

Mobile Learning and Education

Pritima Singh

Research Scholar

Mangalayatan University Aligarh

Email: pratima1877@gmail.com

ABSTRACT

In recent years, application and use of digital technologies for learning has increased. Smartphone are now have become an integral part of learners. The popularity of smartphones devices is growing fast because of educational apps and mobile learning. Due in large part to the COVID-19 epidemic, which prompted many schools to shut and switch to online instruction, mobile learning has grown in popularity. Additionally, this development gave rise to mobile educational apps that assist parents, instructors, and students. The types, applications, benefits, and drawbacks of educational apps and mobile learning will be the main topics of this essay.

KEYWORDS: Smart phones, educational apps, Mobile, Tablets, Technology, Communication, Mobility, Internet.

INTRODUCTION: Wisdom, information, and abilities are passed down from one generation to the next through the ongoing process of education. Mobile learning and educational applications are altering not just how students' study but also how teachers instruct. The usage of devices has been transformed by mobile applications. Tablets and smartphones are powered by apps. Due in large part to the Covid-19 epidemic, which prompted many educational institutions to close and switch to online learning, mobile learning has grown in popularity. As a result, mobile educational applications have been developed to assist parents, instructors, and students.

EDUCATIONAL APPS:

Nowadays, technological advancement is transforming the educational system. Constant increase in educational apps has proved to be the 3rd most well-known category of mobile apps. Statista report shows that education is the second most popular category in the Google play store and is responsible for 9.31 percent worldwide. The educational app is simply software that allows and facilitates virtual learning. Anyone can improve their skills. Education is the foundation and educational apps are a tool that helps, access new opportunities and advances.

TYPES OF EDUCATIONAL APPS:

Khan Academy: Is a well-known learning platform where students may study history, science, arithmetic, computer programming, and other disciplines. Among the greatest applications for

students is this one. It offers everyone free schooling. It provides sample exams, instructional videos, individualised learning, and helpful resources for educators and parents.

Quizlet: an educational app featuring flashcards, stimulates memory during the learning process. It is a perfect platform for quizzes and tests for teachers and students. It helps students in developing knowledge in the areas of arts and humanities, languages, math, science and others.

Evernote: It helps in taking notes, capturing photos and getting handwritten notes, all available in this single app.

Google Docs: This educational app helps in editing text documents right in your web browser. It does not require any special software. Multiple people can work at the same time.

Kids Academy: One of the most innovative apps. Unique ways of learning by playing.

Google Classroom: Educational app is simple to use and encourage collaboration between students and teachers. In this, teacher can create a class, add students by name or send them a code to join. In this, student can see the assignments, message and participate in discussions. It has over 150 million active users around the world. It reduces costs, improves security and saves time.

Prodigy: assists children by offering an entertaining and captivating platform for learning English and maths abilities through activities that are in line with the curriculum.

Duolingo: It helps in practicing speaking, reading, listening, building and writing to build grammar and vocabulary. It helps in improving real conversation. It is a fun free app for learning 40plus languages.

ADVANTAGES OF EDUCATIONAL APPS:

Mobility and Portability: Regardless of location and time, easy to manage and can get educational programs by trained experts.

Improved User Engagement: E-Learning apps provide an excellent illustration of visuals. Educational apps are engaging and enjoyable to use.

Effective Communication: Mobile devices facilitate the creation of quick and high-quality interactions between students and teachers, giving the teacher access to each student's unique performance.

Interactive Learning: Educational apps easily customized. These apps are rapidly becoming the most popular method of instruction for students because they permit them to study at their pace and comfort.

Online Study Material: E-Books made students' lives easy and accessible for students. Students can access many books in a single click. They are all available on internet. Like readymade notes, worksheets etc.

24/7 Availability: Educational apps are accessible 24/7 and there is no time boundation.

Improvement of Performance: The usage of interesting materials such as images and videos can complement the study focus outside of the classroom, which helps in the better grade and academic performance.

DISADVANTAGES OF EDUCATIONAL APPS:

Software and Hardware Issues: Software compatibility issues, problem in updating a new version, system crashes which affects the mobile learning experience. Other issues like dust, device broken.

