

MODE multimodal methodologies

FOR RESEARCHING DIGITAL DATA AND ENVIRONMENTS



Leading education
and social research
Institute of Education
University of London

Analysing the body in mobile digital environments

<http://mode.ioe.ac.uk>



Objective:

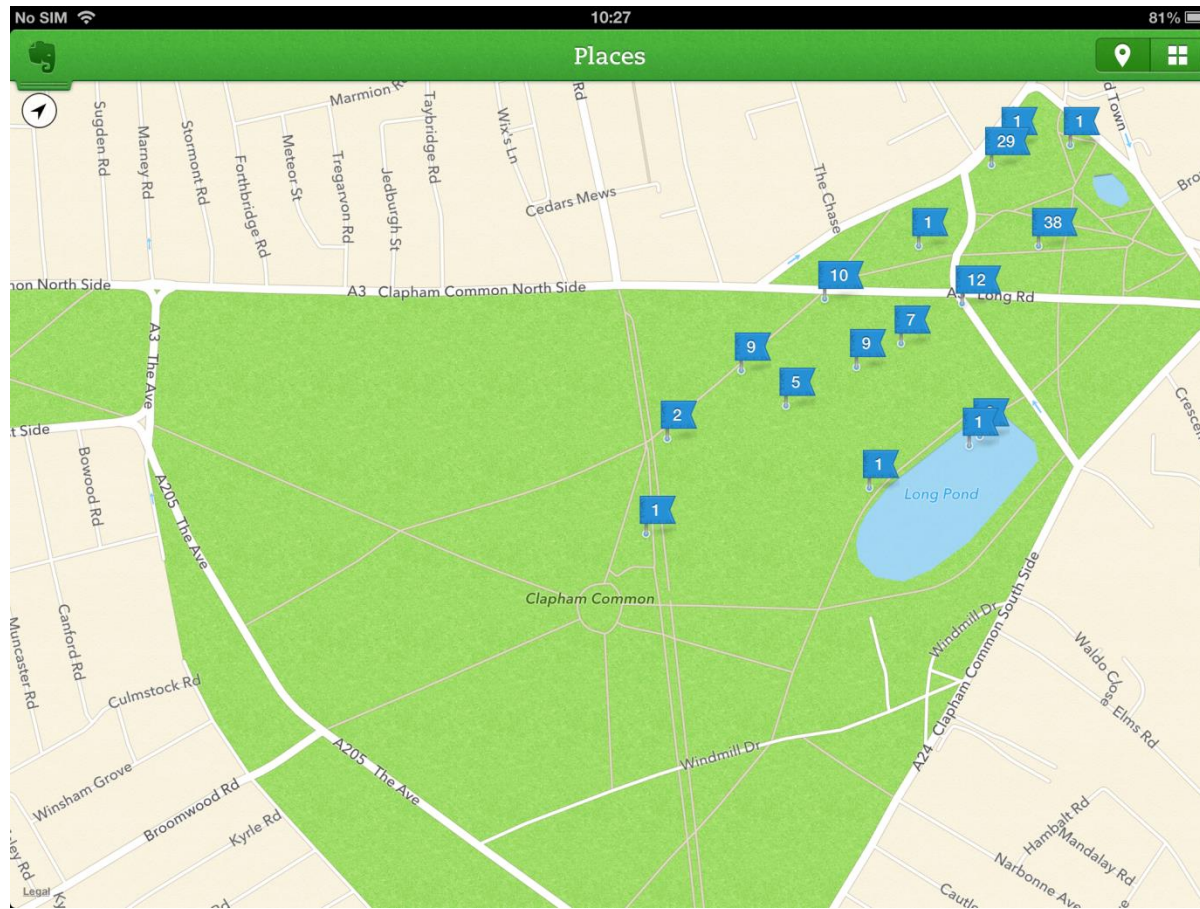
To examine, through a multimodal analysis, the role of the body in interactions with mobile digital environments.

- We will explore together some of the video data MODE collected during this particular study on mobile technologies
- I will offer an overview of the process we went through to analyse this data, and give a very brief outline of some of our findings

Our research on mobile technologies:

