

SOCIAL INNOVATION THROUGH MOBILE & GAME BASED LEARNING

Research Question

How can a mobile gamified approach to learning improve the effectiveness of sustainability competencies taught in the trade vocational training sector?

Can team and game based mobile learning increase motivation and learner engagement, for trade apprentices?

Can the building industry, (through game and team based mobile learning), affect the consumer inclination to choose low carbon living products?

Methodology

Mixed methods including in depth interviews, surveys, focus groups, observation and investigation

Anticipated Results/Impacts

- Identify barriers to sustainability curriculum and learning within trade vocational education sector.
- Prototype the research with a cohort of trade apprentices.
- Contribute to a strategy to drive consumer demand through the influence of the building trades.
- Shift trades persons attitudes. knowledge and uptake of low carbon living products.
- Support for LCL educated consumers with LCL educated trades persons.

To identify opportunities to engage the building trades in sustainable education and practises using mobile technology

To develop a comprehensive brief for a mobile & game based learning application, designed to optimise motivation and engagement through effective application of the research findings



Why Mobile?

- Younger Australians are the most digitally connected mobile consumers, checking their smart phone on average 56 times a day and 5% checking more than 200 times a day
- Half the mobile consumers aged between 18-24 years connect and interact with their favourite device within five minutes of waking up
- 81% of the Australian population check their smart phones within an hour of waking.

Drumm, J., & Swiegers, M. (2015). Mobile Consumer Survey 2015 – The Australian Cut Life's smarter than you think. Sydney. Retrieved from <http://www2.deloitte.com/au/en/pages/technology-media-and-telecommunications/articles/mobile-consumer-survey-2015.html>

Target Audience

- Plumbing trade apprentices
- Carpentry trade apprentices
- Electrical trade apprentices

Preliminary Research

Interviews & survey with trade teachers to understand mobile device usage, preference and experience. Focus groups to understand the industry attitude toward LCL.

Findings To Date

Based on the interviews and preliminary survey with trade teachers, the culture, resources and the relevance of the current pedagogy to trade teaching or learning were cited as significant impediments to increasing student engagement in the topic of sustainability.

Next Steps

- Ongoing Literature review
- Investigate sustainability curriculum and practise
- Develop brief
- Test the brief - co-design workshops, prototyping

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