facilitate working group

#### Research

- Collect literature and review
- Share best practices
- Support BAAs



### What I'll Cover...

- Mobile Learning Defined
- Research Need & Applicability
- Preliminary Survey
- Phased Approach
- Research Results
- Lessons Learned
- Future Research





# ADL Mobile Learning Defined

ADL defines mobile learning as the use of handheld of wearable computing devices to provide access to learning content and information resources.







#### Much More than Just Courses: Mobile Learning Opportunities

#### **Evaluation**

Location Field guide Quiz specific

Review/remember

Alerts

Survey

Geo-blogging

On-demand Audio recordings access

Reporting Reference

Simulation Conferencing

Job aid/check list

Decision support

Assignments

Presentations

Modules,

Contextualized learning

Poll Just-in-time

Micro learning

Feedback

Video recordings

Transcription Note taking

Test

Geo-exploration Reminders

Capture/share/document

Procedures Updates

Game-based learning

Coaching/mentoring Organization

Translation Augmented reality

E-books



#### Merrill Lynch – Mobile Compliance Training

- Learn when can
- 7 week pilot "GoLearn"
- Results 12% higher completion rate
- 45% less time
- 100% want more
- 99% felt format supports learning





# Applicability

- Mandatory vs. compliance training
- Equal applicability for military training?
- Users of DoD eLearning systems are also challenged with balancing mandatory training requirements with mission -critical work

#### **Preliminary Survey**

- Used to help drive the conversion, development, and deployment decisions
- Distributed to 115 recipients, 50 responded (43%)
- Representation from the following:
  - Air Force
  - Army
  - Navy
  - Defense Agencies
  - Joint Staff
  - Combatant Command
  - OSD



#### **Preliminary Survey Results**

- Three Specific Areas:
  - Smartphone proliferation in the DoD
  - Mobile friendly LMS
  - Mandatory Training on Mobile vs. Desktop
- The survey results helped us to determine:
  - Target Population & Platforms
  - Course Conversion Approach
  - Strategy for Testing & Measurement
- Mobile Learning Landscape:
  - http://www.adlnet.gov/survey-report-on-the-mobile-learning
     -landscape-within-dod





#### Course Selection: Background



- Trafficking in Persons (TIP) is a general awareness course mandated by DoD Instruction 2200.01 Combating Trafficking in Persons
  - Commercial sex trade industry
  - Labor trafficking
- Online e-learning course since 2005
- Mandatory for ALL DoD
- Online course created by Academic ADL Co-Lab



# X

#### Desktop eLearning Version

- HTML and Flash
- Intro plus 6 modules
- Pretest & Posttest
- Glossary
- Resources
- SCORM®





# Phased Approach

- Phase I: Analyze, Convert, and Prototype
- Phase II: Determine Requirements & Refine
- Phase III: Field Testing
- Phase IV: Measurement & Evaluation



#### Phase I: Analyze, Convert, and Prototype

- Phase I Conversion: 30-40 hour effort
- Initially used (basic XHTML 1.0 / Mobile Profile) for older mobile devices and provided enhanced version for smartphones
- Phase I Demo URL:
  - Basic Version: http://tip.adlnet.mobi/menu.html
  - Enhanced Version: http://tip.adlnet.mobi



# Using XHTML 1.0 Basic









#### Mobile TIP Conversion Issues to Address

- Overall Ul
- Template design
- Screen content size
- Graphics (size and learning value)
- Interactions and animations
- Time per module
- Video conversion for mobile (most common formats)

- Glossary functionality
- Unable to alter instructional objectives, course size, assessments
- Platform(s) supported device detection vs progressive enhancement
  - For valid measurement, a consistent experience must be provided



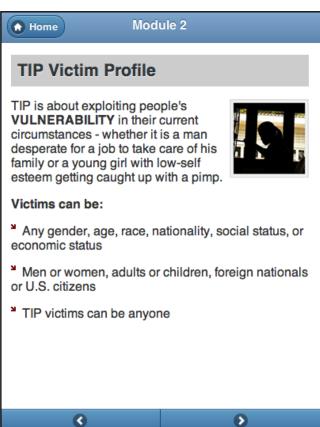
#### Phase II: Determine Requirements & Refine

- Target touch mobile devices only
  - jQuery mobile framework (HTML5, CSS, JavaScript)
  - Address issues
  - Explore native app alternatives (using PhoneGap)
- LMS Integration?
  - No DoD LMS options at the time open source options?
    - SCORM Cloud + WordPress
    - SCORM Cloud + Moodle
  - What is the requirement? SCORM? Assessment?



