

Bring your own vocabulary: Engaging students in vocabulary learning with mobile & collaborative technologies

Higher Education practitioners are facing great challenges in the current economic climate. One is ensuring that students remain deeply engaged in their learning experience. Another is equipping them with a set of skills that will enable them to thrive in a context where “the connections that enable us to learn more are more important than our current state of knowing” (Siemens, 2005).

Over the last decade, connectivist learning theories (Siemens, 2005; Kop & Hill, 2008) have demonstrated that digital literacy (Martin & Madigan, 2006) and participatory literacy (Jenkins, 2006) are essential to the development of students as lifelong learners and engaged citizens.

This presentation reports on the deployment of a learning system which is designed to foster vocabulary building through collaborative processes. It utilises tasks which contribute to Open Educational Resources (OER) (Casserly & Smith, 2008).

This system combines the collaborative productivity application *Google Drive*® and the cross-platform, web 2.0-enabled vocabulary-building application *Quizlet*®. The speaker will outline how this student-led, tutor-curated learning system was used to complement and expand on an existing vocabulary-building application.

Areas such as the impact on students' learning experiences and their views on mobile and bring-your-own-device (BYOD) learning (Craig, 2011), will be explored. Attitudes towards Open Educational Resources and likelihood of further contributing to them will also receive particular attention in this presentation.

(218 words)

References

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