

## Ubiquitous Scaffold Learning Environment Using Problem-based Learning Activities to Enhance Problem-solving Skills and Context Awareness

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**Abstract :** The purpose of this research is to design the ubiquitous scaffold learning environment using problem-based learning activities that enhance problem-solving skills and context awareness, and to evaluate the suitability of the ubiquitous scaffold learning environment using problem-based learning activities. We divide the research procedures into two phases. The first phase is to design the ubiquitous scaffold learning environment using problem-based learning activities, and the second is to evaluate the ubiquitous scaffold learning environment using problem-based learning activities. The sample group in this study consists of five experts selected using the purposive sampling method. We analyse data by arithmetic mean and standard deviation. The research findings are as follows; the ubiquitous scaffold learning environment using problem-based learning activities consists of three major steps, the first is preparation before learning. This prepares learners to acknowledge details and learn through u-LMS. The second is the learning process, where learning activities happen in the ubiquitous learning environment and learners learn online with scaffold systems for each step of problem solving. The third step is measurement and evaluation. The experts agree that the ubiquitous scaffold learning environment using problem-based learning activities is highly appropriate.

**Keywords :** ubiquitous learning environment scaffolding, learning activities, problem-based learning, problem-solving skills, context awareness

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