

## Technical Compatibility

	Smartphone V1615	PDA v1520	Asus eeepc
<b>Deployment and Distribution</b>	N/A	N/A	N/A
SD Card	N/A	N/A	N/A
Downloadable	N/A	N/A	N/A
Web Delivered/Updated	N/A	N/A	N/A
<b>Support</b>			
Telephone Support (Limited)	Office Hours	Office Hours	Office Hours
Telephone Support (24/7)	No	NO	NO
Mobile Compatible Website	YES	YES	Yes
Mobile User Guides	N/A	N/A	N/A
Live Interactive Support	Online Mediators	Online mediators	Online Mediators
<b>Device</b>			
Desktop Version Only	NO	NO	NO
Adapted with enhancements for mobile	YES	YES	YES
Specifically Designed for Mobile	NO	NO	NO
<b>Graphics Compatibility</b>			
Full compatibility with screen graphics	YES	YES	YES
<b>Operating System</b>			
Windows Mobile 5	n/a	n/a	
windows Mobile 6	YES	YES	YES
Windows Vista	YES	YES	YES
Windows XP	YES	YES	YES
Linux	YES	YES	YES
Apple OS	YES	YES	YES
Web Browser	YES	YES	YES
<b>SMART</b>			
SynchronEyes Compatibility	YES	YES	Not Linux compatible
<b>Training Support</b>			
Online Tutorials	TO COME	TO COME	TO COME
Onsite	YES	YES	YES
Mobile Delivered Training	N/A	N/A	N/A
Not Required	N/A	N/A	N/A

## Pedagogical Evaluation

Superclubsplus is a social networking website aimed mainly at Primary School children - KS2 but could be used at early KS3 level. There is a mediator on site at all times to ensure that language/behaviour is appropriate and that site rules are followed. The TechTeam is also present in case users get into difficulties.

On a PC, the website allows children to become creative - they can develop their own home pages within the site as well as contribute to their school home page. They can also develop curriculum Project Pages that their teachers can set up. Teachers can set up forums within the class that the children can contribute to.

On the PDA/Smartphone you can check your emails & reply to them & you can also contribute to forums. You can also view websites but some don't translate very well to the small screen. You can also create & join webring on both mobile devices.

## Age Relevance

Age Relevance	0-6 yrs	6-12 yrs	12 - 14 yrs	14 - 16 yrs	16 - 18 yrs	18+yrs
✓ / ✗	✗	✓	✓	✗	✗	✗

## Content type

Content type	✗ or ✓
Simulation	✗
Textual	✓
Visual	✓
Diagrammatic	✗
Tool designed for learning	✓
Game play	✗
Encyclopaedic	✓

## Steljes 'Anytime' assessment

Assessment Criteria	Description	Smartphone V1615	PDA v1520	Asus eeepc
<b>Ease of plug and play/Intuitive</b>	Does the software all for ease of use and quick start up in the home, field or school environment? Can students get started immediately? Otherwise, does the software allow teachers and parents to simply guide and support students?	★★	★★	★★
<b>Relevant use with target age group</b>	Is the software appropriate to the curriculum age group? Can the software be easily used by the target audience?	★★★★	★★★★	★★★★
<b>Customisable interface</b>	Is the software adaptable for all students and can cater for special needs? (eg text size adjustment?)	★★★★	★★★★	★★★★
<b>Graphics</b>	Are the graphics clear and support effective learning? Can text be read easily?	★★★★★	★★★★★	★★★★★
<b>Extends and consolidates learning with school/curriculum</b>	Does the software extend or consolidate teacher-led work undertaken in school?	★★	★★	★★
<b>Mobility through field based activities &amp; tasks</b>	Does the software help to promote 'mobile learning' with related mobile tasks (eg on a field visit)?	★	★	★

For 'Anytime' criteria the following ratings are applied:

Excellent	★★★★★
Very Good	★★★★
Good	★★★
Satisfactory	★★
Poor	★

Assessment Criteria	Description	Smartphone V1615	PDA v1520	Asus eeepc
<b>Accelerated learning</b>	Does the software cater for students that have differing needs? Can tasks support the gifted and talented?	★★★★	★★★★	★★★★
<b>Device as a 'tool for learning'</b>	Does the software try to utilise a range of device features for rich data gathering whilst mobile? eg from the camera, voice recorder, personal or class-based web logs, news sites and subject-based blogs, podcasts, vodcasts or newsfeeds and sites etc.	★	★	★
<b>Motivation</b>	How motivating is the software to users? Does it truly inspire and promote the concept of 'learning whilst mobile'?	★★★	★★★	★★★
<b>Inspiration</b>	Does the software truly inspire and promote the concept of 'learning whilst mobile' to teacher, parent and student?	★★	★★	★★
<b>Health &amp; safety</b>	Does the software provide guidance on how the device or software should be used safely whilst mobile? (eg Security)	★★★	★★★	★★★

