mLearn 2007 melbourne - submitted papers by presentation

**Doctoral Consortium (5)**

- Architecture of Mobile Formative Assessment System (m-FAS) for Enhancing Students Learning
- Learning Through The Group Moblog
- Increase E-Learning Effectiveness With Mobile Technology: A Case of Assumption University, Thailand
- An Artefact-based Mobile Learning Environment
- The Mobile Literacy Practices of Youth: An Ethnographic Study.

**Long Paper (41)**

- SIMoney-Money Transaction Using SIM Cards of GSM Mobile Phones
- Comparative Study of Peer Learning Mediated By Interconnected PCs and PDAs
- Use of Mobile Learning Technology to Train ESL Adults
- Sales Training Goes Experiential
- IM Dr Math
- Selection Interview through Mobile Technology
- Point and Shoot Learning: Models for Mobile Learning from Cases and Technologies using Camera Phones for Situated Learning
- Using SMSs to Engage Students in Language Learning
- Assessment of mLearning A Case Study: Assumption University of Thailand
- Using mobile technologies for open and distance learning community development
- Thinking about the ‘m-’ in mobile learning
  - New technologies, new pedagogies: Using scenarios for staff development with mobile technologies
- An Evaluation of MyArtSpace: a Mobile Learning Service for School Museum Trips
- Mobile Blogging: A Guide for Educators
- Moving Mobile Mainstream: Using Communities of Practice to Develop Educational Technology Literacy in Tertiary Academics
- Educational Affordances of Handheld Devices: Undergraduate Student Experiences
- Lessons learnt from Australian case studies in mobile commerce
- Ubiquitous Sensing for Context Aware Computing
  - A Study on the Acceptance of mobile Phones for Teaching and Learning with Pre-service Teachers
- competitive intelligence in m-learning
- Interactive mobile messaging supporting VSAT distance learning in Africa
  - A Study on Ubiquitous Computer Supported Collaborative Learning with Hybrid Mobile Discussion Forum
- Selected Outcomes: The Australian Standards for M-Learning
  - Defining a handheld computer for a first year university student: Is it a ‘handy’ accessory or an essential learning tool?
- An Ambiguity Resolving Automatic Question Answering System to Improve E-Learning
- A Novel Remote Laboratory Control and Evaluation Framework
- School of the Future – Game over, next round
- Mobile Technology, the catalyst between the Workplace, the Learner and the Institute
- Self Organising M-Learning Communities: A Case Study
  - Blueprint for an Adaptive Training - Virtual Learning Environment (ADAPT-VLE) for the Training of Dentists
- Making the Connections: Theory and Practice of Mobile Learning in Schools
- Learning Resource Authoring Techniques in Mobile Platform
  - Self-service Education: Smartphones as a Catalyst for Informal Collective and Individual Learning
- A handheld during the day keeps the learning at bay
- Video Based M-Learning – A More Technical Approach
- Network Aware Efficient Resource Allocation For Mobile-Learning Video Systems
78 Content-based Network Resource Allocation for Mobile Engineering Laboratory Applications
79 M-Learning: The First Piece In The Distance Learning Jigsaw?
80 Some 2007 directions for mLearning research to enhance active learning
84 A COLLABORATIVE MLEARNING ENVIRONMENT
86 Flux within Change

Panel/Symposia (1)
88 Practical Lessons Learned Deploying mLearning Solutions in Global Corporate Environments

Poster Presentation (5)
21 Making the connection: Strategies for enabling m-learning in the Australian training system
24 Covering Whole Campus by Wi-Fi as an Contribution to Successful Implementation of Mobile Learning
34 Mobile Technology & Deaf Students go “Hand-in-Hand”
39 Mobile Support in Student Support
70 Enriched Learning Spaces The impact of mobile technology on learning

Short Paper (26)
M-Learning from a Cell Phone: Improving Students’ EMP Learning Experience through Interactive SMS Platforms
11 M-LEARNING IN OPEN DISTANCE LEARNING
14 Social use but not for learning, why?: an investigation into students’ use of mobile devices
20 Research of Device Adapting Based on MAS in Field of Mobile Learning
25 Cheat Fair: Cell Phone use as an educational tool for At-Risk HS students
31 Ubiquitous Sensing for Context Aware Computing
33 Towards an innovative integration of training solutions: the for.com. Blended system
36 Turning Point: engaging youth in mobile learning
37 The Day of The RFID – Their use in mLearning and mobile technology applications for immersive, situated learning
40 Use Of Mobile Phones For Language Learning And Formative Assessment, A Pilot Project
45 Ubiquitous learning with handhelds in schools
47 Hunting Mobile Literacies: Listening to the Experiences of Students.
Mobile Technology as a Mediating Tool for Learning in the Convergences from Technology, Collaboration and Curriculum Perspectives
49 Mathematics on the Move: Supporting Mathematics Learners through Mobile Technology in South Africa
56 Short podcasts: The impact on learning and teaching
59 Eye-Tracking Study of Navigation Behaviour on Mobile Devices for mLearning
64 Learning conciliation via mobile device
68 21st Century Assessment For 21st Century Learners
69 Designing a Mobile Group Blog to Support Cultural Learning
75 A Mobile Collaborative Learning Support Architecture (MoCoLSA)
77 Learning Informal Science with the Aid of Mobile Phones: A Comparison of Two Case Studies
81 Students Revising for a Test Using SMS
82 The mobile jigsaw – a collaborative learning strategy for mlearning about the environment
83 Mobile learning - Designing the curriculum context
85 Handheld computers in the classroom
87 Working From Our Strengths
Showcase (5)
41 THE LEARNER VOICE ADDS AN IMPORTANT DIMENSION TO MOBILE LEARNING
43 Cell Phone Learning – Practical Technologies & Realities
48 Studywiz: A Big Learning Platform in a Small World
51 Just in Time reBlending - Learning tools on mobiles for learning German language
62 From Podcast to VLE to Phone to mLearning Device

Workshop (2)
38 Supporting Ubiquitous Language Learning with Mobile Technologies
67 'Ahead of the Game’ – appraising a mobile learning game