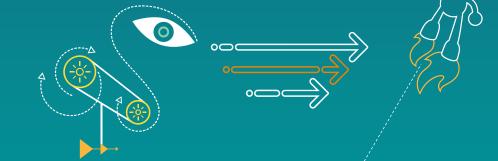


# Mobile Learning Trends & Realities

**Q**IIALCOMM®



Tamar Elkeles, Ph.D. Chief Learning Officer

#### Qualcomm's business

Enabling the next evolution of wireless through...

Technology licensing

Chipsets and system software

Wireless multimedia

Mobile display technology



## Qualcomm employee landscape

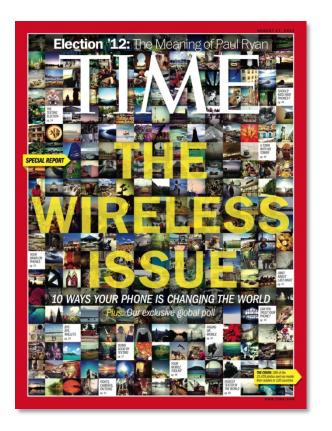
84%

Couldn't go a single day without their mobile devices in hand



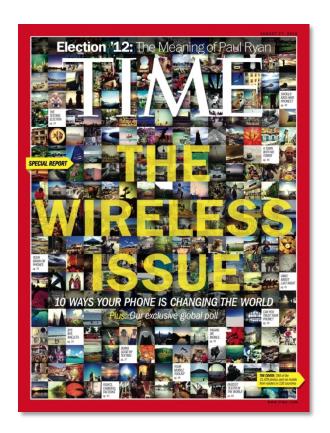
65%

Opted to take their wireless mobile device with them in the morning instead of lunch



44%

Would leave their wallets at home in favor of their device



### The biggest platform in the history of mankind

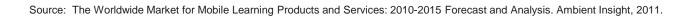
6.8B

Mobile connections in 2013



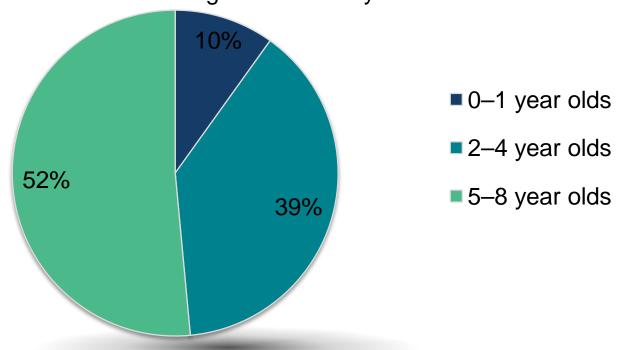


# By 2015, over 300 million Pre-K-12 schoolchildren across the planet will be carrying personal learning devices.



## Today more than half of all children 5–8 years old use mobile devices at home

Mobile media use among children 0-8 years old



Source: www.commonsensemedia.org

# Next generation workforce (aka "The App Generation")

- Born between 1994 and 2010
- 23 million
- Watch more than 7 hours of mobile video per week
- 58% "always" or "sometimes" look at mobile ads
- Sent an average of 3,364 texts per month
- Only talk on the phone 515 minutes per month
- 78.7% visit social networks or blogs
- Watched 23 hours 41 minutes of TV per week
- Well-educated and most technologically advanced

## Key characteristics

#### Here & now

What I want, when I want it

#### Real

Social networks & UGC

#### **Technology**

Independent & tech savvy



Me

Personalize it!

One

Social communities & inclusion

## "BYOD" is already here

- In 2012, 50% of workers brought their own devices to work.
- Today, nearly 90% of companies are allowing employees to use personal devices at work.
- Fifty percent of workers are using three or more devices for work and nearly twenty percent are using four or more devices.

