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Section II
Enhancing Individual Learning Experiences

Section III
Enhancing Collaborative Learning Experiences

In this chapter, the authors use the scaffolding technique to design an interactive and collaborative participatory simulation. Evalution reveals that this participatory simulation helps both the individual learner and groups of learners to gain a deeper understanding of a sorting algorithm, and encourages more active participation in group work.

Section IV
Enhancing Situated Learning Experiences

This chapter presents the SketchMap system, which supports children's situated learning by creating maps. Its use is to integrate outdoor and classroom activities, and share the children's experiences through the maps in order to promote situated learning activities.

This chapter presents an approach to designing a mobile application for contextual lifelong learning. It assists learners to access, compose and manage their learning in a range of institutional, informal and work-based settings by keeping them connected with content that is relevant to their studies, and its use is demonstrated in three lifelong learning scenarios.

This chapter discusses a location-aware learning organizer that helps university students manage their learning activities and supports situated learning experiences.

This chapter discusses a professional mobile learning experience for those who are in need of more contextual understanding of different work procedures in a specific learning environment.

Section V
Challenges and Future Mobile Learning