

Introduction to Ubiquitous Learning

Ubiquitous learning, also known as u-learning, is an educational approach that allows students to access content, activities, and learning resources anytime and anywhere, thanks to the use of mobile technologies and the internet. The core idea is that learning is not limited to the classroom or specific schedules but is naturally integrated into the student's daily life, facilitating continuous, contextualized, and personalized learning.

This concept relies on the constant availability of connected devices—such as smartphones, tablets, laptops, and wearables—that enable users to interact with educational materials, collaborate with others, and receive instant feedback. Additionally, ubiquitous learning takes advantage of sensors, GPS, augmented reality, and other technologies to adapt the educational experience to the student's environment and context.

A clear example of ubiquitous learning in practice is the use of language learning mobile apps like Duolingo. This app allows users to learn and practice vocabulary, grammar, and pronunciation during free moments, whether on public transportation or at home. Moreover, Duolingo adapts content based on the user's progress and difficulties, making learning personalized and available 24/7.

Another innovative example is the GeoGebra AR project, which uses augmented reality to teach mathematics by allowing students to explore geometric concepts in their physical environment, exemplifying how learning can be contextualized and mobile.

To delve deeper into ubiquitous learning, you can consult the article by Martín et al. (2017) in the International Journal of Educational Technology, which discusses the characteristics and challenges of this educational modality:

<https://educationaltechnologyjournal.com/ubiquitous-learning-concept>

