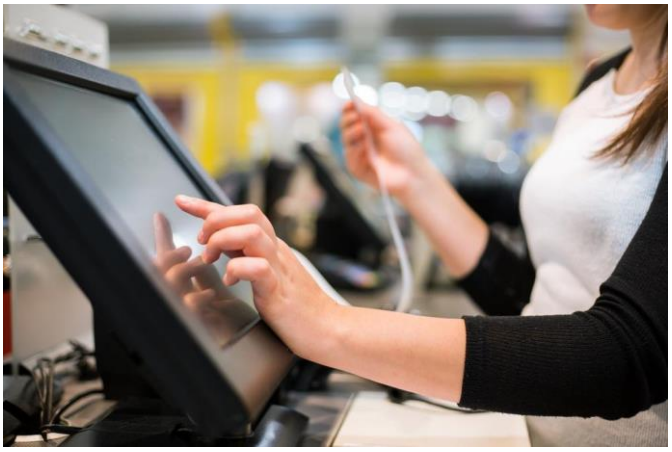

STRONG OFFLINE FUNCTIONALITY SYSTEMS

AIM

Introduce the general structure and elements of the Module

IMONED consortium

MODULE 3:

Strong offline functionality systems

General

Specific module	Strong offline functionality systems
Duration	**3 hours**

Specific Module

- Strong offline functionality systems
- Key features of the strong offline functionality systems
- Strengths and weaknesses
- Recommendations for teachers to use Usdtad mobile, Kolibri, Rumie, Pocket

Summary

Strong offline functionality systems widening the opportunity of getting training anytime, anywhere. In the age of mobility, the technical solutions must necessarily be able to work with mobile devices, but it is advisable to check their functionalities in advance when choosing the most suitable system according to our objectives.

Learning Outcomes.

1. Identify the main features of strong offline functionality systems.
2. Recognise the strengths/weaknesses of the systems built for use with basic mobile phones to choose the one that fits their objectives.
3. Become familiar with the interface of the selected systems built for use with basic mobile phones

Guiding Concepts

- Getting familiar with strong offline functionality systems reduces some teachers' objections towards getting into technological environments.

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- Knowing the most suitable strong offline functionality systems for educational objectives optimises work time.
- Strong offline functionality systems widen the range of accessibility to the extra material and integrate it into training programmes.
- Working with strong offline functionality systems enables students to get an environment where they feel comfortable.
- Working with strong offline functionality systems widens the range of activities and projects teachers can carry out in their daily activities.
- Learning how to manage the systems enforces teachers' confidence and helps them to monitor their students' progress and abilities.

Guiding Questions

- What are the main features of strong offline functionality systems?
- Does the strong offline functionality systems support multiple formats of content?
- Does the strong offline functionality systems facilitate social and collaborative learning?
- Is it easy to monitor the learner process?
- Does the strong offline functionality systems allow synchronous and asynchronous tasks?

Glossary

Strong offline functionality systems - A mode of learning that delivers content to the learners without needing them to be physically present to acquire knowledge. It is beneficial when students do not have access to strong internet connectivity, for instance, when network connectivity is absent, power cut issues in remote areas or while travelling.

Collaborative learning - is an educational approach to teaching and learning that involves groups of students working together to solve a problem, complete a task, learn new concepts, or create a product. Learners work with each other on projects to collaborate to understand the concepts being presented to them.

Mobile technologies – Mobile technologies are a means of communication that has surpassed fixed telephony because mobile phone networks are easier and cheaper to deploy. The use of mobile technologies among the population helps reduce the digital gap between each place since many users use this technological means to develop their activities.

Mobile learning - Also known as M-learning, it is a branch of electronic learning (E-learning) and occurs virtually through different mobile devices. M-learning takes advantage of all the possibilities of mobile devices and allows the student to learn without staying in a fixed or determined place. In this way, the

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student is the owner of her/his own time and can learn whenever and wherever s/he wants, not only from a computer but in the car, on the bus or in a waiting room. Thanks to mobile devices, it facilitates the construction of knowledge, the resolution of problems, and the development of various skills and abilities autonomously.

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