My current research focuses on the field of collaborative learning supported and facilitated by mobile technologies. Through the design, development and implementation of a mobile digital storytelling (mDS) platform, consisting of a pedagogical model and scaffolding technology, I hope to deliver an overall solution - or toolkit - for mDS as means for learning, participating and sharing cultural heritage and history.

In order to address some of the challenges described above, I am currently working on designing and developing a state-of-the-art iOS application facilitating mobile digital storytelling activities for multiple purposes. These efforts are carried out in close collaboration with historians and curators at the local museum, with schoolteachers and pupils, and with the CeLeKT software developers’ team. A series of design based research interventions involving the above stakeholders have been accomplished in iterative trial cycles, each adding progression and improvement to both technological and methodological solutions. In addition to the above user groups, I have also carried out two studies with adult users involved in an international project focused on library services in Sweden and South Africa.

Currently, the mDS platform (see attached image below) consists of an mDS process approach and two accompanying, non-codependent, mobile applications: one for guidance, inspiration and instruction, and one for content collection and generation, story creation, processing and sharing. The intention is to integrate these features with an accompanying web platform, especially designed for teachers and schools to facilitate easy and flexible storing, sharing and re-editing. Though now exclusively iOS native, both applications will ultimately become platform independent.

Following the previous efforts¹ ², the next design iteration cycle consists of two phases. Phase I is currently underway consisting of a study especially focusing on teacher involvement and contribution through approval, adaptation, co-design and implementation of method and applications. Phase II will start during spring 2013, where the focus will shift to learner participation, engagement, contribution, evaluation and dissemination, in which the guidance and mDS applications will be

used to support the understanding of time and space, and to scaffold the creation of children’s own stories of their neighborhood and its history.

The children’s stories will become part of the museum’s permanent exhibitions and website, hopefully inspiring other visitors to contribute and share their own stories. Our intention of the guidance app is that it eventually expands into a series of on-site location-aware visitors’ tours, featured in the museums permanent exhibitions.