



## THE UNIVERSITY OF OKLAHOMA

### Using the Q1 to map education's future beyond textbooks

What lies ahead for classrooms of the future? Educators will undoubtedly move beyond today's textbook to an interactive learning environment that leverages cutting edge technology, according to researchers at The University of Oklahoma's K20 Center.

At the K20 Center, which is aimed at creating 21st century interactive learning communities, researchers are investigating how digital game-based learning can impact students' literacy and comprehension of math. Thanks to a Star Schools grant from the U.S. Department of Education, the center recently received the funds to launch a massive project on the subject. However, it still needed to find reliable hardware that could best fit the study's needs.

To meet the requirements of the grant, the research group was required to use mobile devices in its study. Personal digital assistants (PDAs), however, have a limited ability to support a 3-D game environment, while portable gaming systems, which feature better graphics, are not useful for other instructional activities, such as word processing. Plus, the research group was searching for a reliable and cutting-edge technology that would be useful in many classroom applications outside of gaming.

In the end, the group finally selected the Samsung Q1 for its study. Not only does the Q1 feature a large screen, but it also is still portable for students. In addition, the ultra-mobile device is equipped to run true Windows XP programs, and can also meet the study's connectivity, memory and software needs.

The study involves giving local schools Q1 devices that are enabled with a massive multi-player online game. In total, about 1,450 eighth- and ninth-graders will play the game, which brings students together in a virtual learning environment where they must utilize real-world skills to succeed. The game tests students' knowledge in a variety of subjects, including science, math and geography.

Thanks to the Q1's communication features, students will be able to interact with each other from different classrooms or even different schools across the country. In addition, the Q1's versatility enables teachers to utilize the ultra-mobile devices for other curricula the study isn't covering. Using the Q1, researchers hope to demonstrate the power of digital, game-based learning, and how it can impact the future of student achievement now, and well into the future.

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