Orchestrating Learning as an Emergent Practice in the Use of Location-Based Games with Mobile Devices

# Details

## Year

Not reported

## Scope

Local

## Countries

Sweden

## Type

Empirical research – Qualitative

## Methodologies

## Other Methodology

Video and audio recordings via spy glasses

## Researched Groups

## Children Ages

Pre-adolescents (11-13 Years old)

## Informed Consent

Consent not mentioned

## URL

https://link.springer.com/chapter/10.1007/978-3-030-10764-2\_10

## Data Set Availability

Not mentioned

# Goals

"The study discussed in this chapter was born of an interest in what happens during the interplay between human beings, their surroundings, and mobile technologies in educational settings. This interest builds on how children’s motivation to learn could be enhanced by educational design. Therefore, this chapter focuses on the orchestration of learning in middle school settings. The chapter aims at contributing to the understanding of how students and teachers together, in an emergent practice of orchestrating learning, apply mobile devices and location-based games in their educational setting. From this aim, the following research question unfolds: teachers to orchestrate learning in middle school settings?" (Authors, 164)