Research Plan

1. Objective: The objective my research is to explore the value of leveraging mobile learning technologies to deliver Interactive problem based learning modules to MD undergraduate medical students.
2. Background: Problem based learning (PBL) is an important aspect of teaching and learning in the MD undergraduate curriculum at UBC, Faculty of Medicine. PBL session are conducted weekly where students are given a case study on Monday, have the remaining week to research and collaborate with their group members and finally present their findings on Friday during the case wrap-up. Currently, these sessions are conducted using traditional "pen and paper" method, however, I would like to explore the possibility of using ubiquitous mobile learning technologies like smart phones and tablets.
   Mobile technologies are being successfully piloted in various corporations for training purposes and augmented reality games have really started getting serious attention. These cutting edge mLearning technologies seemingly hold the promise to provide knowledge and 'just in time' training to our would-be doctors via their most personal possession, the smart phone.
3. Research Design and Methodology: In order to study the effectiveness of mobile technology, I plan the following steps:
   a. Engage SME's and instruction designers to design a mobile friendly PBL module (typically 3 to 4 engaging sections, each 5 minutes in duration)
   b. Design a survey covering the pedagogical and technical questions around the use and delivery of the application.
   c. Make the application and survey available to first and second year medical students for a period of 2 weeks.
   d. Collect survey results and run statistics to analyze the findings