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Ubiquitous Learning: A Systematic Review

Leonor Adriana Cárdenas-Robledo, Alejandro Peña-Ayala

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### Ubiquitous Learning: A Systematic Review

Posdoctoral Researcher Leonor Adriana Cárdenas-Robledo<sup>1</sup> <sup>1</sup>Email: <u>adriposgrado@gmail.com</u> Professor Alejandro Peña-Ayala<sup>2</sup> <sup>2</sup>Email: apenaa@ipn.mx

The address where the work was done is:

<sup>1,2</sup>ESIME Zacatenco, Instituto Politécnico Nacional, Unidad Profesional Adolfo López Mateos, Edificio Z-4, 2do piso, cubiculo 6, Miguel Othón de Mendizábal y Manuel Bernard, S/N, La Escalera, Gustavo A. Madero, Ciudad de México, 07320, México

The corresponding author and his personal address is:

Alejandro Peña-Ayala

<sup>2</sup>31 Julio 1859, # 1099-B, Leyes Reforma 3ra. Sección, Iztapalapa, Ciudad de México, 09310, México Email: <u>apenaa@ipn.mx;</u> Cel-phone: +52-55-54542611

#### **Declaration of interest**

Both authors Adriana Cárdenas-Robledo and Alejandro Peña-Ayala solemnly assert:

"Declarations of interest: none"

### 1. Introduction

U-learning<sup>1</sup> is a relatively young field in which different disciplines converge such as education, pedagogy, psychology, computer sciences, information and communication technology, and cognitive sciences. Numerous and novel approaches have been conducted during the present decade that have enriched the body of knowledge in this promising arena, where the applications support learning activities with the goal of improving students' learning achievements anytime, anywhere, and anyway (Author1, 2016).

<sup>&</sup>lt;sup>1</sup> *AR*: Augmented reality; *CV*: confidence value; *DK*: domain knowledge; *GPS*: geographical positioning system; *m–learning*: mobile learning; *p–learning*: pervasive learning; *PDAs*: personal digital assistants; *PULA*: Pattern for u–learning approaches; *QR*: Quick response code; *RFID*: Radio frequency identification; *STEM*: Science, technology, engineering, and math; *TULA*: Taxonomy for u–learning approaches; *u–learning*: ubiquitous learning.

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