A Mobile Learning Application to Access Learning Objects

Design and Evaluation of Digital Content for Education
© 2011 by IJCA Journal
Number 2 - Article 6
Year of Publication: 2011

Authors:
Ana María Fermoso García
Alberto Pedrero Esteban

{bibtex}dece0010.bib{/bibtex}

Abstract

The concept of learning object appears as a mean to improve the reuse of educational resources in digital format. The Sharable Content Object Reference Model (SCORM) is a common model for learning objects that makes easy the reutilization of educational contents between different systems. The objective of this paper is to show how an educational content in form of learning object packaged under the SCORM model can be viewed and accessed from a mobile device. This is very useful from the point of view of mobile learning (m-learning), where it is common that the materials created are very specific to a particular learning environment and
it is unable to reuse them in other platforms different than those for which they were created. The application which implements these results is nowadays being used in a real environment by several e-learning companies.

Reference


- Mobile Moodle (MOMO), http://www.mobilemoodle.org/momo18

Index Terms

Computer Science Wireless
### Key words

<table>
<thead>
<tr>
<th>Learning Object</th>
<th>SCORM</th>
</tr>
</thead>
<tbody>
<tr>
<td>M-learning</td>
<td></td>
</tr>
<tr>
<td>Reusing</td>
<td></td>
</tr>
</tbody>
</table>