### Slideshows and Animations





Mobile version

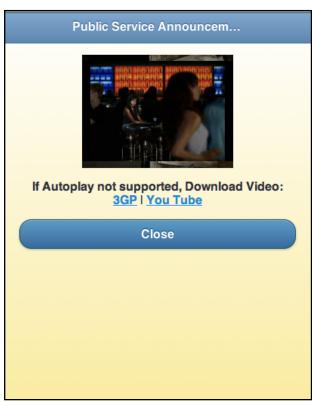
eLearning version



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## Video conversion for mobile



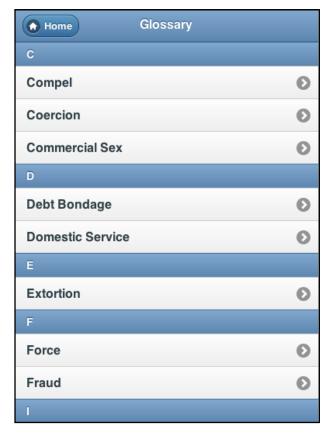


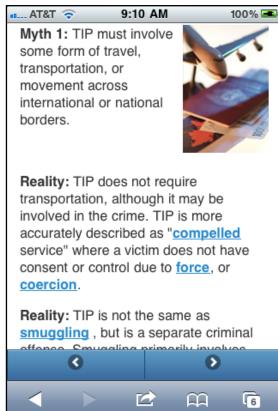
Mobile version

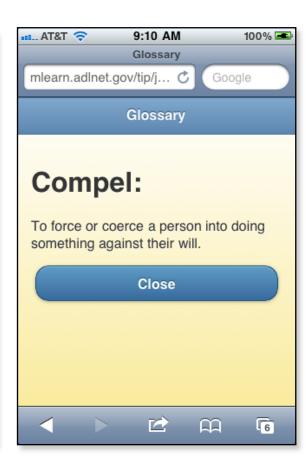
eLearning version



## Glossary











## Three Output Formats Tested







iPhone App

Android App

HTML5 Web Browser





### jQuery Mobile + PhoneGap =

Write once, deploy to multiple platforms & devices















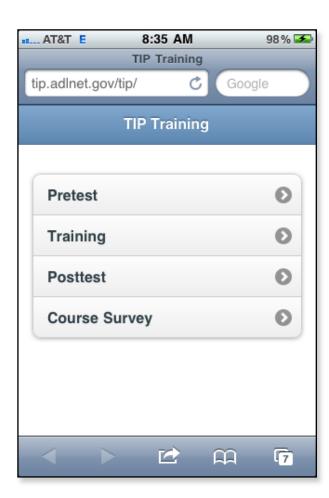






# Phase III: Field Testing

- Pretest
- Course
- Posttest
- End of course survey
- Focus Groups
  - Read I/ITSEC paper for more narrative!



### Field Testing: Population

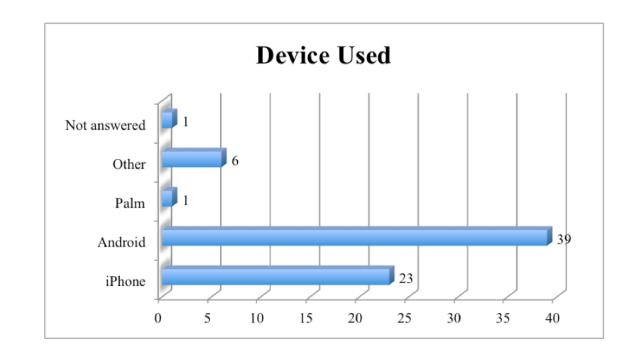
- Asynchronous (over 2 week period):
  - Wide range of DoD stakeholders in remote locations
- Synchronous (over 2 hour period):
  - 40 participants from Sheppard Air Force Base
- 71 total participants (Active duty & civilians)
  - Air Force (59%)
  - Army (15%)
  - Marine Corps (7%)
  - Navy (4%)
  - Other DoD Orgs (13%)