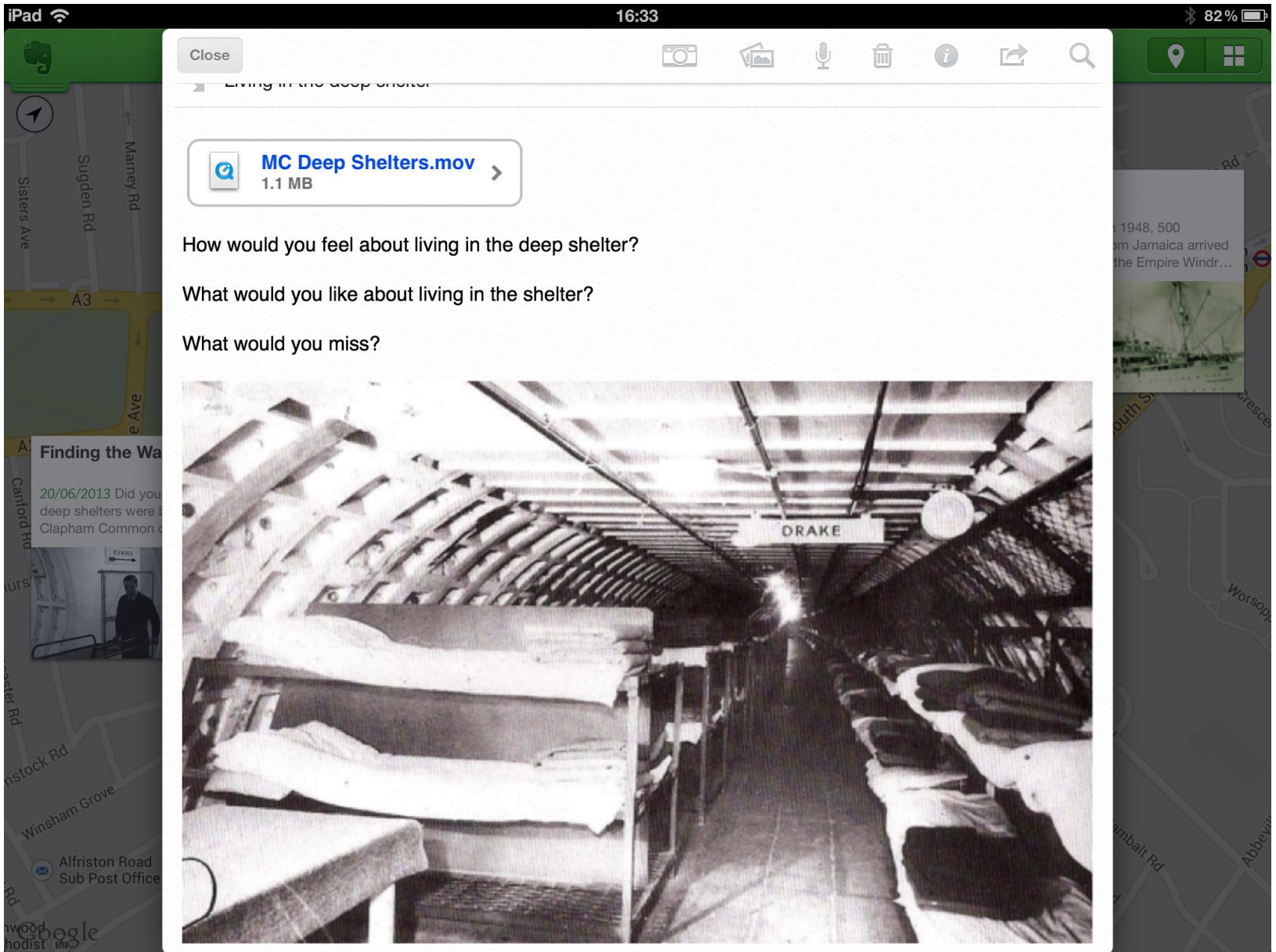
How do the key properties of mobile technologies shape the development of children's sense of 'place'?

Using iPads to explore the WWII history of Clapham Common





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As we watch the clip, think about...

- What is the role of the body in the interactions with this particular physical-digital environment?


What we did...

Time	What is happening?	Interaction with iPad		Movement	Body	Talk	Researcher Interaction
		GPS	<u>Evernote</u>				
0:00	Reading the note 'Reverend's Letter'.		C1 accesses note 'Reverend's Letter'	Standing still.	C2 holding the edge of the <u>iPad</u> .	C1: (reads 'Reverend's Letter') Oh my god, I hate when this happen, when the lock off button. It's really annoying. (<u>continues reading</u>) How can a bomb land on soft ground when it's in the earth? (<u>rolls eyes</u>). <u>Helloo</u> . (<u>continues reading</u>)	Oh yeah.

How is emotional engagement realised through the body in students' history learning via mobile technologies?

In-depth analysis: moments foregrounding emotional engagement (25 episodes between 30 seconds and 3 minutes long)



Time	Image	What is happening? (Commented on)	Comments
0:05		<p>A: I can't believe those people actually slept there.</p> <p>A looks behind, back at the place where they have just come from.</p>	<p>Through gaze, A maintains a connection with the physical location of a past event (sleeping in the shelter). A does not use deictic gesture to represent 'there' but instead re-orient her body and gaze, suggesting that she is not simply referring to a place, but wanting to physically re-engage with it.</p>
0:07		<p>B follows gaze.</p> <p>B: Yeah. It's really weird now.</p>	<p>Through gaze, B responds to A's interest by establishing a connection with the physical location of the past event.</p>

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Questions?



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NiCRM
National Centre for
Research Methods

E·S·R·C
ECONOMIC
& SOCIAL
RESEARCH
COUNCIL

 **londonknowledgelab**
exploring the future of learning with digital technologies

MODE AIM

To develop multimodal methodological approaches for investigating digital environments through a programme of innovative research and Training and Capacity Building (TCB) around five thematic strands

MODE TEAM

Director: Professor Carey Jewitt. Deputy Director : Dr Jeff Bezemer
Professor Andrew Burn, Dr Will Farr, Professor Roger Kneebone,
Professor Gunther Kress, Dr Diane Mavers, Dr Caroline Pelletier, Dr Sara Price, Dr Neil Selwyn, Dr Niall Winters. PhDs: Berit Henriksen, Victoria Hurr, Kate Cowan
Administrator: Anna Waring

TRAINING & CAPACITY BUILDING

How-to guides • courses • seminars • conferences • public lectures • research data workshops • working papers • research blogs • online forum

CAPTURING
DIGITAL
DATA

TIME,
PLACE, AND
SPACE

MODE

EMBODIMENT

THEMES

MULTIMODAL
TRANSCRIPTION

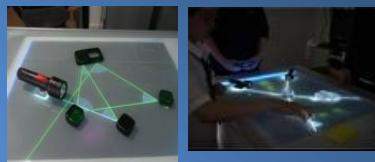
MIXED
METHODS

RESEARCH PROJECT 1



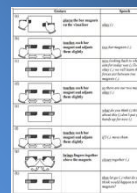
Digital video cameras in the operating theatre

RESEARCH PROJECT 2



In what ways can mobile, sensor and haptic technologies engender embodied experiences?

PhD 1
Digital video & multimodal transcription



PhD 2
Multimodality and the moving image



PhD 3
Multimodal approaches to researching social media

