

**APPportunity or APPain? Use of mobile apps for teaching – 27th November USTLG meeting:
Technology to Support Teaching**

Group 1

Comments:

Use the experts in the room 😊 Use student knowledge!

(What could work well and why?) A referencing app that works for all styles

Reflect and share:

Mentimeter within sessions

Powtoon/Sway – alternative presentation tools

Group 2

Comments:

Apps come and go → But many easy to use so don't take long to familiarise

Limits if haven't got iphone or Android

Know your audience!

Need a clear reason/purpose for an app!

Reflect and share:

AdobeVoice – quick & easy videos (ipad only) (developing others)

PowToon

Online quizzes – Kahoot/Socrative/Mentimetre/Poll Everywhere/Sli.do

Referencing – RefMe/Mendeley/Ox Brooks example of students using one style they created

Field GB (Digimap-similar) / RefMe – not consistent

Group 3

Comments:

Referencing Apps – developed for Uni – generic Apps eg RefMe

Approaching App 'Company' for an institutional 'licence'

Do 'App Reviews' exist, like Book Reviews in Journals

Group 4

Comments:

1. Do students want our help? Students are using library catalogue app. Some have tried sessions on this. Not been impressed with database apps. Experimented with AR app – aurasma for induction – lots of time invested, not reliable. Apps are there, students know they are there.

1. As a group, not really using much for teaching. Mobile-friendly websites don't need apps? Reliability/quality an issue. Do all students now have an iPads/smart phones now?

2. Spoken about using in induction but students may not be set up for Eduroam & Heriot Watt doesn't have good mobile coverage.

Response rates drop down (from clickers) when students have to use own device – maybe feels personal rather than 'work'. Culture thing = the norm?

3. Successes – things that students find themselves – e.g. RefMe.

They know what they're looking for or can they articulate need/realise there's a gap?

Word of mouth is how it spreads.

Advantages have to be obvious worth the learning curve. See benefit

5. Too much effort for students – finding things they will actually use.

Different students require different things & have different abilities.

For us, difficult to keep up to date / comprehensive – same issues as recommending websites, which some of us have stopped doing

Time to take on another activity & do it well.

Are we making assumptions about students that aren't true – eg do they want eBooks rather than print.

7. Is this possible – constant new technology.

Constant change to websites & different on different devices.

Students finding downloading eBooks too hard – having to do peer-support – student-to-student

Group 5

Comments:

Challenges

– not knowing if an idea is technologically possible

- Maintenance [if it's an app the library/institution has developed, also upgrades]
- Cost
- Platforms – lack of apps for Windows phone

- *Inter-operability*
- *Control over what you can and can't use*

Barriers

- *Are we penalising students by expecting that their technology / devices can cope with apps?
E.g. overseas / mature / just who can afford what.*

How do you find good apps?

Should we be adding useful apps to the library catalogue?

Academics need to be engaged with the technology too!

Pace of change and keeping up with developments – might be reinventing the wheel!

More people & time! / Please, thanks

Reflect and share:

Referencing app at Lincoln.

Westminster have had training from Apple – have “web clip” – looks like an app on ipad. Level 5/6 students have iPads.

Newcastle school of education has a peer mentoring app – used for peer observation of teaching

Newcastle are linking LibAnswers service into main Uni app (in development)

Newcastle's app libguide also recommended – includes apps for databases etc

Newcastle developing app for students to commission workshops in collaboration with student tech group (OPEN LAB) – crowdsourcing students' workshop needs.

University apps at South Bank, Strathclyde and Newcastle.

Comments from closing summary:

Approximately half of the audience currently use apps in their work in some way.

Barriers – availability across platforms (particularly Windows). This has implications for equal opportunities.

Apps need a real, clear purpose – they should be doing something we already do, but better.

Know your audience! What will work, what's suitable.

Kate Brown, Jodie Ward, Jo Wilson - Middlesex University.