## Field Testing: Platforms

- Direct Touch Smartphones
  - HTML5 support
- Android (39)
- iPhone (23)
- Other
  - iPad (3)
  - iPad 2 (1)
  - Samsung GalaxyTablet (1)
  - Acer Iconia Tablet (1)



#### Phase IV: Measurement & Evaluation

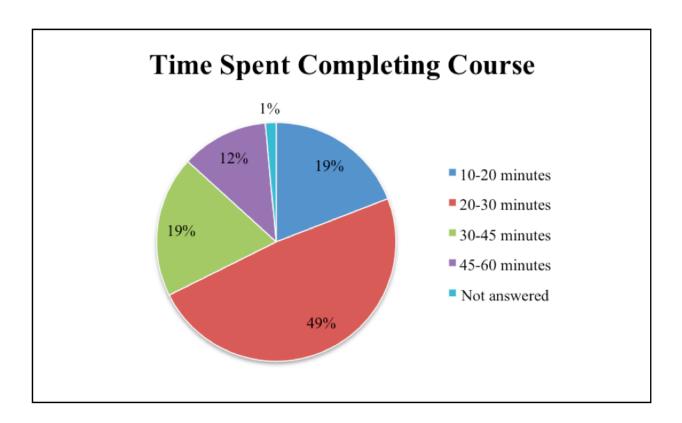
- READ PAPER FOR MORE RESULTS!
- Time Spent Completing Course
- Benefits of Mobile Course Delivery
- Learner Performance
- Learner Satisfaction
- Mandatory Courses on Mobile



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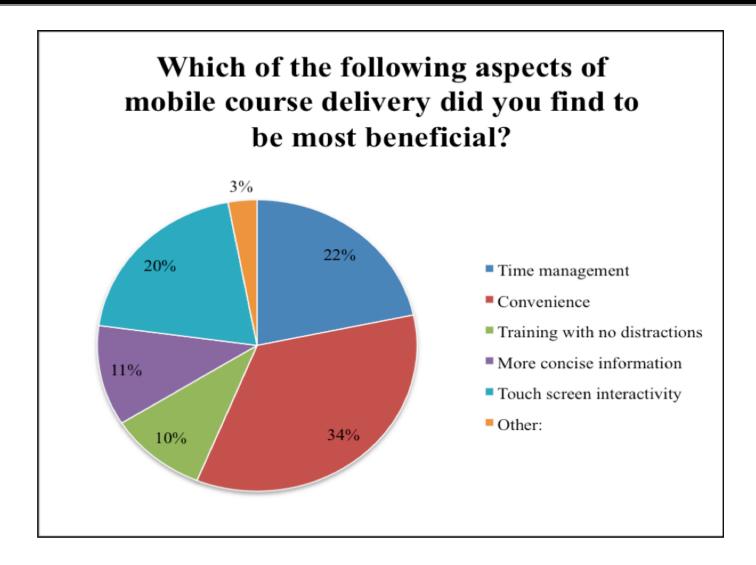
#### Results: Time Spent Completing Course

- eLearning version: 45 60 min.
- Mobile version: 49% 20 30 min.



