

# Abstract

Regardless of instructional level the classroom is a dynamic environment filled with opportunities to explore various subjects as well as to experiment with teaching and learning practices. Due to the pervasiveness of technology and student owned mobile devices, learning spaces are all the more dynamic. To assist teachers and students in thinking about how to utilize mobile devices in instructional spaces, this book explores how mobile devices can be incorporated into learning environments to promote a digitally-rich curricula resulting in a framework that identifies a right time, right place and mobile device aimed at maximizing student learning. Consequently, the authors explore how mobile devices can be used to create mobile learning environments built upon educational theories, methods of assessing mobile devices, apps and student learning and infrastructure considerations required of liquid learning in formal and informal instructional spaces. The text also includes case study examples from elementary, secondary and post secondary settings to assist readers in applying the book's concepts in a concrete fashion.