
Digital student exemplars

Enhancing the digital experience of students

This case study is relevant to the digital student challenge:

Deliver an inclusive digital student experience

mCommunity: improving the experience of 'at risk' learners

mCommunity is a mobile app that is being used at **Pembrokeshire College** to improve engagement in learning for those regarded as not in education, employment or training (NEET) or 'at risk'. Based on the Moodle virtual learning environment (VLE), mCommunity incorporates an individual learning and planning tool (eILP) and the ability to add instant messaging and social media functionality. The app works on mobile devices (multi-platform) and is available to learners anywhere and at any time, offering a more efficient way of staying in touch with learners off campus.

mCommunity is being used to facilitate remote personal tutorials, one-to-one support from a dedicated mTutor, individual learning, planning and the delivery of learning. Additionally, it is useful for developing skills and improving learner opportunities for employment and further education.

The project team also purchased banks of devices to lend to learners who did not have access to their own devices. The team is able to give advice on the type of device learners will need if they are seeking to purchase their own. The college is also working on a purchase scheme to address non-ownership of mobile technologies and to remove barriers to participation.

The same technology is used to aid staff development and improve access to courses and learning within businesses through tailored support for small to medium enterprises (SMEs).

mCommunity is one of several mobile technology projects being led by **Pembrokeshire College** and was developed in conjunction with **Gower College Swansea** and the telecommunications software and systems group (**TSSG**). It is part funded by the European Regional Development Fund (**ERDF**) through the **Ireland Wales cross border programme 2007-2013 INTERREG (4A)**.

How does this meet the challenge?

- » The use of mobile technologies, apps and customised systems are helping learners at risk to overcome barriers to participating in education. These barriers include distance, travel, confidence and social aspects

- » Providing equipment for those without personal access to mobile technologies is helping to counteract the digital divide

Find out more:

The [mCommunity project](#)

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