

# Main Research Lines and Results

Miguel Ángel Conde González  
[mconde@usal.es](mailto:mconde@usal.es)

# Outline



- Introduction
- Projects and Results
- Conclusions

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# Introduction (i)



- GRIAL has several reseach lines opened
- Each one of the projects developed must have results
- Not always results are products
  - ✓ Know how
  - ✓ Reports
  - ✓ Articles
  - ✓ Awards

# Introduction (ii)

- Different research lines = different results and products



# Introduction (and iii)

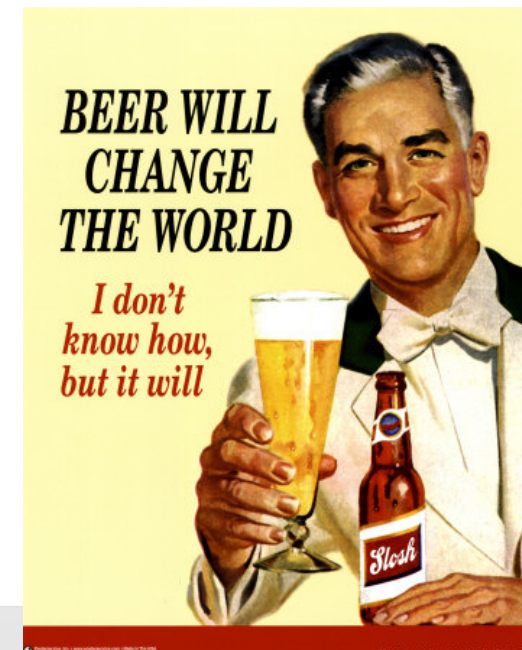


- Some main lines of results
  - ✓ Contents adaptation
  - ✓ Mobile
  - ✓ Moodle development
  - ✓ PLE

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# Projects & Results (i)

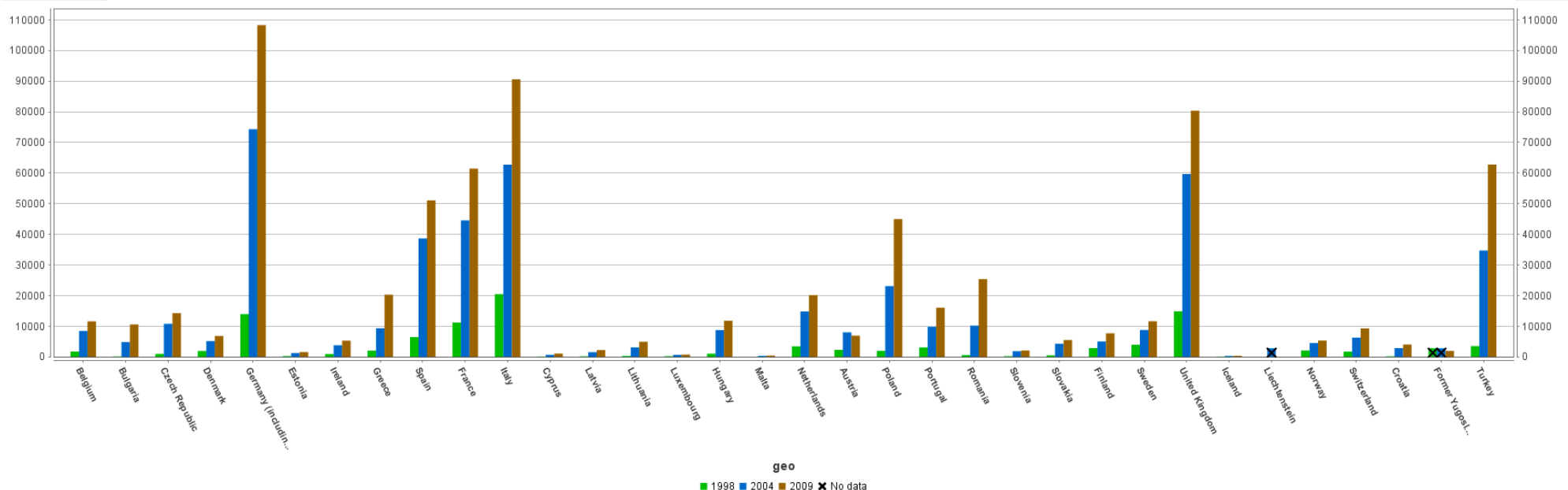
- Contents Adaptation to Mobile Devices
  - ✓ eLearning evolves with the evolution of new technologies
  - ✓ New contexts, new information sources, new devices



