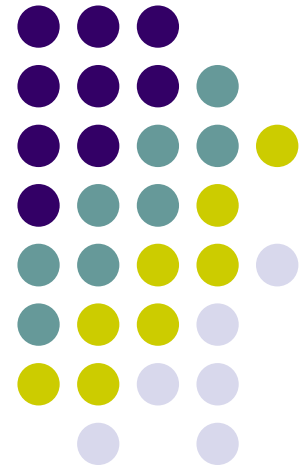


Turning Mobile Phones/Devices into A Mobile Quiz Platform to Challenge Players' Knowledge

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Today's Agenda...

- 8 ~ 10 minutes' brief presentation about our mobile learning system that includes
 - Introduction;
 - System functions & features;
 - System design;
 - Future work...
- System demo. on a mobile gaming device - Sony PSP® using our campus-wide WiFi network (the CC-LAN) to test on some trial questions ;-)
- Q & A...

Our Mobile Learning Platform..



- Starts out of *A DREAM* to turn the format of some ‘popular’ TV show on quiz game for *Mobile Learning on (3G) Mobile Phones*
- *So, we kick off our mission with several Final-Year Project students to try out different platforms and technologies*

HKWDC Application Award !

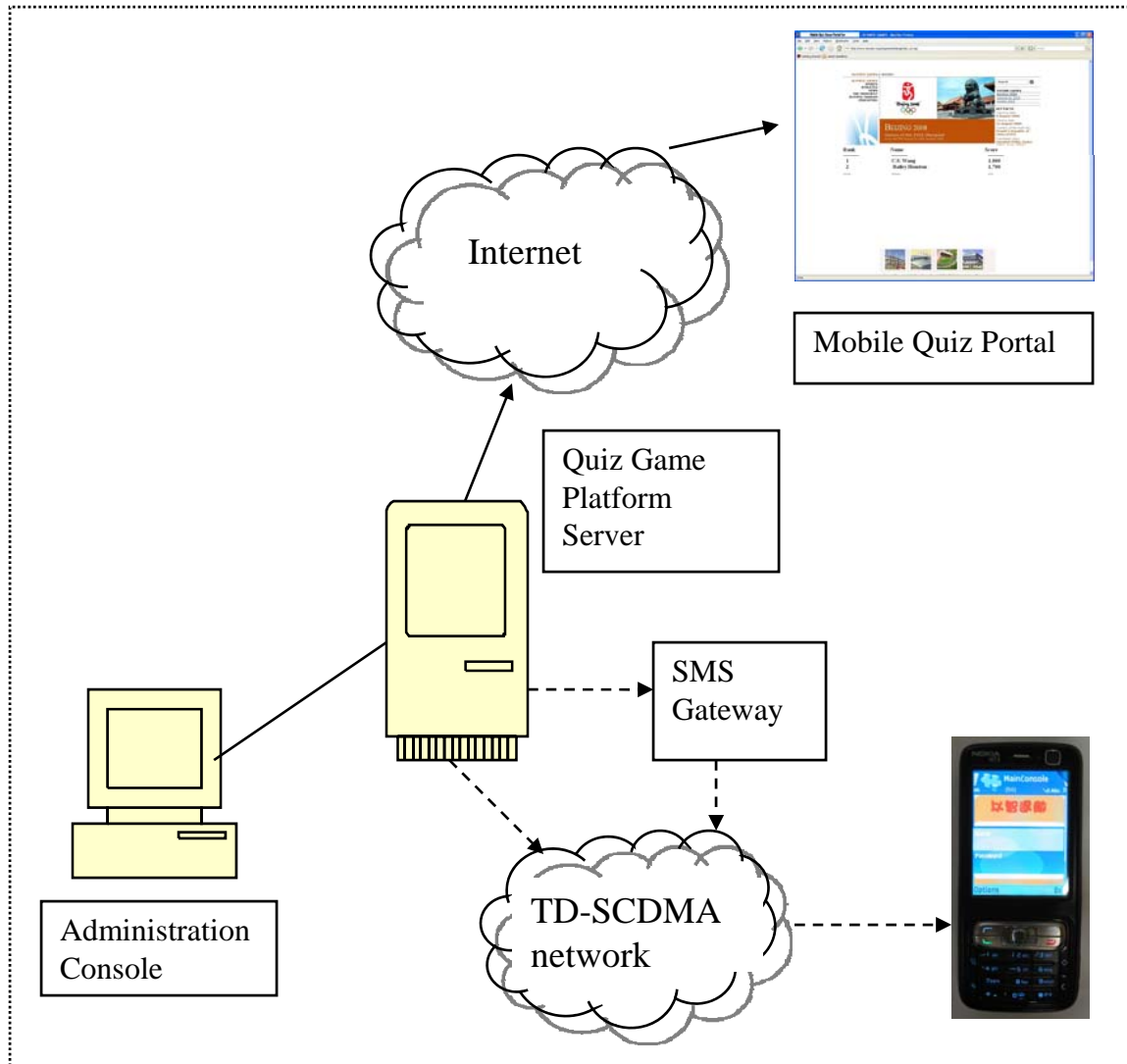


- Around March 2007, we received a CALL for a BIGGER VISION

A Call for Proposal from the HK Wireless Development Center for Application Award : to get interesting applications for showcasing in the Olympic Experience Center in the Datang Telecomm./Beijing



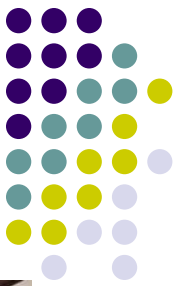
Initial Mobile Learning System



Our 1st M.Learning System on China's 3G Mobile Phones..



