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The number of people who use mobile devices today is higher than the number of people who use desktop computers. This presents an opportunity for higher education institutions to increase the reach of education services by means of mobile learning. Hence, this thesis investigates issues pertaining to the implementation of mobile learning and particularly the use of learning content management systems and mobile devices in university education. Discussions are positioned at the intersection of the research areas of information systems and education. The general view of technology is grounded in the field of information systems, but it is connected to the field of learning using the framework for the rationale analysis of mobile education (FRAME). The thesis suggests that mobile learning cannot replace existing forms of learning especially in least developed countries. It therefore argues for blended learning. The thesis also suggests three units of analysis which can be used for studying and evaluating mobile learning i.e., the technical artefact, the social artefact and the informational artefact. These artefacts together make up the information systems artefact. The thesis contributes to theory by discussing how mobile learning can be seen to be constructed as an information systems artefact through these three artefacts.