THE EDUCATION UNIVERSITY OF HONG KONG

Course Outline

Part I

Programme Title	**:** All Undergraduate Programmes
Programme QF Level	**:** 5
Course Title	**:** Mobile Technology and Society 流動科技與社會
Course Code	**:** GEG1043
Department	**:** Mathematics and Information Technology
Credit Point	**:** 3
Contact Hours	**:** 39
Pre-requisite(s)	**:** Nil
Medium of Instruction	**:** English
Course Level	**:** 1

Part II

The University's Graduate Attributes and seven Generic Intended Learning Outcomes (GILOs) represent the attributes of ideal EdUHK graduates and their expected qualities respectively. Learning outcomes work coherently at the University (GILOs), programme (Programme Intended Learning Outcomes) and course (Course Intended Learning Outcomes) levels to achieve the goal of nurturing students with important graduate attributes.

In gist, the Graduate Attributes for Undergraduate, Taught Postgraduate and Research Postgraduate students consist of the following three domains (i.e. in short "PEER & I"):
● **P**rofessional **E**xcellence;
● **E**thical **R**esponsibility; **&**
● **I**nnovation.

The descriptors under these three domains are different for the three groups of students in order to reflect the respective level of Graduate Attributes.

The seven GILOs are:
1. Problem Solving Skills
2. Critical Thinking Skills
3. Creative Thinking Skills
4a. Oral Communication Skills
4b. Written Communication Skills
5. Social Interaction Skills
6. Ethical Decision Making
7. Global Perspectives

1. **Course Synopsis**

The course sets out to examine theoretically and practically the social implications of the widespread use of mobile technologies in general. Participants are introduced to the fundamental concepts and applications of a range of mobile devices and apps. The interplay between mobile technologies and people who use them engenders a variety of new trends in using computing and communication capabilities. It shapes the way people live, work and learn, and contributes to new cultures such as "phishing and nomophobia". The impact of the new cultures on individuals, society and learning, and social and ethical issues caused by mobile technology applications will be explored.

2. **Course Intended Learning Outcomes** (CILOs)

Upon completion of this course, students will be able to:

CILO$_1$ understand fundamental concepts and applications of mobile technologies

CILO$_2$ explore the new cultures resulted from the widespread use of mobile technologies

CILO$_3$ research and critically analyse the impact of new cultures on individuals, society and learning

CILO$_4$ discuss the social and ethical issues caused by the widespread use of mobile technologies.

3. **Content, CILOs and Teaching & Learning Activities**

Course Content	CILOs	Suggested Teaching & Learning Activities
1. Fundamental understanding of concepts of mobile technologies and their applications.	*CILO$_1$*	Lectures and group discussions
2. Exploring and understanding the new cultures and new forms of learning caused by the use of mobile technologies	*CILO$_{1,2,3}$*	Lectures and group discussions in class, out of class and online
3. Examining the impact of the new cultures caused by the wide applications of mobile technologies on individuals and society	*CILO$_{2,3}$*	Lectures and group discussions in class, out of class and online
4. Discussing the social and ethical issues caused by the widespread use of mobile technologies	*CILO$_{2,3,4}$*	Lectures and group discussions in class and out of class

4. Assessment

Assessment Tasks	Weighting (%)	CILO
Conduct a group presentation on discussing a new culture caused by the development of mobile technologies and its impact on individuals, society, and/ or learning from multiple perspectives creatively in English.	30	$CILO_{1,2,3,4}$
(a) Actively participate in group discussions both online and face-to-face (5%) (b) Attendance (5%)	10	$CILO_4$
(a) Write a "post-reflection" with about 300 words in English. (10%) (b) Based upon literature review, participants are required to write an essay around 1500 words in English on the impact of a new culture caused by the development of mobile technologies on individuals, society or learning from multiple perspectives creatively. (50%)	60	$CILO_{1,2,3,4}$

5. Required Text(s):
Nil

5. Recommended Readings

Cheung, T., Lee, R. L. T., Tse A. C.Y., Do C. W., So, B. C .L., Szeto, G. P. Y., & Lee P. H. (2019). Psychometric properties and demographic correlates of the smartphone addiction scale-short version among Chinese children and adolescents in Hong Kong. Cyberpsychology, Behavior, and Social Networking, 22(11), 714-723.

