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Art History Gone Mobile: B.Y.O.D. and Google Art Project

Amy Handfield

CUNY Bronx Community College

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Contact: AcademicWorks@cuny.edu

BYOD AND GOOGLE ART PROJECT

Amy Handfield

Bronx Community College

Bronx EdTech Showcase May 9th 2014



BYOD: what is it?



- Bring Your Own Device
- Started in 2009 with companies allowing employees to use their personal devices in the workplace.
- Integrated in Elementary and Secondary School Programs. B.Y.O.D. is now being used at the college level
- Also referred to as B.Y.O.T (bring your own technology). B.Y.O.P (bring your own phone), and B.Y.O.P. C. (bring your own PC)

Google Art Project: what is it?

- A project created by Google Cultural Institute
- Over 300 museums, 40 countries
- 40,000 quality digital images of artwork
- 108 museums have Museum View which is powered by the zoom to the street function of Google Maps



Who Cares?



The Assignment



- **List the museum(s) that you looked at in Google Art Project**

Questions:

- **The museum view was easy to use.**
- **The works of art were clear and easy to see.**
- **The experience felt realistic.**
- **I learned about art that I did not know about or have not seen before.**

The Assignment



- What type of device did you use to view the museum?
1) laptop 2) tablet 3) smart phone 4) other
- How long have you had this device?
- How many times have you used your device to help with schoolwork? Briefly describe how.
- Evaluate your experience taking a virtual tour of a museum in Google Art Project? Was the experience positive or negative?
- Anything Else? Question? Comments?

The Results: 63 students participated



- Number of museums viewed
 - Average of 5 museums
- Museum was easy to navigate
 - 53 said yes, 10 said no
- Art work was easy to view
 - 61 said yes, 2 said no
- Experience was realistic
 - 47 said yes, 16 said no
- Learned about art that they did not know before
 - 62 said yes, 1 said no

The Results

- Devices used
 - 36 used laptops
 - 18 used tablets
 - 8 used smartphones
- Years owned
 - Average 3yrs
- 2 students did not have there own device
 - Used school computer lab or work computer



The Results



- How many times have you used your device to help with schoolwork?
 - Only 3 students said no

“My smart phone is the go-to source for all my quick research. I’ve also used it many times during class to look at the pieces of art we are studying.”

“I used my phone when I was taking Biology 23 and 24. I used my device to record my professor’s lecture...I would make videos of the lab which was very helpful”

The Results



- “I use my device all the time. I use it to be on the internet and search for information for school and work. But besides that it’s one of the things I love in life.”

The Results



- Evaluate your experience taking a virtual tour of a museum in Google Arts Project? Was the experience positive or negative?
 - Yes = 55
 - No = 4
 - Both = 5

What Worked



- Increased access to museums
- Student engagement with art
- Student engagement with technology

What did not Work



- Usability of technology varies and is not perfect
- Technology used by students varies and is not standardized
- Student skill sets vary

Conclusion, Questions, Comments