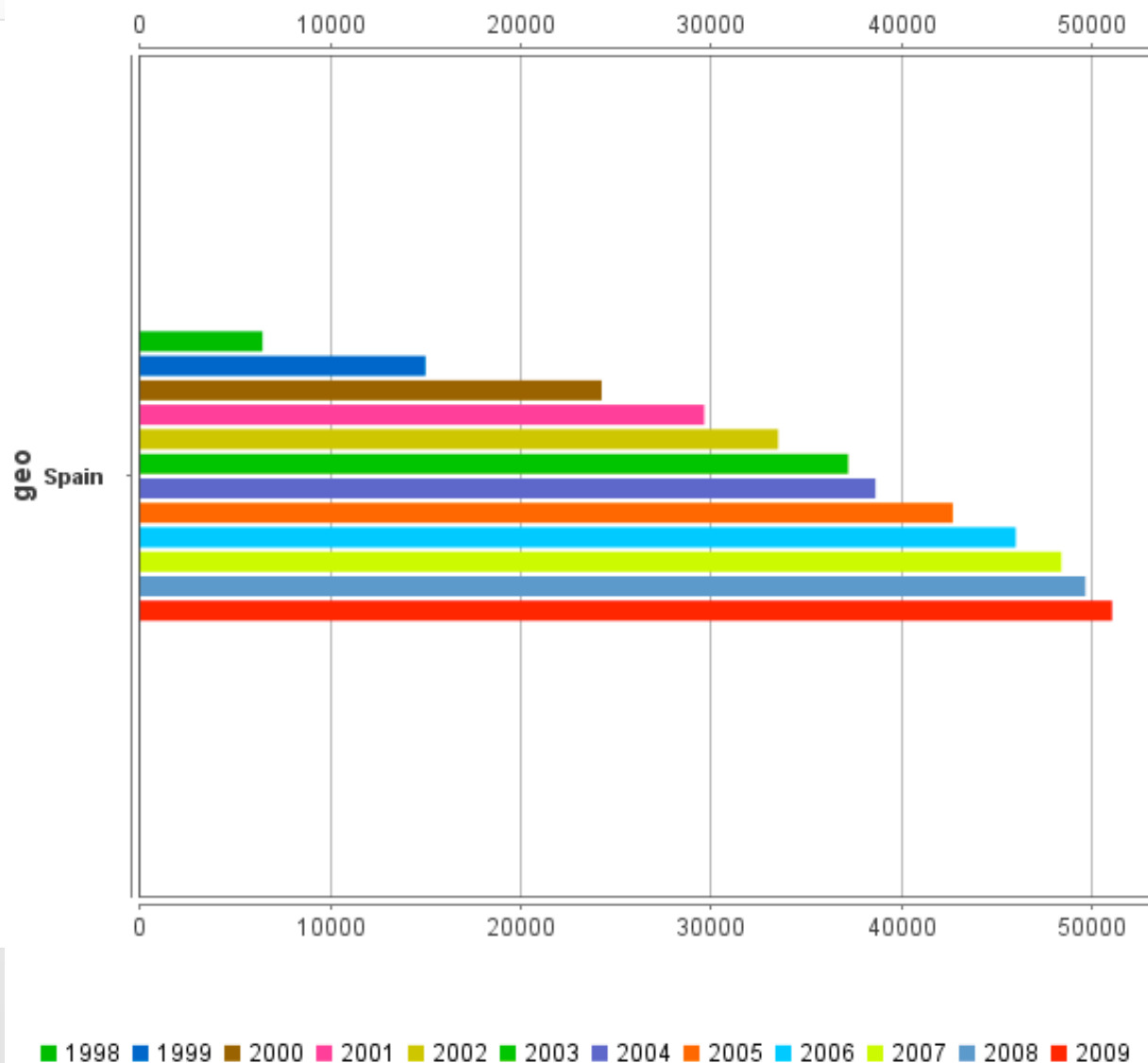


# Projects & Results (ii)

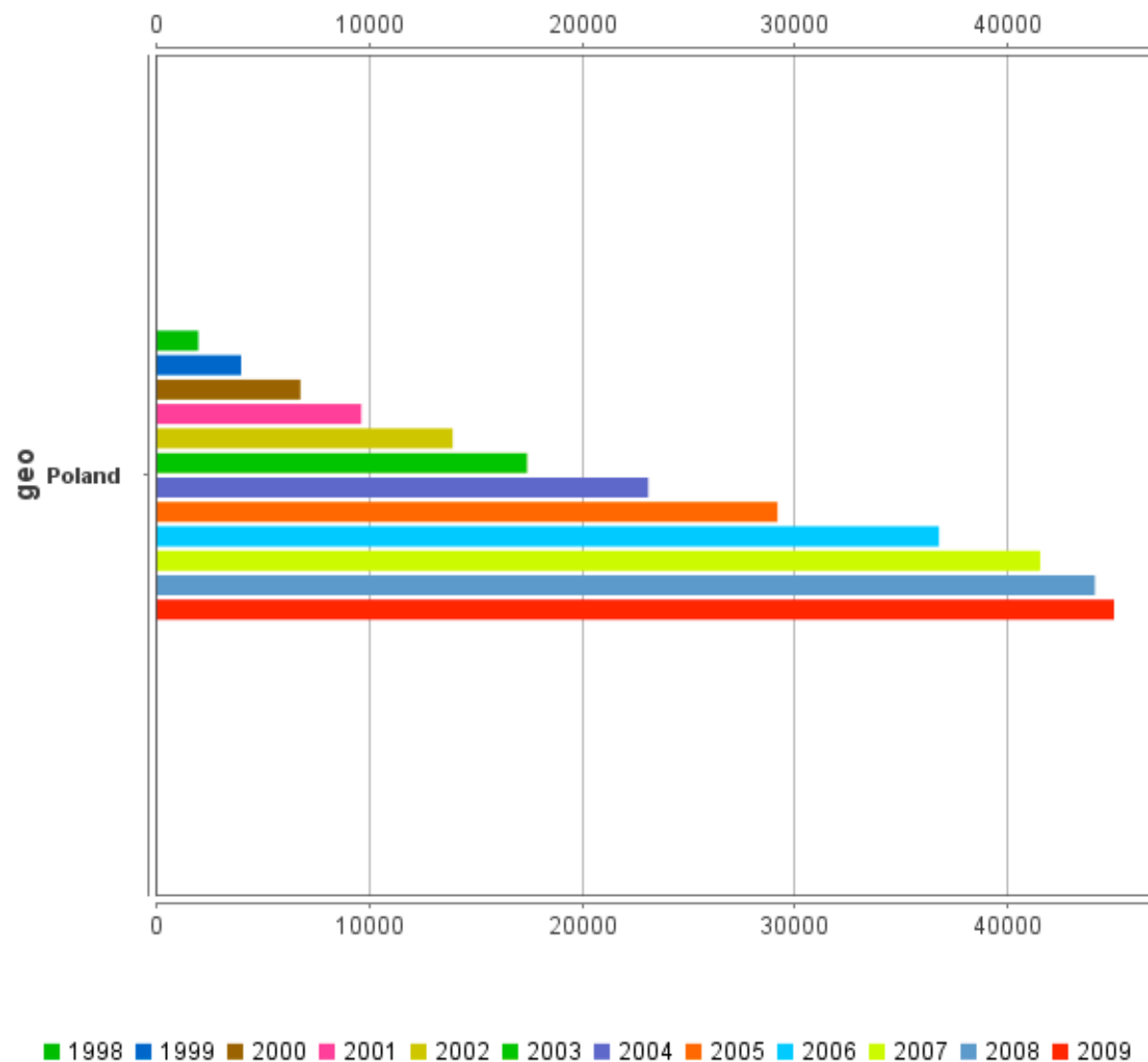
- Content Adaptation System
  - Mobile learning supporting but no replacing eLearning
  - Widely Accepted Access anywhere



