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Integrated Micro Learning - An outline of the basic method and first results

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Abstract:

One of the most important requirements for successful learning experiences is learning activity on a regular basis. Learners often get stuck while using today's e-learning systems, because they can't motivate themselves to use these systems for learning. In contrast the same learners make use of their computers, their cell phones and similar tools without such effort.
The Research Studio eLearning Environments has developed a patent pending method for technology enhanced learning which aims directly at these motivational factors. Basically our approach supports repetitive learning through embedding the learning process into the daily routine by making use of communication devices. Through this method a new learning space emerges and becomes available for life long learning.

1 Introduction

Our world is subject to quick changes. This also affects our work and private life. One has to adapt to this ever changing surrounding continually and in constantly decreasing time intervals. The ability to learn and the speed of learning thereby become an elementary factor for individual quality of life.

Thus education and advanced training occupy a part of our lifetime that must not be underrated. Especially in business an additional expense factor emerges for non-productive time of employees during trainings. Usually advanced training cannot be held during the operating process, whereby it produces costs for participation in the training and also withdraws employees temporarily from the value-added process at the same time.

Observations of everyday life show a very high starting motivation to gain knowledge and abilities amongst all social classes. Despite this basically positive climate many learners fail to reach their aims. Drop out rates of 50 % in adult education are no rarity. In the respective e-learning segment even 85 % of course terminations are reported [1].

Marc Prensky, one of the pioneers in the field of e-learning with computer games blames outdated teaching methods. Common teaching methods become increasingly inapt for a growing number of people who grew up with computer games, television and other electronic technologies:

„Today's trainers and trainees are from totally separate worlds. The biggest underlying dynamic in training and learning today is the rapid and unexpected confrontation of a corps of trainers and teachers raised in a pre-digital generation and educated in the styles of the

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