Designing Mobile Learning Experiences Using ARIS

David J. Gagnon
Instructional Designer

John Martin
Instructional Consultant

University of Wisconsin–Madison

Summary

Mobile devices provide more than a small screen to repackage existing forms of the dreaded "eLearning module." They allow us to create new kinds of locative educational experiences that use physical contexts to illuminate systemic concepts. In this session we will demonstrate ARIS, an open source tool for creating mobile games, tours, and interactive stories that are played on the Apple iOS family of devices.

ARIS began as a rapid mobile game prototyping tool for students in the Games, Learning, and Society research community at the University of Wisconsin–Madison and now has a worldwide community which has produced hundreds of designs. To access the tool, follow the “Make Games” link at http://arisgames.org

Documentation is provided as a set of training video tutorials and short documents available at the above link. The community forms are hosted by Google groups and are available from the ARIS website as well as http://groups.google.com/group/arismobile

The free client can be downloaded by searching for ARIS at the Apple App Store.

Presenter Bios

David Gagnon is an instructional designer with the ENGAGE program at UW–Madison where he consults with faculty about innovative teaching practices that leverage emerging media. He is a member of the Games, Learning, and Society Research community where he directs the mobile learning team and ARIS Project. David has a BS in computer science, an MS in curriculum and instruction, and has managed dozens of educational media projects over the last six years, specializing in computer simulation, gaming and mobile media.

John Martin is an Instructional Consultant with Academic Technology at the Division of Information Technology. His heart is in expeditionary learning, and his doctoral research, as part of the Games, Learning, and Society group, considered the use of mobile devices to connect people to the land and to each other at a deep woods camp in Maine. He develops tools (like ARIS) and processes (like Digital Storytelling) to support informal and formal learning environments and communities. He thinks people learn more by doing things than by studying them and is excited that modern mobile devices have become Swiss Army Tools for learning and research.

Contact Information:
David Gagnon
Phone: 608.890.1089
djgagnon@wisc.edu