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# Mobile Learning

## Languages, Literacies and Cultures

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*For Second*

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# Abbreviations

1:1	one-to-one (one computing device per student)
1G	first generation (analogue wireless telecommunications standard)
2G	second generation (digital wireless telecommunications standard)
3G	third generation (digital wireless telecommunications standard)
4G	fourth generation (digital wireless telecommunications standard)
app	application (software)
AR	augmented reality
ARIS	Augmented Reality for Interactive Storytelling (software; see Case Study 8)
AusAID	Australian Agency for International Development
BCI	brain-computer interface
BMI	brain-machine interface
BYOD	Bring Your Own Device
BYOT	Bring Your Own Technology
CALL	Computer-Assisted Language Learning
CEFR	Common European Framework of Reference (for Languages)
CK	content knowledge (see: TPACK)
CMC	computer-mediated communication
DFID	Department for International Development (UK)
EFA	Education for All (UNESCO goals)
EGRA	Early Grade Reading Assessment
EIA	English in Action (see: Case Study 16)
e-learning	electronic learning
e-portfolio	electronic portfolio
ESL	English as a Second Language
ETSI	European Telecommunications Standards Institute
Gbps	gigabit(s) per second (data transmission speed)
GPS	Global Positioning System (satellite-based navigation system)
GSM	Global System for Mobile (Communications) (2G telecommunications standard)

GSMA	GSM Association
HTML5	HyperText Markup Language 5 (current web standard)
IADIS	International Association for Development of the Information Society
IAmLearn	International Association for Mobile Learning
ICALL	Intelligent CALL
ICT(s)	information and communication(s) technology/ies
ICT4D	ICT(s) for Development
IEEE	Institute of Electrical and Electronics Engineers
IGO	intergovernmental organisation
IM	instant message/ing
IMALL	Intelligent MALL
IMT-2000	International Mobile Telecommunications-2000 (3G telecommunications specifications)
IMT-Advanced	International Mobile Telecommunications-Advanced (4G telecommunications specifications)
iOS	i-operating system (Apple's mobile operating system)
ITU	International Telecommunication Union
iTunes	(Apple's digital content store and distribution platform)
iTunes U	(Apple's educational content distribution platform)
L2	second language
LOTM	Learning-On-The-Move (software; see Case Study 14)
LTE	Long Term Evolution (4G telecommunications standard)
M4D	Mobile(s) for Development
MALL	Mobile-Assisted Language Learning
MASELTOV	(partial acronym for) Mobile Assistance for Social Inclusion and Empowerment of Immigrants with Persuasive Learning Technologies and Social Network Services (see: Case Study 13)
Mbps	megabit(s) per second (data transmission speed)
MDGs	Millennium Development Goals (UN goals)
MILLEE	Mobile and Immersive Learning for Literacy in Emerging Economies (see: Case Study 7)
m-learning	mobile learning

MMOG	massively multiplayer online game
mMOOC	mobile MOOC
MMS	Multimedia Messaging Service
Mobigam	'Mobi' (mobile) + 'gam' (Gujarati for 'a rural setting') (see: Case Study 15)
MOBIlearn	Mobile Learning (project)
Mobiledu	Mobile Education (see: Case Study 6)
MOE	Ministry Of Education (including in Afghanistan, Bangladesh & Singapore)
MoEYS	Ministry of Education, Youth & Sport (in Cambodia)
MoLeNET	Mobile Learning Network (project)
MOOC	Massive Open Online Course
MP3	(digital audio format developed by the Motion Picture Experts Group [MPEG])
NED	Nokia Education Delivery (platform)
NFC	near field communication (wireless communications technology)
NGO	non-governmental organisation
NLP	Natural Language Processing
Nulu	New ('Nu') language for you ('u') (see: Case Study 11)
OCR	optical character recognition
OER	Open Educational Resources
OLPC	One Laptop Per Child (see: Case Study 12)
OS	operating system
P21	Partnership for 21st Century Skills
PC	personal computer
PD	professional development
PDA	personal digital assistant
PK	pedagogical knowledge (see: TPACK)
PLE	personal learning environment
p-learning	pervasive learning
PLN	personal learning network
QR	quick response (code)
SAMR	Substitution – Augmentation – Modification – Redefinition (teaching framework)
sat nav	satellite navigation
SD card	Secure Digital (memory) card
SIM card	Subscriber Identity Module card (mobile phone memory chip)



SIMOLA	Situated Mobile Language Learning (see: Case Study 1)
SLA	second language acquisition
SMS	Short Message Service (text message/ing)
TALULAR	Teaching And Learning Using Locally Available Resources (see: Case Study 18)
TCK	technological content knowledge (see: TPACK)
TED	Technology, Entertainment, Design (talks platform)
TK	technological knowledge (see: TPACK)
TPACK	Technological Pedagogical And Content Knowledge (teacher training framework)
TPK	technological pedagogical knowledge (see: TPACK)
TRAC	Total Reading Approach for Children (see: Case Study 5)
UKaid	(aid provided by DFID)
u-learning	ubiquitous learning
UN	United Nations
UNESCO	United Nations Educational, Scientific & Cultural Organization
USAID	United States Agency for International Development
VLE	virtual learning environment
VoIP	Voice over Internet Protocol (for internet telephony)
WAP	Wireless Application Protocol (for internet access on 2.5G networks)
WHO	World Health Organization
wifi	(wireless local area network technology)
WiMAX	Worldwide Interoperability for Microwave Access (4G telecommunications standard)
WSIS	World Summit on the Information Society (UN summit)
XO	(OLPC laptop or tablet device)