Evans, J. C., Yip, H., Chan K., Armatas C., &Tse, A. (2020). Blended learning in higher education: professional development in a Hong Kong university, Higher Education Research & Development, 39(4), 643-656.

Feng, S., Wong, Y. K., Wong, L. Y., & Hossain, L. (2019). The Internet and Facebook usage on academic distraction of college students. Computers & Education, 134, 41-49.

Fu, H., Manogaran, G., Wu, K., Cao, M., Jiang, S., & Yang, A. (2020). Intelligent decision-making of online shopping behavior based on internet of things. International Journal of Information Management, 50, 515-525.

Gaffney, H., Farrington, D. P., Espelage, D. L., & Ttofi, M. M. (2019). Are cyberbullying intervention and prevention programs effective? A systematic and meta-analytical review. Aggression and violent behavior, 45, 134-153.

Garzon, J., & Acevedo, J. (2019). Meta-analysis of the impact of Augmented Reality on students' learning gains. Educational Research Review, 27, 244-260.

Hasmawati, F., Samiha, Y. T., Razzaq, A., & Anshari, M. (2020). Understanding nomophobia among digital Natives: Characteristics and challenges. Journal of Critical Reviews, 7(13), 122-131.

Kahlow, J., Coker, M. C., & Richards, R. (2020). The multimodal nature of snapchat in close relationships: Toward a social presence-based theoretical framework. Computers in Human Behavior, 111, 106409.

Lonergan, A. R., Bussey, K., Mond, J., Brown, O., Griffiths, S., Murray, S. B., & Mitchison, D. (2019). Me, my selfie, and I: The relationship between editing and posting selfies and body dissatisfaction in men and women. Body Image, 28, 39-43.

Mori, C., Temple, J. R., Browne, D., & Madigan, S. (2019). Association of sexting with sexual behaviors and mental health among adolescents: A systematic review and meta-analysis. JAMA pediatrics, 173(8), 770-779.

Murillo-Zamorano, L. R., Sánchez, J. Á. L., & Godoy-Caballero, A. L. (2019). How the flipped classroom affects knowledge, skills, and engagement in higher education: Effects on students' satisfaction. Computers & Education, 141, 103608.

Rodríguez-García, A. M., Moreno-Guerrero, A. J., & López Belmonte, J. (2020). Nomophobia: An individual's growing fear of being without a smartphone—A systematic literature review. International Journal of Environmental Research and Public Health, 17(2), 580.

Song, Y. (2014). "Bring Your Own Device (BYOD)" for seamless science inquiry in a primary school. Computers & Education, 74, 50-60. DOI: 10.1016/j.compedu.2014.01.005

Srivastava, L. (2005). Mobile phones and the evolution of social behaviour. Behaviour & Information Technology, 24(2), 111-129.

Waterloo, S. F., Baumgartner, S. E., Peter, J., & Valkenburg, P. M. (2018). Norms of online expressions of emotion: Comparing Facebook, Twitter, Instagram, and WhatsApp. new media & society, 20(5), 1813-1831.

Wong, L.-H., & Looi, C.-K. (2011). What seams do we remove in mobile-assisted seamless learning? A critical review of the literature. Computers & Education, 57, 2364-2381. Retrieved from: http://0-dx.doi.org.edlis.ied.edu.hk/10.1016/j.compedu.2011.06.007

7. Related Web Resources
Nil

8. Related Journals
Nil

9. Academic Honesty
The University adopts a zero tolerance policy to plagiarism. For the University's policy on plagiarism, please refer to the *Policy on Academic Honesty, Responsibility and Integrity with Specific Reference to the Avoidance of Plagiarism by Students* (https://www.eduhk.hk/re/modules/downloads/visit.php?cid=9&lid=89). Students should familiarize themselves with the Policy.

10. Others
Nil

Last update: 12-08-2021