Mobile, tactile and social technologies for Learning

Université de Lyon
Christine Michel & Audrey Serna
Christine.Michel;Audrey.Serna@liris.cnrs.fr

LIRIS lab, SICAL group
The SICAL team develops novel approaches, models and tools to improve humans’ ability to interact and learn with technology. Our research tackles the following themes: social and serious games learning, computer-human interaction design and appropriation, adaptable and adaptive systems.

http://liris.cnrs.fr/sical

Research aims
Study of technologies affordance adopting User Centred Design approaches and developing evaluation methods.

For: mobile, tactile and social technologies such as tabletops and tablets or participative platforms.

Contributions on: design methods and tools, activities and platforms design, interaction design for multi-surfaces environments (MSE), activities and platforms evaluation.

JENlab project
Multi-surface environments for epistemic digital games
- Exploring affordance of MSE for collaborative learning
- Developing design tools and methods
- Characterizing collaborative patterns in MSE

MSEco project
Exploration of MSE for co-located collaboration
- Combining devices and features into a connected information space
- Exploring personal and collective feedback to support regulation and reflexivity
- Exploring interaction design for MSE

Alex project
Knowledge Sharing plateform for lifelong learning
A redesign method to promote effective uses
In 3 steps and with users:
- Information architecture
- Social awareness
- Information and uses monitoring

A technical architecture exploiting traces
- Information capitalisation
- Social interaction regulation

One project
Study of VLE’s user acceptance and appropriation
A dynamic model:
- Technological factors
- Activity and task factors
- Perception factors

to explain
Acceptance
Uses
Appropriation

Multimodal situated observation studies with the VLE « ONE »
First results: Very positive practical acceptance is observed for teachers and students. Brakes in the use are bound to political and school frame’s lack

Keywords
Situated interaction, Collaboration, Adaptation, Human Learning, Serious Games, Appropriation, Handicap and accessibility, Interaction Traces, Design and evaluation methods, Mobile and pervasive interaction, Regulation, Behavior and usage analysis, Visual indicators, Visualization of information.

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Lili Tong, Audrey Serna, Simon Pageaud, Sébastien George, Aurélien Tabard (2016). It’s not how you stand, it’s how you move: F-formations and collaboration dynamics in a mobile learning game. In MobileHCI 2016, 6-9 septembre 2016, Florence (Italy),