# Projects & Results (iii)



# Projects & Results (iv)



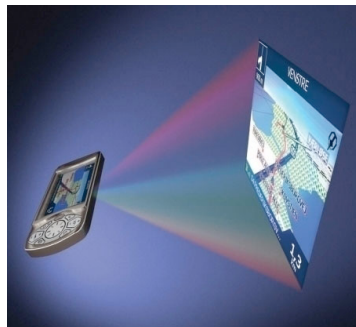
# Projects & Results (v)

- All kinds of users



# Projects & Results (vi)

- Other factors



# Projects & Results (vii)

- Problems





# Projects & Results (viii)

- Problems
  - ✓ Need of technological adaptation



- ✓ Need of Pedagogical adaptation

# Projects & Results (ix)

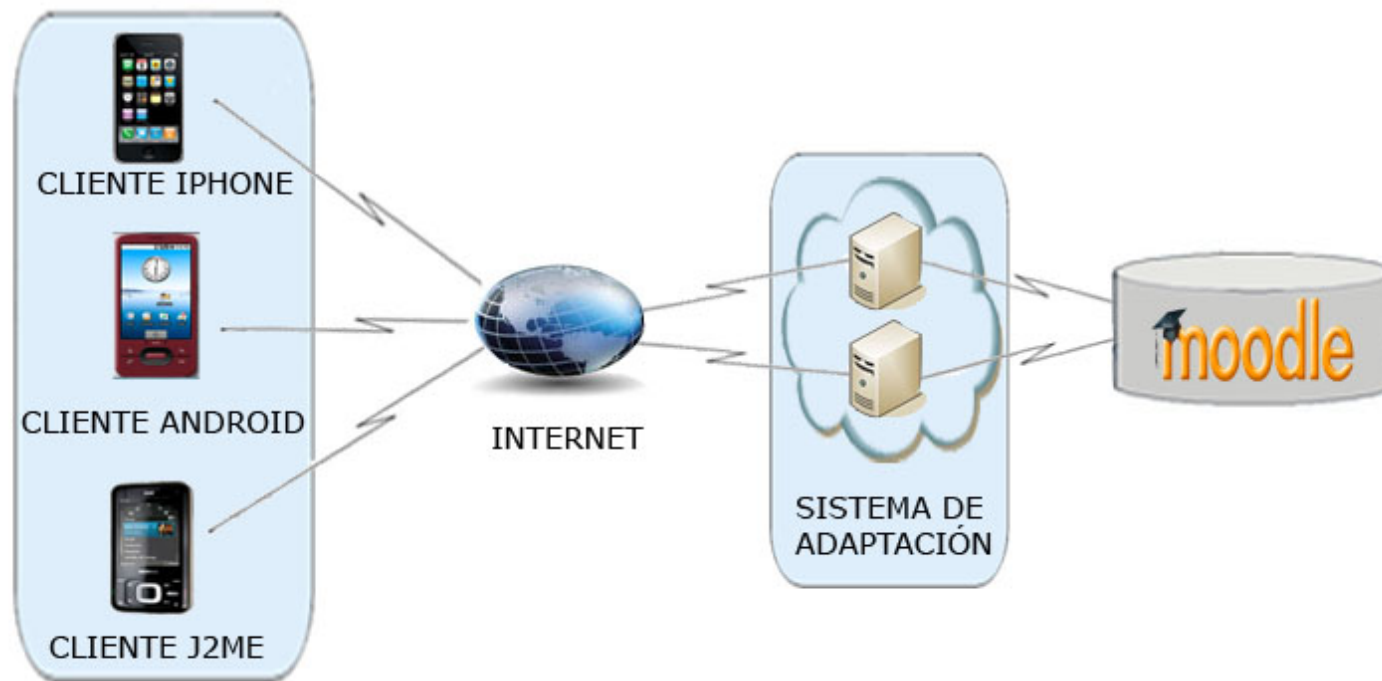


- Adaptation system
  - ✓ What to adapt
  - ✓ How to adapt
- Adaptation of content from LMS
  - ✓ What kind of resources
  - ✓ What kind of activities
    - Consider the interaction with mobile device
    - Consider the interaction with LMS



