

With the rapid development of cutting-edge and mobile computing technologies and the gradual application in education area, the patterns of teaching and learning are having a significant change (see Naismith, etc. 2004). In order to achieve high-efficiency in modern universities, an exhibition is proposed to demonstrate some available mobile computing technologies for the staff and students in campus. This report consists of the following portions. Firstly, the layout of exhibition hall which is divided into two parts will be presented in detail. Next, the introduction of technologies along with their special ways of using in the process of teaching and learning will be explained one by one, and the specific approaches to display in the exhibition will also be mentioned. The following section will illustrate the methods of promotion and feedback, in which some formats of web 2.0 and their usage will be explicated. Furthermore, some other consideration such as security system and emergency plan will be referred to. At last, the reflection and conclusion will be given to summarize the whole project and recognize limitations. In the appendices, the information about data collection and financial budget will be provided for further studying.

Reference

Naismith, L., Lonsdale, P., Vavoula, G. and Sharples, M. (2004) *Mobile technologies and learning*, Slough: Futurelab