

ISO/IEC 29140:2021-11 (E)

Information technology for learning, education and training - Nomadicity and mobile technologies

Contents		Page
Foreword		iv
Introduction		v
1	Scope	1
2	Normative references	1
3	Terms and definitions	1
4	Abbreviated terms	3
5	Examples of mobile learning applications	3
5.1	Online student use of mobile devices for learning	3
5.2	Fluent speaking in English/fluent reading	3
5.3	Digital textbook for innovative learning	3
5.4	Mobile learning technology among final year medical students	3
5.5	Augmented reality training system	4
5.6	App for exam practice	4
5.7	Implementation of app for academic success	4
5.8	Tutoring, games and applications for language learning	4
5.9	Evaluation of key factors that affect learner-empowered emergent technology integration	4
5.10	Other examples of mobile technology for learning	4
6	Learner information for mobile learning	5
6.1	General	5
6.2	Learner information model for mobile learning	6
6.3	Minimum recommended learner information	7
6.4	Optional learner information	7
6.5	Dimensions for optimal learner experience	8
6.5.1	General	8
6.5.2	Learner dimension	9
6.5.3	Content dimension for individual learner needs	9
6.5.4	Device capability dimension to maximize the use of the mobile device	10
6.5.5	Connectivity dimension to perform at different connection speeds	11
6.5.6	Coordination	12
7	Learner interaction with mobile learning system	12
7.1	General	12
7.2	Learners	13
7.3	Resources	13
7.4	ITLET system	14
7.5	Devices	14
7.6	Interface	14
7.7	Environment	15
8	Additional considerations	16
Bibliography		17