Mobilizing Mathematics: Case Studies of Mobile Learning being used in Mathematics Education

Call for chapters

Mobile learning is gaining popularity within education as pedagogical practices are evolving with the new opportunities offered through the use of mobile devices. This research can provide ideas and strategies for educators and a springboard for educational researchers to continue this relatively new field of study. The goal for this book is to provide (a) an understanding of the foundations and future, (b) information about instructional design and learner support, and (b) exemplar case studies. This information, from leading practitioners and researchers, will highlight the way mobile devices can be used to extend and enhance teaching and learning in mathematics.

The call is for contributions from across the globe. Chapters will undergo a peer-review process for quality contributions and this will involve authors reviewing no more than two chapters each. The target audience is K-12 Practitioners, K-12 Specialists/consultants, educators in higher education, and scholars. We envisage the book to have a total of 14 chapters with 5,000 words per chapter. The chapters may include black and white figures, tables, and a few well selected photographs for the case studies. The book is being published by Routledge.

Contents & Structure

Foundations and Future (Two Chapters)

    a. Theories

    b. Connecting mobile learning and mathematics

This section will provide the underpinning theories of mobile learning and how these theories connect to the teaching and learning of mathematics.

Instructional Design and Learner Support (Three Chapters)

    c. Instructional Design

    d. Extending traditional pedagogies

    e. Learner support

    f. Technological tools available (including application and programs)

This section will give the reader an overview of how mobile learning can support the teaching and learning of mathematics. The chapters will explain what makes mobile learning different than traditional learning and learning that takes place with other tethered technologies, such as desktop computers. The instructional design is crucial and this will be addressed in this section with specific ideas on how to construct effective tasks and activities. It also provides ideas of the current applications, programs and devices available to support learning.

Cases Studies (Nine chapters)

    g. Various across grades and mathematical strands

This section will make up nearly 2/3 of the book, with case studies that cover a wide range of grade levels and mathematical strands. Case studies will also be accepted from across the globe. These studies must provide replicable, informative components. In other words, educators worldwide will be able to envisage similar activities being used in their local schools.

Authors may ask questions to either editor below. Authors should submit a one page summary of the proposed chapter to both editors by September 20, 2013. Acceptances will be sent shortly after this date and authors will then have until January 20, 2014 to complete the first draft of the chapter.

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