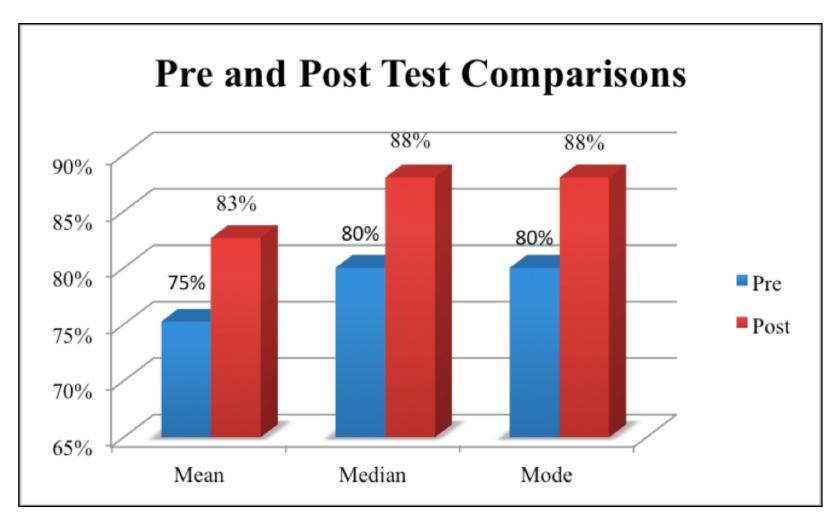


# Results: Benefits of Mobile Delivery



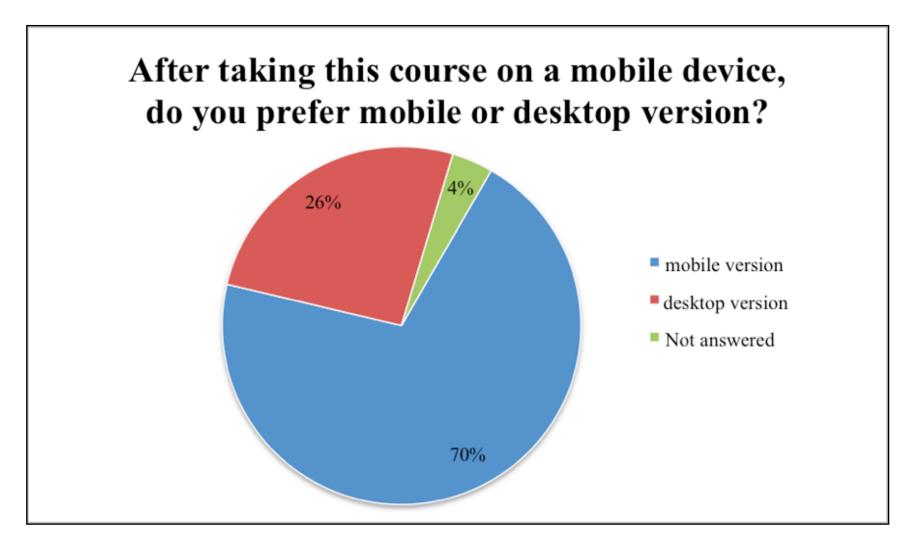


#### Results: Learner Performance



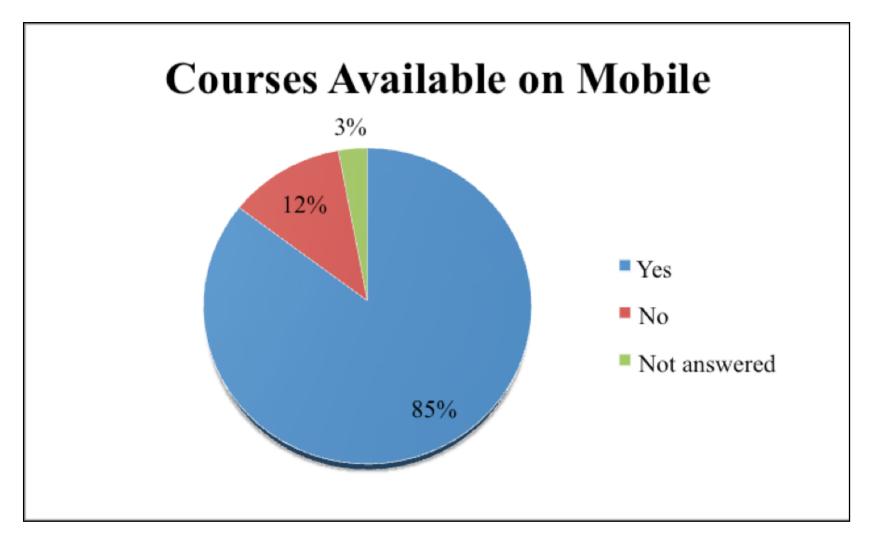


#### Results: Learner Satisfaction





### Results: Mandatory Courses on Mobile



#### Lessons Learned

- Create. Don't convert!
- Scope: You can support all device types. Narrow the scope and focus on consistent user experience
- Mobile Apps and Web Apps can be developed using HTML5 and support multiple platforms/operating systems
- Mobile first approach: potential for both a desktop and mobile deliverable from single code base
- SCORM on mobile browsers works, but provides a poor user experience today
  - What level of tracking is needed? Bookmarking, scoring?
- Video fragmentation issues with Android



# Implications & Future Research

- Mobile courses can't replace eLearning, but would make a nice option for mandatory training (85% said yes!)
- Need for new pedagogical models for mobile learning
- Demand for mobile SCORM profile
- Technical implementation challenges (security, commercial and .mil network connectivity, BYOD)



# Questions / Discussion

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