For 'Anytime' criteria the following ratings are applied:

Excellent	★★★★★
Very Good	★★★★
Good	★★★
Satisfactory	★★
Poor	★

Assessment Criteria	Description	Smartphone V1615	PDA v1520	Asus eeepc
Help & Support	Does the software provide easy access to support anytime, anywhere? (eg Is there an online tutorial or live chat support?)	★★	★★	★★
Engagement value	Does the software provide longevity of engagement? Does it come with a range of adaptable activities?	★★★	★★★	★★★
Personalisation	Does the software use a learner profile to adjust the resources that are presented? Does the software allow the learner to select aspects of their own learning journey?	★★★	★★★	★★★
Assessment for learning	Does the software enable learners to be provided with user assessments and diagnostics to support learning? Does it include the ability for self, peer review or teacher review?	★★★	★★★	★★★
Creativity/constructivism	Does the software encourage a high degree of originality? eg to stimulate resource creation or encourages 'learning through doing'?	★★★★★	★★★★★	★★★★★

For 'Anytime' criteria the following ratings are applied:

Excellent	★★★★★
Very Good	★★★★
Good	★★★
Satisfactory	★★
Poor	★

Assessment Criteria	Description	Smartphone V1615	PDA v1520	Asus eeepc
<b>Behaviour adaptation</b>	Does the software have the ability to use conditional rules that can change the learning experience depending on behaviour? Can this sequencing be controlled by the teacher, pupil or pupil? (eg game play).	★★★★★	★★★★★	★★★★★
<b>Navigation and search</b>	Can the user find their way around the software quickly?	★★★★	★★★★★	★★★★★
<b>Lesson planning</b>	Does the software allow a teacher to produce and manage lessons to be delivered to the student?	★★★★	★★★★★	★★★★★
<b>Collaborative learning</b>	Does the software provide opportunities for learning together? This could include collaborative resource creation, bookmarking and creation of annotations or ratings.	★★★★★	★★★★★	★★★★★
<b>Usage data</b>	Can a report be generated that summarise how and when the software and resources are used?	★★★★★	★★★★★	★★★★★

For 'Anytime' criteria the following ratings are applied:

Excellent	★★★★★
Very Good	★★★★
Good	★★★
Satisfactory	★★
Poor	★

Assessment Criteria	Description	Smartphone V1615	PDA v1520	Asus eeepc
<b>Self-organisation</b>	Does the software encourage student categorising and making connections, bookmarking, playlists, adding their own comments, tags and ratings? These could be shared with others.	★★★★★	★★★★★	★★★★★
<b>Compatibility with classroom management software</b>	Can the software be viewed using classroom management software and an interactive whiteboard (eg SynchronEyes) Can files be transferred?	★★★★★	★★★★★	★★★★★
<b>Interoperability with peripherals</b>	Does the software promote effective communication with other mobile learning peripherals? (eg data logging)	★	★	★
<b>Learning Platform Compatibility</b>	Can the software be used in conjunction with a range of BECTA accredited Learning Platform? Is there functionality within the software that takes advantage of Learning Platforms?	Not known	Not known	Not known
<b>Special Educational Needs support</b>	Does the software provide support for students with special needs?	★	★	★

For 'Anytime' criteria the following ratings are applied:

Excellent	★★★★★
Very Good	★★★★
Good	★★★
Satisfactory	★★
Poor	★

## Additional comments

From the evaluator:

*This has been quite difficult to evaluate as I have seen the website used both on the PC & on the mobile devices and both have an entirely different effect on the pupils.*

*If I was evaluating this website on the PC only it would get 4 or 5 stars for every category as it has had a real motivating effect on the pupils. They can work collaboratively and the scope for creativity is excellent. Pupils have commented on how they can organize and manage their own learning and development through activities on the website.*

*Using the website on the mobile devices, to me, was more for socializing with friends and keeping in touch. Pupils were less inclined to look up "curriculum" information from others' project pages but they were more inclined to send emails, participate in forums (sometimes posted by their teacher) and browse through webring.*

*The categories of consolidating learning & field based tasks were very difficult as the mobile device is an excellent tool for collecting information in various ways, but I wouldn't necessarily then upload it to the website being evaluated. The restrictions on image/sound file size was difficult to get around so I didn't see any point in trying to upload from the mobile device to the website.*

*In summary I would recommend this website to any school as the opportunities for learning, collaboration and creativity are endless. The pupils I worked with were very enthusiastic and feedback has shown that the tasks given to them have motivated them (on the PC). Feedback when using the mobile devices has indicated that they have been emailing each other and contributing to forums regularly.*