

Tablets for education – Restrictions for a better learning environment

Introduction

The proliferation of digital content and access to mobile devices has had allowed open access to all formats of content in a way that could not have been thought achievable a decade ago. Today, there exists a plethora of sources for digital content and this is rapidly changing the way humans of all age groups consume content of their choice, be it toddlers learning nursery rhymes, adults upskilling or families watching their favourite shows at any time and any place.

While the benefits of this unbound access to information are tremendous, the evolving lifestyles are also changing our learning habits and even more significantly, our ability to focus, the consequences of which are far reaching in children's ability to assimilate and grasp information.

Mobile Device Management

It is in this context that the proposition of "locking" tablets or mobile devices has found meaningful purpose: to restrict what users can do or view on such devices. This finds particular relevance in a school setting. While access to mobile devices allows all the benefits briefly presented above, restricting the access so that students can open only specific mobile apps or perform only specific actions on the device can exponentially increase the value of these devices in the context of education.

What We've Learnt launching tablet-based learning initiatives for over a decade

Restricting the apps that can be installed or opened on a mobile device significantly reduce the potential for students to be distracted, almost continuously, with social media, messages and other non-academic content. Students can be prevented from browsing harmful websites and freed from the clutches of the 'infinite scroll'. Setting up a Mobile Device Management app allows schools or any guardian to ensure that the mobile devices are being used for the benefits that are intended.

Misuse of mobile devices with cameras, microphones and powerful processors that support unlimited gaming apps can divert students' focus as well as create a potentially unsafe school environment. On the contrary, these same capabilities can empower a highly engaging learning environment through high-definition learning content as well as interactive class assignments.

Equally important are the benefits that students realize by limiting their screen-times, which is a by-product of improved focus while consuming online learning content. Students can engage in healthy inter-personal activities such as outdoor games and other extra-curricular activities or even simply reading a book.

Digital Learning in a Mobile Device Management enabled Tablet ecosystem

Schools can offer students a healthy and safe ecosystem in which they can consume digital learning content both at school and at home, when online and offline. Such an ecosystem allows continuous learning with minimal monitoring irrespective of the place and time when students prefer to 'study'. This then allows teachers to confidently engage students with supplementary after-class learning content and evaluate their performance with in-class tests or after-class practice tests. As a result, all stakeholders including parents can continuously measure and monitor students' learning outcomes.

Conclusion

Mobile Device Management capabilities have an immense ability to influence a child's digital habits that have far reaching benefits as we've attempted to briefly outline in this white-paper. Reach out to us at info@ignitorlearning.com to know more about our tablet-based learning initiatives implemented in schools across India with the Ignitor Learning platform.