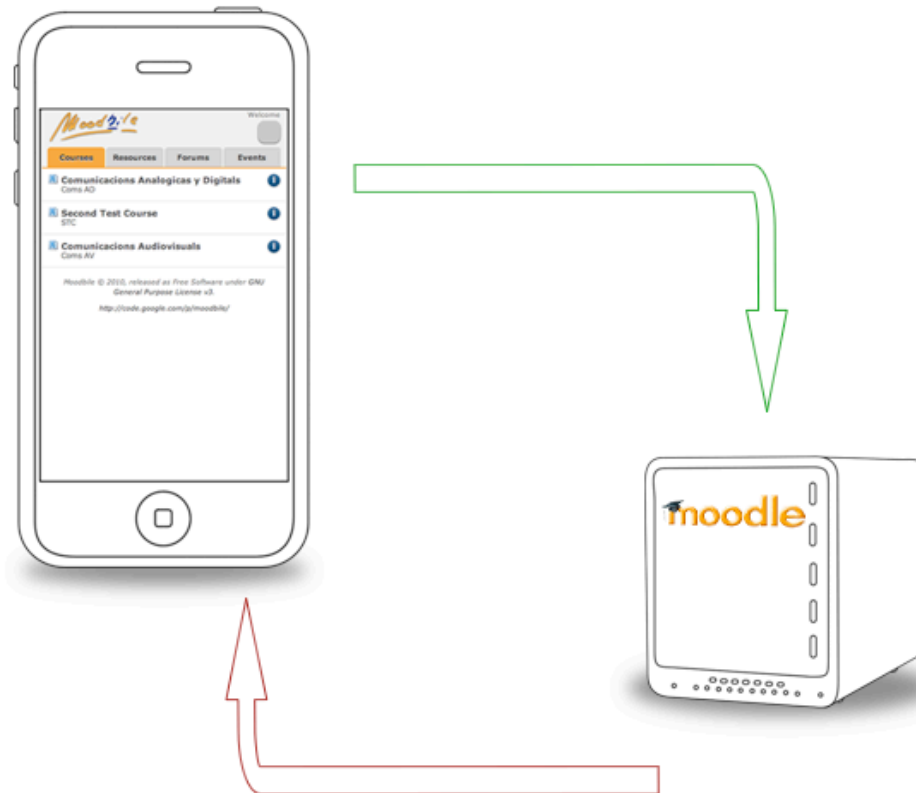
# Projects & Results (x)

- 2 Final Year Project to develop CLAYMOBILE



# Projects & Results (xi)

- Other mLearning initiatives
  - ✓ Moodbile (<http://code.google.com/p/moodbile/>)



# Projects & Results (xii)

- Other mLearning Initiatives
  - ✓ Moodle4iPhone (<http://iphone.moodle.com.au/>)



# Projects & Results (xiii)

- Mobile Project for the Escuela de Administración Pública de Castilla y León (ECLAP)



# Projects & Results (xiv)



- PLE
  - ✓ Learning processes are continuously evolving
  - ✓ Not only technological changes
  - ✓ eLearning as one of these evolutions
    - Great acceptance but less benefits than expected
    - LMS are commonly used but without expected improvements
      - LMS a space to publish courses
      - Restricted to a period of time
      - Focused on the course
      - Ignoring new initiatives and trends

# Projects & Results (xv)

- LMS are mature enough but must evolve to avoid extinction
- New learning trends as asteroids





# Projects & Results (xvi)



# Projects & Results (xvii)



- Are LMS the only online learning Tool out there
- Are LMS in the center of the learning innovation discussion on the web
- Looks like Web 2.0 has survived its own hype, and is thriving as a concept of online activity



# Projects & Results (xviii)



- New spaces
  - ✓ Twitter, Buzz and other microblogging
  - ✓ Platforms
  - ✓ Maps
  - ✓ Video Streaming (Youtube , Vimeo, etc)
  - ✓ Social Networks (Ning, xing, Mahara)
  - ✓ Wikipedia and other sources
  - ✓ Wolfram Alpha
  - ✓ Google docs (and clones)
  - ✓ Google wave
  - ✓ ....
- Other contexts
  - ✓ Other ways to access the web
  - ✓ Game consoles
  - ✓ Mobile Devices

