

Learning-as-a-Game in the Cloud

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Abstract: Mobility has become a crucial issue in learning. Current mobile phone platforms create the stepping stone for concepts that allow the learner to access nearly endless learning resources anytime, everywhere, by all means. In this paper we argue that mere access availability of content and its adaption to device capabilities is not enough. Successful learning needs to be persuasive and to engage the learner in all the aspects of the learning experience. This is why we aim to create a prototype for cloud based mobile learning that integrates concepts of context-based learning in a game-like environment, which is expected to appeal to learners motivation. We have deployed the prototype within the Austrian Red Cross organization and conducted first surveys that showed the users perception of these concepts.

1 Introduction

Earlier research on learning showed that mobility is an important factor for field workers. There were, and still are, visions at the intersection of science and fiction that depict ubiquitous access to information as a process for providing information that is specific to the users current context [Ald63]. We see this vision to be come true through the penetration of computing artifacts into our daily lives. The paradigm of mobile computing combined with the vast computing power provided by cloud computing can lead to a world where learning on the go is the norm [MKK12].

Mobile devices, on one hand, allow the user to have access to a nearly inexhaustible resources of learning material and information which is available the internet while on the go. Cloud computing paradigm on the other hand provides the infrastructure for very complex knowledge systems such as Wolfram Alpha ¹ and Elastic-R ² to share large amounts of information with each other and provide their users with results on demand.

¹Wolfram Alpha <http://www.wolframalpha.com>

²Elastic-R <http://www.elastic-r.net>