“The First UNESCO Mobile Learning Week: Walking Gallery”
Mobile Learning in Support of Education for All

Gallery 1: Nokia and Pearson Foundation
- Nokia presents mobile learning programs and services; Nokia Mobile Mathematics, Nokia Education Delivery, Nokia Data Gathering and FlashCard application for literacy. These solutions can be used in both informal and formal learning environments to bring better access and better quality content to classrooms and outside school learning. These services offer interactive learning experience for learners and offer a possibility to use learners social network for peer-peer support by combining social media application and learning.
- Nokia and Pearson Foundation presents EFA Crowdsourcing Challenge. The whole crowdsourcing challenge is about “how mobile communication can support achieving EFA goals.”

Gallery 2: Commonwealth of Learning and Intuition
- Commonwealth of Learning presents LIVES which is an interactive mobile-based application that enables a learner anywhere to connect to a learning support system. It uses voice messaging to overcome the text display challenges in low-cost cell phones. LIVES enables a teacher-facilitator to upload his/her lessons as learning objects or granules in voice, add multiple-choice questions that can be responded to by pressing a number on the user cell pad. The backend is linked to a learning management system that can help the facilitator keep track of learner’s progress. This is being tested on a medium scale with about 5000 rural learners in India, and based on user feedback, features are modified or added.
- Intuition presents Microsoft Technology Literacy Curriculum, 40 hours of online educator professional development aligned with the ICT CFT Technology Literacy strand and Intuition Mobile Learning, multi-platform applications to deliver learning content to mobile devices with SCORM tracking. Intuition has broadened device support to include Windows Mobile, Apple iOS and Android mobile phones and tablets, winning many awards and best-of-industry accolades in the process.

Gallery 3: iLearn4Free and ICTP
- iLearn4Free presents M4Read which is a mobile application to teach children how to read, using interactive games. Currently, the app is running as a pilot for iOS in English, and is under development in several other languages. The app has been designed with a global international approach, so that it can be adapted at minimum cost to any alphabetical language. The stories—which give the context to each educational challenge—integrate cultural diversity, making universal design a reality. iLearn4Free intends to serve the needs of non-native English speakers, who account for 95% of the world population.
- ICTP presents openEyA(Enhance your Audience) which is a Linux-based automated lecture capture system developed by the ICTP Science Dissemination Unit (SDU). openEyA integrates
different technologies under Linux O.S. (Ubuntu) to synchronize: video in Flash format, slides from screen captures or any USB webcam and classroom audio.

**Gallery 4: SK Telecom and ISTE**
- SK Telecom presents T Smart Learning which is world’s first tablet-based education platform that offers optimized service for each user; supports interactive learning anywhere, anytime through online support community that enables students to share study tips via a knowledge sharing system; provides core functions for learning; and creates an effective learning environment by offering constant motivation. In case a student falls behind the learning schedule, it provides constant motivation for the student through diverse measures including text messages. It is equipped with support tools like dictionary, vocabulary boxes, review notes, smart notes, and educational games.
- ISTE’s Special Interest Group for Mobile Learning (SIG ML) involves over 3,500 members and provides a wealth of resources and communities for educators related to mobile learning. ISTE provides traditional and digital publications related to mobile learning featuring project. ISTE displays a sampling of these resources, networking opportunities and publications.

**Gallery 5: Microsoft (TBC) mEducation Alliance**
- mEducation Alliance presents materials which includes information on past events: seminar series, research roundtable, and symposium related to mobile learning. mEducation Alliance’s mission and goals, visuals of what the soon-to-be-launched website, and opportunities for those interested to join get involved will be presented. The mEducation Alliance is not an implementing organization, rather its focus is on knowledge sharing, reducing duplicative efforts, promoting partnerships and coordination, and improving research.

**Gallery 6: Alcatel-Lucent and Orange**
- Alcatel-Lucent presents augmented tech-cards, immersive communication, and social book.
- Orange presents on-going learning with mobile phone project with UNICEF.

**Gallery 7: Intel (TBC) and Ericsson (TBC)**
Walking Gallery Presentation Plan

**Gallery 1: Nokia and Pearson Foundation**
- Mobile mathematics
- Nokia Education delivery and data gathering
- Flash card application for literacy
- Education for All (EFA) Crowdsourcing Challenge

**Gallery 2: Commonwealth of Learning and Intuition**
- Interactive mobile-based application to connect to LMS: Case from India
- Microsoft Technology Literacy and Intuition mobile Learning multi-platform applications

**Gallery 3: iLearn4Free and ICTP**
- M4Read: Mobile Learning for Literacy: English education through mobile application
- Open source-based automated recording system

**Gallery 4: SK Telecom and ISTE**
- T Smart Learning: tablet-based learning platform
- Virtual Tour: ISTE’s Mobile Learning Special Interest Group

**Gallery 5: Microsoft (TBC) and mEducation Alliance**
- Introduction of mEducation Alliance and field projects

**Gallery 6: Alcatel-Lucent and Orange**
- Augmented Techcards, Immersive communication, Ng Connect program, and social book
- Learning with mobile phones initiative with UNICEF

**Gallery 7: Intel (TBC) and Ericsson (TBC)**
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**Coffee Tables**
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- Table 2
- Table 3
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- Table 5
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[Annex 1]