

# Situated Learning: Place

## The classroom goes into the world

Mobile devices can situate students in the real world, while bringing the knowledge and support of the classroom with them. Students can work individually or collaboratively on immersive assignments that solve complex, real-world challenges while experiencing actual physical environments beyond the often placeless constraints of the classroom.

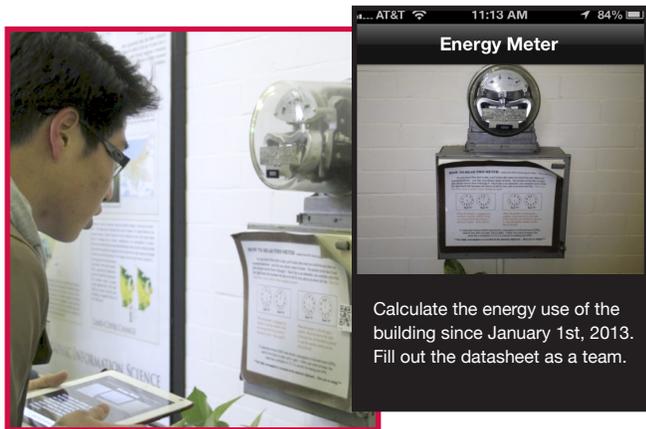
Mobile learning activities can span disciplines: art students seeing the plants and environment of the fibers with which they work; folklore students documenting and sharing their own campus places and stories; or environmental science students documenting sustainability features and solutions.

*“The project built a sense of community among the students that usually doesn't occur until the end of the term.”*

– Tim Frandy, Folklore 100

## Blended Learning

While blended learning usually refers to a combination of classroom and online learning activities, it can also include situated learning activities that leverage mobile applications. These activities can build connections between complex real-world experiences and classroom theory. Learning quests can personalize course concepts by connecting students to situations (family and friends) and places (homes and neighborhoods) that are more significant than a classroom or web browser. Sharing observations and findings in real-time can transform a fieldwork assignment from a solitary task to a collaborative, peer-supported activity -- even without physical proximity.



*“With the Waste Eliminator game, students walked the talk of sustainability, exploring aspects of energy and food conservation in buildings across campus”*

– Cathy Middlecamp, Environmental Sciences 126



## Using ARIS

ARIS has been used to create simple, quest-based activities as well as detailed situated documentaries and narrative-based tours. While ARIS is an easy platform to learn, it offers rich game-design elements to create complex, interactive activities. ARIS supports activities such as:

- **Dialog** - narratives with virtual characters;
- **Game Mechanics** - branching narratives, finding and trading items, earning points, assigning attributes, defining state changes, and spawning of objects;
- **Peer-to-Peer Learning** - sharing, “liking”, and commenting on geo-anchored multimedia notes; and
- **Analysis** - data visualization tools for post-game assessment, reflection, and follow-up assignments.

## Authoring Tool

The ARIS platform includes a browser-based, drag-and-drop authoring tool, and an iOS mobile client. ARIS was developed at the University of Wisconsin-Madison to create and play interactive, place-based games and activities. Learn more about the free tool at: [ARISgames.org](http://ARISgames.org)

## Support

DoIT Academic Technology consultants are prepared to talk with you about your ideas for developing and incorporating mobile situated learning activities. To arrange a consultation, please contact: [academictch@doit.wisc.edu](mailto:academictch@doit.wisc.edu)



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