# Projects & Results (xix)

- Services used for educational purposes outside the radar of learning institutions and the context of a LMS
- Integration between LMS and new trends and technology is necessary evolving towards what is known as eLearning 2.0
- This integration must consider



# Projects & Results (XX)



- PLE
  - ✓ Student-centered contexts that integrate any tool, service, content involved in eLearning process
  - ✓ Some limits must be necessary in the means used by the students (iPLE)
  - ✓ New trends and technologies provide benefits but also new problems
    - Improvisation in the use of Web 2.0 tools
    - Technical problems and pedagogical problems (it's easy to copy and not to create)
    - Lack of support from LMS
  - ✓ PLE can solve these problems

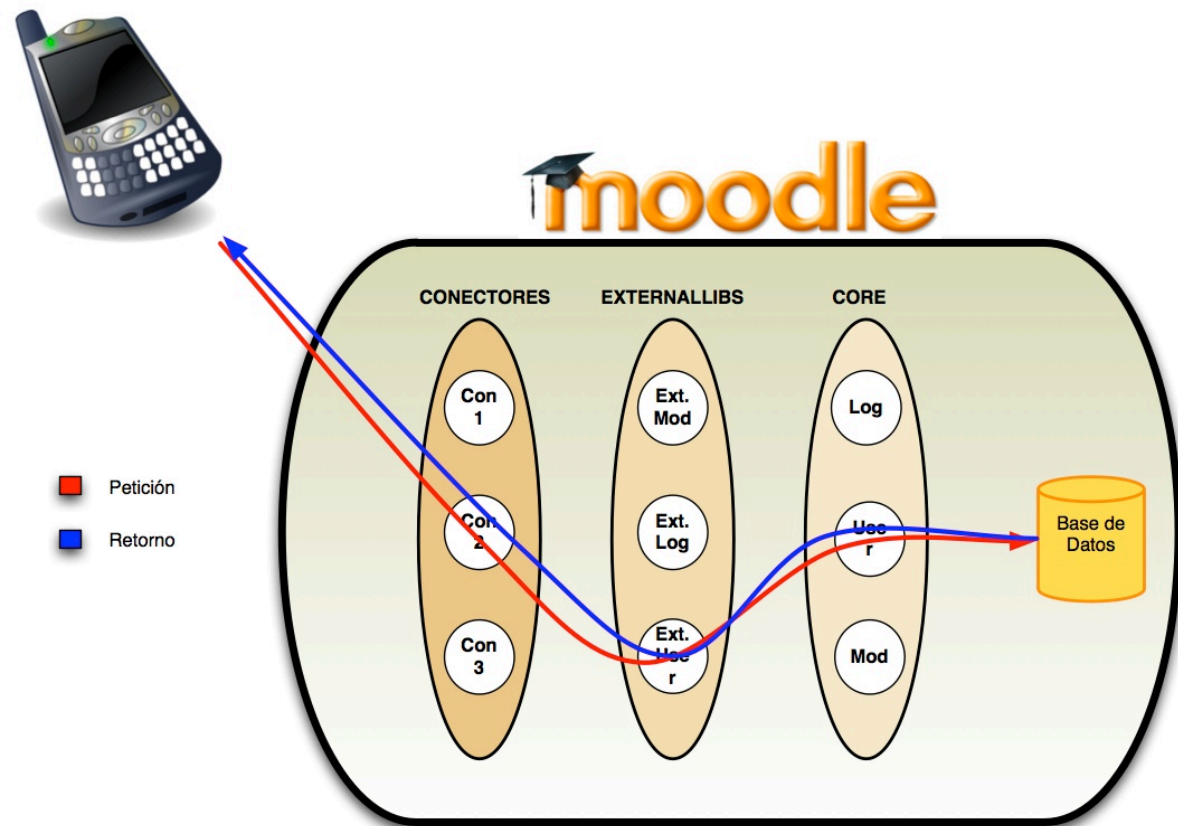
# Projects & Results (xxi)



- How to define a PLE
  - ✓ Start a solution from scratch
    - Most initiatives only integrates different 2.0 tools in a container
  - ✓ Based the new system in a existing LMS
    - Requires considering what to export and what to import in the LMS
    - Institution necessities must be taken into account
  - ✓ SOA Approach as a technological solution

