



Research and Development

To empower our education students (both pre-service and in-service teachers) in the Faculty of Education to better understand and experience the educational potential of mobile learning and how mobile devices can be integrated into the process of education, we design Location-Oriented Collaborative Authentic Learning (LOCALe), a blended pedagogical approach to supporting teachers and students to respectively facilitate and pursue outdoor exploratory fieldtrip activities. There are three phases in LOCALe: *Scaffolding*, *Location-aware Exploratory Learning*, and *Debriefing*. Moreover, we develop EagleEye, an integrated mobile

educational system to implement our LOCALe approach. There are four technical components in EagleEye: *Location-aware Exploratory Resource Authoring Tool*, *GPS-supported Exploratory Platform*, *Repository Server*, and *Teacher Console*. Apart from integrating LOCALe and EagleEye into the ITed (information technology in education)

courses in the Faculty’s BEd, PGDP, PGDE, and MEd programmes for equipping our students with both pedagogical knowledge and technical skills to adopt mobile learning in their teaching practice, we have transferred our innovation to more than 50 primary and secondary schools in Hong Kong.

Recent Activities



CAITE participated in InnoCarnival 2013 (held at Hong Kong Science Park) to exhibit our technological innovation, EagleEye, which is designed for supporting mobile learning.



Prof. Morris Jong gave an invited talk at Learning and Teaching Expo 2013 (held at Hong Kong Convention and Exhibition Centre). The title of the talk was “Learner-centric eLearning: From a Constructivist Perspective”.



CAITE received “Best Poster Award” at Teaching and Learning Innovation Expo 2013 which was co-organized by the Information Technology Services Centre and the Centre for Learning Enhancement And Research, CUHK. The title of the poster was “LOCALe & EagleEye: Equipping Education Students with Pedagogical Knowledge and Technical Skills in Facilitating Outdoor Exploratory Learning”.

New Publications

- Jong, M. S. Y., Geng, J., & Jiang, Y. (2014). Application of LearningVillages 2 in collaborative inquiry learning. *China Educational Technology*, 324, 119–124.
- Jong, M. S. Y., Tam, V. W. L., & Huang, L. Y. F. (2014, April). *Teachers’ concerns about implementing constructivist online game-based learning in formal education*. Paper presented at

- the annual meeting of the American Educational Research Association, Philadelphia, PA, U.S.
- Shang, J. J., Jong, M. S. Y., Dong, A. M., & Chen, F. (2013). Design and application of game-based online courses based on blended learning theory. In W. K. Will, R. Kwan, G. Lee, J. Lam, & O. Au (Eds.), *Hybrid learning: Theory, application and practice* (pp. 39–46). Hong Kong, China: City University of Hong Kong.