Our Application Showcased in the PT/EXPO '07 in Beijing



- ▶ From left to right (3 members having an excellent visit to the EXPO COMM. 😊)
- Dr. V.W.L. Tam;
- Dr. S.W. Cheung;
- Dr. Wilton Fok.



- ◀ From left to right :
- Dr. Beta Yip (CS. Dept);
- Dr. K.S. Lui (EEE);
- Dr. Y. S. Hung (our Dept. Head);
- Ms. Jade Wong;
- Dr. S.W. Cheung;
- Dr. V.W.L. Tam.



Continue to Refine our Mobile Learning Platform !!



- Based on our previous (J2ME-based) system on mobile phones, we continue to improve our mobile learning platform thru'
 - A recent Faculty-supported Teaching Development Grant (TDG) in which we initiated some collab. with **CEDARS, CAUT, and other faculties**;
 - Using our m.learning platform for an Inter-School Mobile Quiz Contest to be held on July 8, 08 (i.e. one-month countdown to Beijing Olympic)



Inter-school Mobile Quiz Contest

Organized by The University of Hong Kong



About the Mobile Quiz Contest

The Department of Electrical and Electronics Engineering of the University of Hong Kong (HKU) has developed a mobile quiz platform for students to answer quiz questions using wireless devices such as PSP and PDA devices. Aiming to promote mobile learning and to celebrate the 2008 Beijing Olympic Games, an Inter-school Mobile Quiz Contest will be organized on 8th July 2008 for primary and secondary school students to challenge their knowledge and appreciate this state-of-the-art technology on mobile learning.

Date, Time and Venue

Date: 8 July 2008 (Tuesday)
Time: 1:30pm – 5:00pm
Venue: Rayson Huang Theatre
The University of Hong Kong,
Pokfulam Road, Hong Kong

Eligibility and limits

Eligibility: Primary School P5 and P6 students
Secondary School F1-F3 students

Limits: 100 students

Rules of the Game

- i) During the event, students will use mobile devices to answer a series of quizzes.
- ii) The quizzes may be purely texts, with or without graphics and pictures relating to the Olympic Games, Equestrian and HKU.

- iii) The players simply answer each quiz prompted by selecting one of the choices displayed on the mobile device
- iv) The player who can answer the most questions will be the Champion.
- v) Details of the game rules will be announced to the shortlist school after the on-line registrations.

Program

- ❖ Opening:
- ❖ Flag Raising Ceremony
- ❖ Beijing Olympic One-month Countdown
- ❖ Guest address
- ❖ Round 1 Quiz: Knowledge on Olympic
- ❖ Break
- ❖ Round 2 Quiz: Knowledge on Equestrian
- ❖ Round 3 Quiz: Knowledge on HKU
- ❖ Closing: Prize Presentation Ceremony

Awards



- (A) Individual Awards (3 rounds)
 - 1: Best Knowledge in Olympics
 - 2: Best Knowledge in Equestrian
 - 3: Most familiar with HKU
- (B) School Awards
 - The schools with the top three highest average scores accumulated in the three rounds of quizzes will award a trophy.

Prizes

- (A) Individual Awards (3 prizes for each round)
- 1st: Gold medal + certificate + SONY Prize
 - 2nd: Silver medal + certificate + SONY Prize
 - 3rd: Bronze medal + certificate + SONY Prize

- (B) School Awards
- 1st: Gold Trophy
 - 2nd: Silver Trophy
 - 3rd: Bronze Trophy

(C) Certificate of Merits

A Certificate of Merits and an optical mouse will be awarded to the top 30 students with the highest cumulated score.

Registration

Step 1: On-line registration

A teacher in-charge nominated from each school should register through the registration portal on or before 10 May 2008. Details of the participants are not required at this stage.

