

Case Study

ChinaClubHQ



Company overview

Background ChinaClubHQ Ltd offer an introduction into Chinese language and culture for both Primary and Secondary school children. This service is offered through a programme of diverse teaching and learning areas. They provide content which is comprehensive, regularly updated and which embraces a variety of media formats and devices for the benefit of blended, flexible and mobile learning.

Web site: www.chinaclubhq.com

Feasibility Study



The feasibility study had two key areas of research. Firstly, an investigation into the use of mobile or handheld devices as a suitable means for delivering learning content to school pupils and secondly an overview of single sign-on technologies and secure hosting options for the ChinaClubHQ web site offering.

The study investigated and compared the tools and functions offered by different mobile phones and other handheld devices in order to facilitate access to data and allow the manipulation and creation of digital content. It looked at the various technologies used by the most popular mobile phones, games consoles and MP3 players to deliver audio-visual and textual content to users, as well as the advantages and disadvantages offered by each device. A demonstration of sample content was produced using the Moodle VLE on an iPhone and a basic mobile phone.

As single sign on technologies are used by many educational organisations to grant access to online technologies, a review of the various technologies available was carried out. Finally, web hosting and site management options that would provide a secure environment and reduce the risks to mission critical site were outlined.



The outcome

The study shows that the kind of mobile devices most suitable for delivering usable learning content was generally out with the reach of ChinaClubs current target audience. As a solution to this barrier, it was recommended that ChinaClub look at alternative methods of content delivery, using devices that are more likely to be used by school children. This included MP3 players, handheld games consoles (such as the PSP and Nintendo DS(i)) and the Web. Due to variations in the capabilities of each of these devices, ChinaClub will need to tailor their content for use on each these devices and in many cases the format will be limited to basic audio or device dependant audiovisual content. It was recommended that prior to testing and experimenting with various handheld devices for content delivery, ChinaClub should focus on developing their web site offering and back end infrastructure. The study then continued on to outline various considerations and issues that ChinaClub need to consider for their web site offering, including hosting solutions, data security, system administration and single sign on technologies. Various single sign on solutions were identified and it was recommended that ChinaClub implement a system that handles several sign on technologies rather than just one so that they do not limit their target audience.

Overall, the feasibility study highlighted to ChinaClub that rather than investing valuable time and money creating their product offering for various other technologies, they must first develop their basic web site offering and back end infrastructure. Once this is complete to an appropriate standard they can then look at rolling out their product offering to other devices and technologies. It also highlighted that there are no short cuts or quick fix solutions to security features when dealing with sensitive data online.