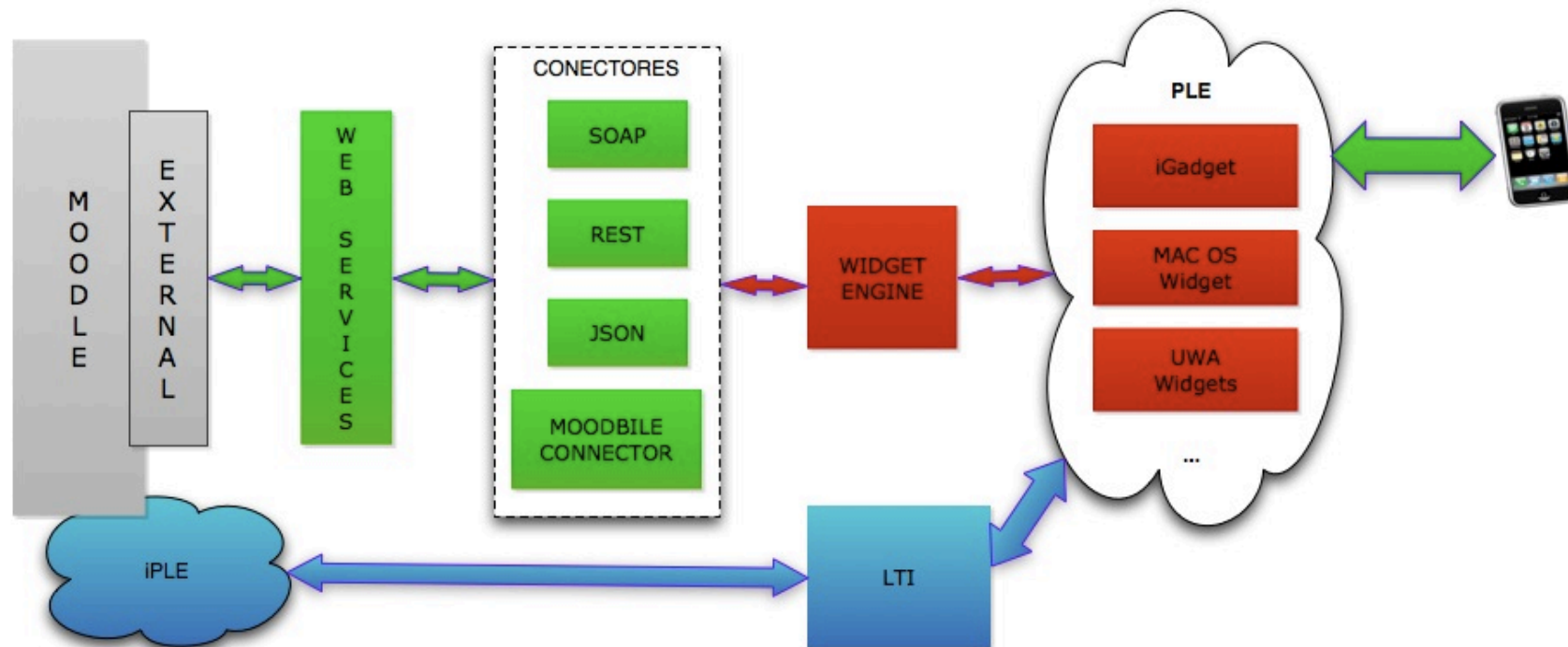
# Projects & Results (xxii)

Need to apply SOA to Moodle



# Projects & Results (xxiii)

- How to use it to define a PLE



# Projects & Results (and xxiv)



- Other technological projects
  - ✓ Semantic Web applied to learning environments by using layers (<http://layers.com/>)
  - ✓ Define learning apps store for PLE
  - ....



# Projects & Results (and xxiv)



- Other technological projects
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# Conclusions



- Several types of developments with different results
  - ✓ Mobile results
    - Addaptation System, ECLAP, Moodbile, iPhone, Moodle4iPhone
  - ✓ PLE results
    - New environments
    - Net tools
    - The user as the center
  - ✓ Moodle Development
  - ✓ And so on...

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