Registration portal: <http://mlearning.eee.hku.hk>



Mobile Gaming Devices >> *Mobile Learning Devices !!*



Functions and Features



- Functions
 - Real-time assessment
 - Interactive learning and teaching
 - Learning progress monitoring
 - Collaborative learning – playing as teams !
 - Analysis of students' answer – evaluate the common mistakes !!
- Features
 - Support multiple devices and operating systems
 - Wireless operation – Learning anywhere at anytime
 - Multimedia supported – Video, audio & graphics



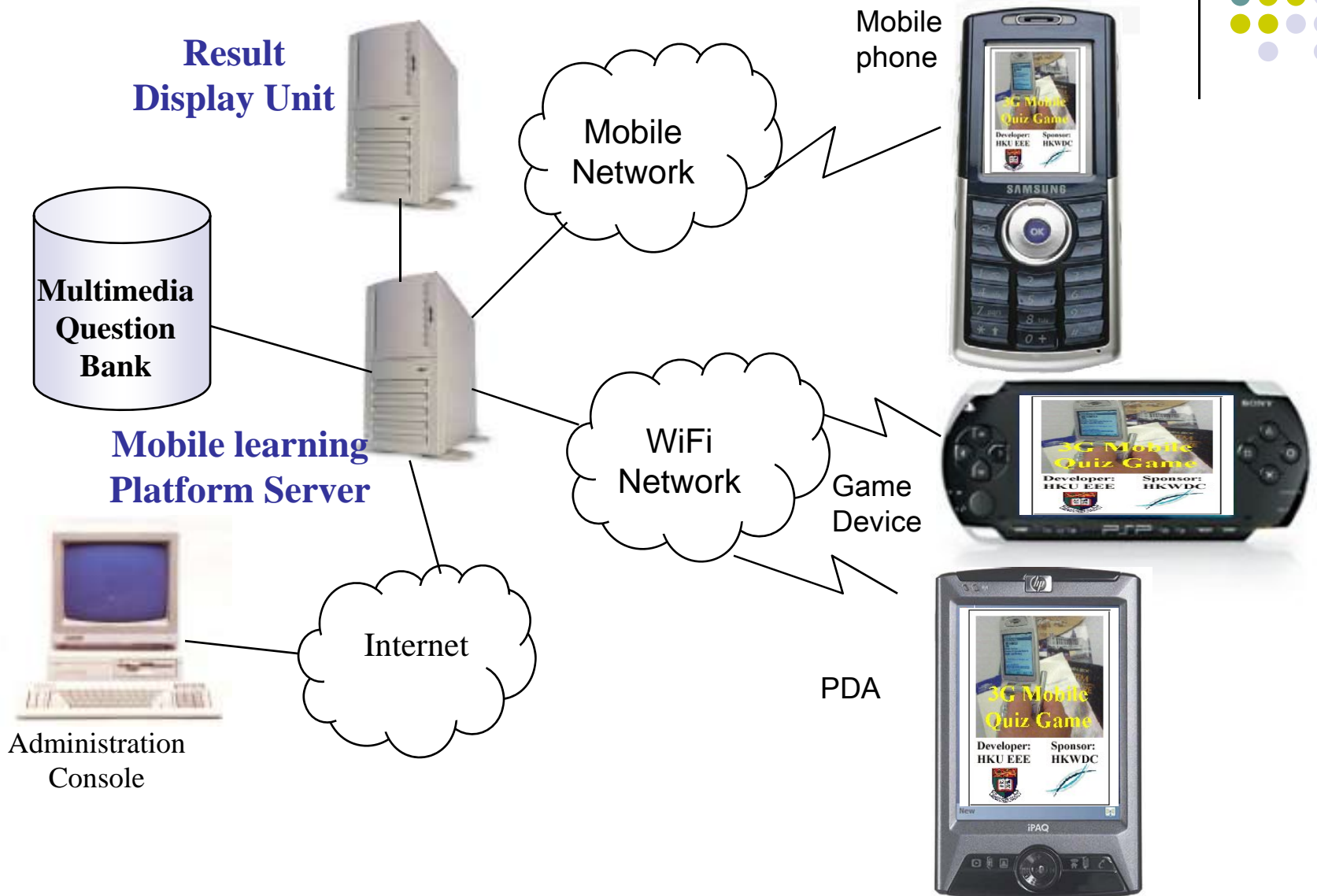
Supported networks



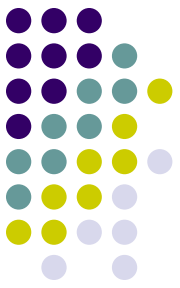
- Basically, it includes
 - WiFi (IEEE 802.11) Wireless LAN
 - GPRS/ 3G/ 3.5G Mobile Network
 - TD-SCDMA China's 3G Standard
 - IN FACT, any wired/wireless networks such as the Internet, BlueTooth™ network, or even hybrid network !!



System Block Diagram



Potentially reach out to a large group of audience...



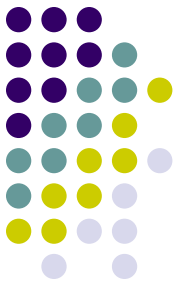
Some pictures taken from our recent Contest Rehearsal on May 29, 2008 !!



Current/Future Directions..



- Will be used in the upcoming Inter-School Mobile Quiz Contest in July;
- Will be used in a number of selected courses in our Fac. of Engineering;
- Extending to wider group of audience/users
 - Being tested on a Special Module offered to Medical students in HKU;
 - Collaborating with more facilities thru' our TDG project and other comm. >> extend to UDG if possible !!
- Extending to a wider range of devices that involve other H/W or S/W platform.



Q & A

or

Any Feedback is most
WELCOME !