Towards Work-Based Mobile Learning: What We Can Learn from the Fields of Work-Based Learning and Mobile Learning

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ABSTRACT

Mobile devices are increasingly being used to support learning in work contexts. In exploring the emerging field of work-based mobile learning (WBML), researchers need to give consideration to the theoretical and empirical findings from mobile and work-based learning. In this paper, the authors provide an overview of key issues and dominant debates in these fields with the aim of providing a systematic introduction for mobile learning researchers interested in exploring the use of mobile devices for learning in work-based contexts. This paper’s focus is aimed at scoping possible commonalities across mobile and work-based learning in order to establish a baseline for future conceptual work in empirical research towards WBML.

Keywords: Literature Review, Mobile Learning, Theoretical Approaches, Work-Based Learning, Workplace Learning

MOBILE LEARNING

An Emerging Field

Today mobile technologies such as cell phones are widespread and multifunctional, mobile broadband coverage has improved considerably in recent years and smartphones are combining more and more capabilities – ranging from telecommunication and video capturing to personal information management (Livingston, 2004); this important characteristic is referred to as convergence in the literature (Pachler, Bachmair, & Cook, 2010). At the same time costs for telecommunication have been decreasing (compare e.g., European Statistics Eurostat, 2008). Mobiles – such as the iPhone – were identified in recent Horizon Reports (2009, 2010) as the technologies with the highest likelihood of entry into the mainstream of learning-focused institutions within the next year. Whereas mobile devices have become more and more embedded in the life worlds of learners, schools have mostly not considered
them as cultural resources (Pachler, 2009; Pachler, Bachmair, & Cook, 2010). Similarly, companies seem to be hesitant to acknowledge the potential of mobile technologies for learning (Härtel et al., 2007) despite the high penetration of mobile devices also in the business environments (Dzartevska, 2009).

In line with the spreading of mobile technologies, mobile learning is a rapidly expanding field of research (see e.g., Vavoula, Pachler, & Kukulska-Hulme, 2009). Its growing importance is reflected, for example, in the rising number of conferences [1], journals and books [2]. A number of mobile learning projects have been piloted in schools and institutions of Higher Education (see e.g., http://www.moleap.net; for a state of the art analysis of mobile projects compare e.g., Frohberg, 2006; Frohberg et al., 2009; Pachler, Bachmair, & Cook, 2010; Seipold & Pachler, 2010). Some projects have also been conducted and researched in business contexts (see e.g., Pimmer & Gröhbiel, 2008; Pachler, Pimmer, & Seipold, forthcoming).

Definitions and Theoretical Concepts

At present there is no dominant definition of what constitutes mobile learning. Particularly in the early days of work in the field, mobile learning was often conceived of as a technological concept (based on portable technology) (Kukulska-Hulme et al., 2009) and to the delivery of content to mobile devices (transmission based-learning) (Frohberg et al., 2009). Today, contextual factors are considered to be of great significance. This is also mirrored in some commonly used definitions where, for example, mobile learning is considered as “the processes of coming to know through conversations across multiple contexts among people and personal interactive technologies” (Sharples et al., 2007, p. 158). Our perception of mobile learning is based on a similar understanding: we characterise it as the processes of coming to know, and of being able to operate successfully in, and across, new and ever changing contexts with and through the use of mobile devices. Instead of a technical orientation today’s focus is on an educational perspective, given the affordances that mobile devices provide for meaning-making (Pachler, 2010; Pachler, Bachmair, & Cook, 2010).

Activity Theory (AT) is well acknowledged in mobile learning and many researchers have used the model as an explanatory frame for exploring learning with mobile devices. Of particular interest seems to be the triangular activity system of Engeström (1987). Despite its prevalence in the literature, AT has been criticised for not being an adequate theory for researching mobile learning: on the one hand it lacks the necessary simplicity to be of value for practitioners and policy makers; on the other hand (from a theoretical perspective), the notion of learning as the acquisition of objects, as well as the distinction between learning subjects and objects, is considered as problematic (Pachler, Bachmair, & Cook, 2010). In their article on Folksonomological Reification, Parslow et al. (2008), suggest that it is important to modify the AT ‘triangle’ for use with social tools relating to learning practice.

The reason being that the revised version seems (...) to emphasise the importance of the links between community and tools. Additionally, it can be argued that with social media (Web 2.0) style tools, the tool being used is really the information which has been contributed by the community rather than the underlying ‘code’ which quickly reaches the status of infrastructure. With this view, the tool itself is in a continual flux, changing and adapting to the environment through use. (ibid)

Pachler et al. (2010) favour a focus on the subject rather than the object. While they do not consider the object as irrelevant, they underline the relevance of content and context. Learning objects are viewed as cultural products and in this function they are equivalent to generated contexts.

Coming from a socio-cognitive engineering design perspective some authors (Sharple
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