Interruption: It causes distractions from other classes. Learners are adapting mobile users and can use their phones to do other online activities regardless of parental restrictions, which results distractions from studies.

Required Internet Connectivity: Educational apps can cause in the areas where the internet is not as standard or lacking in internet connectivity. Lots of apps require internet connectivity to operate.

MOBILE LEARNING:

Mobile learning, sometimes referred to as M-Learning, is a type of technology-enhanced active learning or distance education in which students use portable devices, such smartphones, to learn at any time or place. Computers, MP3 players, smartphones, and tablets are all included. It is easy to use and available almost anywhere. As COVID-19 grew, the majority of educational institutions and businesses began educating their staff and students through mobile learning applications.

Alan Kay first proposed the idea of a mobile computer in the 1970s when he joined the Palo Alto Research Centre of Xerox Corporation and organised a team to create the "Dynabook," a portable and interactive personal computer. While not in typical classroom settings, students are expected to interact with these learning materials. Employees and students can use mobile learning to sign up for coaching programs, view events and video lectures, and take notes on their phones. The capacity to use a mobile device throughout the learning process is known as mobile learning.

TYPES OF MOBILE LEARNING:

Microlearning: It helps people to get better and quick information. It breaks down large course materials into bite-sized modules, usually lasting between 2 and 10 minutes. In this mobile learner can take lessons when it is most convenient for them example Duolingo. It helps in sharing ideas and discussions.

Gamification: It includes leader boards, score tables, point based reward system. Solo Learn helps people learn coding and programming in different languages. It offers coding contest and challenges against other users. It increasing engagement and fun during lessons.

Video and Audio based Learning: It increase learners attention and increase information design platform. It covers subjects and they vary in length. Encourages learners to answer by short quizzes, flashcards and videos.

Text- Based Learning: It includes learning through PDFs, eBooks etc. In this student know when to start and when to stop. They can highlight important paragraphs example HubSpot makes videos on market related topics.

Visual Instructor-led Training: Or VILT is a virtual setting. It involves an instructor or pre-recorded video example Zoom-based training sessions, MOOC – based courses etc.

Virtual Reality (VR) Learning: It incorporates work problems and real-world situations into the educational process. Students roam about and engage in a 3D virtual environment that simulates real-world equipment, tools, and other students and teachers using headsets and controllers.

ADVANTAGES OF MOBILE LEARNING:

Accessibility: Learners can access these courses anywhere in the world. Help the creator reach a much wider audience.

Flexibility: Learners can complete the course at whatever time works best for them. They can learn at their own pace.

Motivation: Interactive quizzes and test in the form of games, encourage the students to make progress.

Current Content: They are online courses, having advantage of revision.

Engagement: M-learning is the best way to engage students. Duolingo has become the worlds most used app for leaning new languages.

DISADVANTAGES OF MOBILE LEARNING:

Distractions: of social media notifications, ads, text messages and emails during lesson.

Lack of Social Interaction: It does not allow in-person interactions.

Poor Personalization: Students missed personalized feedback when they are enrolled in mobile learning courses.

Poor Technology: Some students still learn with the older tech, improper electricity, and unreliable internet access.

CHALLENGES AND CONSIDERATION:

Long screen timing.

Data privacy concern.

Lack of social interaction.

Isolated behaviour.

Underprivileged background lacking mobile learning.

Inaccessibility of Internet.

Unreliable electricity.

Use of old devices.

CONCLUSION:

Rise of mobile apps in education brought drastic changes in education. Advancement of Educational apps and mobile learning made the education system easy, flexible and available. Size of school bags decreased. Student these days can learn, give test and get instant feedback. Educational apps breakdown the barriers and supporting students of all ages with new knowledge and skills. Students learn with interest and in an innovative way. Change is a rule of nature and every change face challenges, but the benefits of educational apps and mobile learning cannot be denied. Education through apps and mobile is growing, which leads to new and innovative method of teaching and learning.

REFERENCE ARTICLES

Abu, Jin and Pena, (2016), “Intentions to use mobile apps for online purchasing”, Research Gate.