## Enterprise mobile learning opportunities

**NEW EMPLOYEE ORIENTATION** 

**ENGAGED LEARNERS** 

LEADERSHIP DEVELOPMENT

**BROAD UTILIZATION** 

**MANDATORY TRAINING** 

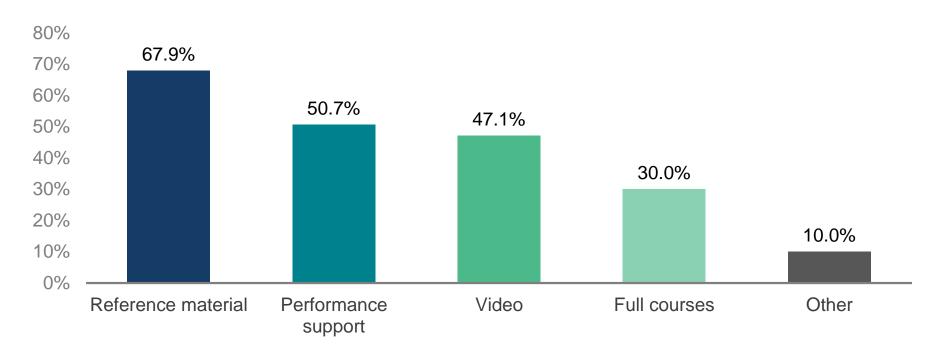
**CAPTURED AUDIENCE** 

**AUDIO/LANGUAGE TRAINING** 

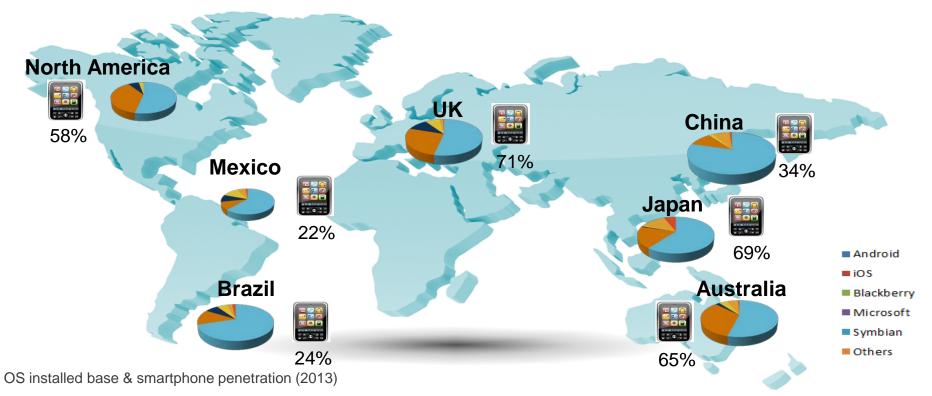
SPECIFIC, PERSONAL CURRICULUM



# Types of content delivered to employees via mobile devices



## Mobile + Web = Truly Global Platform



## Real + Digital + Virtual

#### You already do this . . .









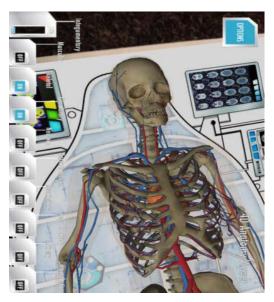




## Real + Digital + Virtual

#### Augmented Reality, Smart Terrain, Proximity







Vuforia<sup>TM</sup> Smart Terrain<sup>TM</sup>
<a href="http://www.youtube.com/watch?v=UOfN1plW\_Hw">http://www.youtube.com/watch?v=UOfN1plW\_Hw</a>

## Creating the next generation of mobile technologies









Augmented reality

Peer-to-peer communication

Context awareness

Faster performance, longer battery life

Connecting the physical to the virtual

Collaborating between devices, without going online. Sharing files. Collaborative apps and games.

Your phone understands where you are, and offers appropriate content

Redefining computing

qualcomm.com/vuforia

alljoyn.org

gimbal.com

## The Qualcomm Employee App Store









































Web apps Android apps iOS apps
Homemade apps Vendor apps

#### **Diverse Content**

- Engineering Development
- Leadership Development
- Performance & Productivity
- Culture & Orientation
- Reference & Information





## A Look at the Apps...



**Qualcomm Virtual Photo Booth App** 

https://vimeo.com/77199241



**Qualcomm Museum Tour App** 

https://vimeo.com/77198641

#### Encourage Vendors to "Go Mobile"



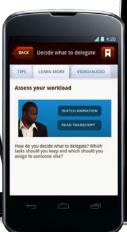














# Don't allow corporate learning to be left behind...

- Mobile is driving innovation
- Mobile devices and digital content are already being used in schools around the world
- Mobile is here to stay...and is continuing to grow
- Use mobile as a way to enhance the way employees teach, learn & work

#### Recommendations

- LAUNCH...then learn
- Design for all mobile platforms and devices
- Find opportunities to use mobile devices as productivity tools in the workplace
- Put content in employees hands
- Utilize mobile applications to make work easier for employees

### Exclusive Program: Mobile for Learning Leaders

A unique program covering everything you need to plan, create and deliver mobile learning in your organization

Program Date: April 29, 2014
Location: Qualcomm Offices in Santa Clara, CA

Join us for expert advice & mobile learning strategies from Qualcomm's mobile learning team. Learn how to:

**Evaluate Current and Emerging Mobile Technologies** 

**Plan Your Mobile Learning Strategy** 

**Create an Enterprise-wide Mobile Learning Ecosystem** 



**Implement Mobile Learning Successfully** 

#### WorkLearnMobile.org

#### **Expert Insights**

Free advice from experts

#### **Case Studies**

Trends and ideas

#### **News & Views**

Insights from Qualcomm's mlearning team

#### Resources

Links to m-learning info