Aithal, R.K. and Mukhopadhyay, A. (2008), “Rural Telecom in India: Marketing Issues and Experiences from other countries Adopting Egovernance, pp.271-277.

Albarran, A.B. (2009), “Young Latinos use of mobile phone: a crosscultural study”, Revista de Communication, Vol. 8, pp.95– 108. American Association for Public Opinion Research.

Amin, H., (2008), “Factors Affecting the Intentions of Customers in Malaysia to Use Mobile Phone Credit Cards,” Management Research News, Vol. 31, pp. 493-503.

Amirkhanpour, M., Vrontis, D., & Thrassou, A. (2014), “Mobile marketing: a contemporary strategic perspective”, International Journal of Technology Marketing, 9(3), 252e269.

Antoine Lamarre, Simon Galarneau and Harold Boeck, (2012), “Université de Sherbrooke, International Latest trends in computing, Vol 3, No 1, Pp. 1-9.

Anugrah Madison (2005), “Rural Marketing”, Himalaya Publishing House, Mumbai.

Arpita Khare, (2010), “Online banking in India: An approach to establish CRM”, Journal of Financial Services Marketing 15, pp.176- 188.

Arun, L.K. Jayasankar, B. and Kurian Mathew Abraham, (2001), „A Case study Biodiversity Conservation and Livelihoods“”, Center for Development studies, Trivandrum. 258

B.K. Otoo (2013), “The effect of Mobile No. Portability on the market share of Telecommunication operators in Ghana”, Interdisciplinary journal of contemporary Business Vol.5, No.2.

Balaji, V. Rajamohan, K. G. Rajasekara Pandy, R. and Senthilkumaran, S. (2001), “Knowledge System for Sustainable Food Security - 5 villages”, MSSRF Chennai.

Balram Dogra, (2010) “Rural Marketing”, Tata McGraw-Hill Education, pp.11.

Bearden, William O., Manoj K. Malhotra and Kelly H. Usatequi (1998), “Customer Contact and the Evaluation of Service Experiences: Propositions and Implications for the Design of Services, Psychology and marketing, 15 (8), pp.793-809.

Bianchi, A. & Phillips, J. G. (2008), “Psychological Predictors of Problem of Mobile Phone Use. Cyber Psychology & Behaviour. Volume 8.

Bianchi, Phillips JG (2005), “Psychological predictors of problem mobile phone use”. <https://www.ncbi.nlm.nih.gov/pubmed/15738692>.

Bosworth,[G. (2009)], “Education, Mobility [and Rural Business Development Journal of Small Business and Enterprise Development, 16(4): pp.660-677.

Bouhlel, O., Mzoughi, N., Hadiji, D., Slimane, I. B.,(2009), “Brand Personality and Mobile Marketing: An Empirical Investigation,” Proceedings of[World Academy of Science, Engineering and Technology, Vol. 41, pp. 703-711.

Campbell, B.M., Luckert, M.K., Mutamba, (2003), „Household livelihoods in semiarid regions: is there a way out of poverty“ the Swedish university of agricultural sciences. 259

Charla Sessions, (2016), “Reed, Mobile“s Influence on Online Shopping Behavior, Mobiles influence on online shopping behaviour”.

Choi, Y.K., Kim, J. and McMillan, S.J., (2009), “Motivators for the intention to use mobile TV”, International Journal of Advertising, Vol. 28, No.1, pp.147–167.

Chong, A.Y., Darmawan, N., Ooi, K. and Lin, B. (2010), “Adoption of 3G services among Malaysian consumers: An empirical analysis”, International Journal of Mobile Communications, Vol. 8, No. 2, pp.129–149.

Chris Mills., (2016), “The future of Web Apps. Creative Blog”, Sep 5, 2016.

23.Coulter, K. S. & Roggeveen, A. (2012), “Like it or not”: Consumer responses to word-of mouth communication in on-line social networks”, Management Research Review, 35(9) pp- 878 – 899.

Curtis, L., Edwards, C., Fraser, K.L., Gudelsky, S., Holmquist, J., Thornton, K. and Sweetser, K.D. (2010), “Adoption of social media for public relations by nonprofit organizations”, Public Relations Review, Vol. 36, No. 1, pp.90–92.

