

## Mobile Learning For Students and Teachers

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### Abstract:

The present paper highlights on application and use of mobile learning for the students and teachers. Mobile applications for information seeker have grown up tremendously with the growth of technology. From Children to adults all are finding their desired information with the wireless technology. So M-Learning is a gateway to access the e-content for teachers and Students. It is very cheapest and quick information accessible tool for learning.

**Keywords:** M-Learning, Smartphone, Mobile App, e-book reader, E-Learning etc.

### Introduction:

The term **M-Learning (mobile learning)**, has different meanings for different communities, covering a range of use scenarios including e-learning, educational technology and distance, that focuses on learning with mobile devices. Mobile learning is defined as with the use of mobile devices, learners can learn anywhere and at any time.

Through the advancement of mobile technology and their increasing affordability, mobile devices have transformed from a means of communication to tools for socialization, entertainment, work, and learning. The purpose of this mixed-methods study was to investigate how undergraduate students are using mobile devices for learning both inside and outside the classroom and how actual student use compares to faculty perceptions of student use. Faculty and student perceptions regarding the impact that the use of mobile devices would have on student learning, participation and engagement were also examined. Finally, it explored the potential for adoption of mobile device use in the classroom.

It is suggested that faculty perceptions about student use do not match actual student use of mobile devices. While faculty believes students are primarily using mobile devices to socialize, students report that they are performing a wide variety of educational tasks. Although some instructors ban the use of mobile devices in the classroom and prefer

mobile learning to remain outside the classroom, students believe that a more formal uses both inside and outside the classroom could be beneficial. Students seem more ready to adopt the use of mobile devices for learning while faculty is concerned that devices may be distracting and limiting. A recent rapid advancement in the capabilities of mobile devices along with a decrease in price has enabled the mobile phone to become everywhere. In fact, there are now 5.3 billion mobile subscriptions globally, which is about 77 percent of the world's population

### Difference between e-learning and mobile learning

E-learning can be real-time or self-paced, also known as "synchronous" or "asynchronous" learning. Additionally, E-learning is considered to be "tethered" (Connected to something) and presented in a formal and structured manner. In contrast, mobile learning is often self-paced, un-tethered and informal in its presentation.

E-learning	M-learning
Lecture in classroom or internet labs	Learning anywhere, anytime
E-mail-to-e-mail	Instantaneous messaging
Private location	No geographic boundaries
Travel time to reach to internet site	No travel time with wireless internet connectivity

Because mobile devices have the power to make learning even more widely available and accessible, mobile devices are considered by many to be a natural extension of e-learning.

**M – Learning Devices:**

**CELL PHONES**

Cell phones are the simplest of them all but still fairly powerful. They can be used for group discussions via text messaging, and since so many cell phones have cameras, they are useful for photography-based projects as well. Students can also record themselves reading stories aloud for writers’ workshops or practicing speeches.

**E-BOOK READERS**

Their fundamental function, of course, is for reading books and storing entire libraries. They also provide easy access to dictionaries. Many students also use their e-book readers as a replacement for the daily paper, since they can read various editions and magazines on it. Well-known brands include Amazon’s Kindle and Barnes & Noble’s Nook.

**MP3 AND PORTABLE MEDIA PLAYERS**

(SUCH AS THE IPOD TOUCH) Free lectures and short videos are available for downloading via the iTunes U app, or on the Internet at sites such as Brainpop.com, which has animated educational videos. Apps can also be downloaded onto the devices and many are equipped with cameras students can use to shoot and to post to a website. Read the educational blogs to learn more about how these devices are used to help student’s master reading.

**TABLETS**

Apple’s iPad, the Kindle Fire, and the Galaxy are just a few models of tablets, and they can do anything e-book readers can do and then some. Downloadable apps, many educational, make these machines nearly comparable to computers; you can surf the Web, play games, watch (and even make) movies, as well as take photographs. Many schools have started purchasing tablets for the K-5 crowd, though they’re plenty useful for older students, too.

**SMARTPHONES**

The older the students, the more likely they are to be wielding one of these. Like tablets, Smartphone’s have many computer-like functions. (They’re also phones, of course.) They can run apps and software, record audio and video, send and receive email and texts — functionalities that can easily be channeled into classroom inquiry.

Till 1999 wireless mobiles owned by BSNL, after that private operator came in this business. The

Market share of majority operators in India as follows:

Chart 1: Market share of wireless service providers as on May 2017 (in million)

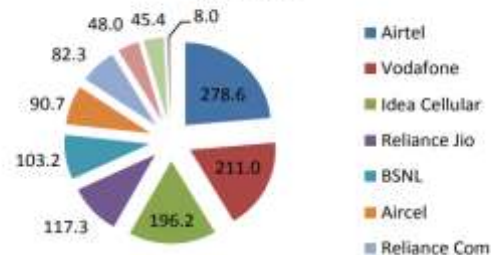


Fig. 1 Market share of major operators in India as on May 2017.

**Useful Mobile Learning Apps:**

1. **Dropbox:** With one Dropbox account, students enjoy access to their files while on the go, so they never accidentally miss a deadline again ... because of computer issues, anyway.
2. **Bento:** Available on iDevices (because of course), Bento makes organizing solo and group projects much, much easier by providing users with their own personal databases for storing contacts, drawing up calendars, and taking notes.
3. **Blackboard Mobile:** Because so many online courses rely on Blackboard for distributing the necessary materials and conducting the necessary assessments, downloading the app should be essential for remote students.
4. **TED:** While classes themselves might not use TED as a supplement to lessons, students (both online and off) undoubtedly benefit from tuning into what the experts are saying about the latest ideas and innovations.
5. **Evernote:** Never forget an important project point with Evernote, an amazing scrapbook application for keeping everything organized and on hand, no matter the medium.
6. **Instapaper:** Perfect for online students who just can’t recall the websites consulted for research purposes, this resource saves pages so they can read them anywhere and everywhere.
7. **Wikipedia:** Because everyone uses Wikipedia, even if they aren’t supposed to admit it in an academic setting. Don’t cite

it in a bibliography, but definitely check out the sources used and start researching from there.

8. **Wolfram Alpha:** Forget Google. Wolfram Alpha works as an amazing search and computational engine specifically for scholastic pursuits, bringing back returns regarding pretty much everything students need to know about their desired subjects.
9. **Google:** We lied about forgetting Google. **Don't forget Google.** Especially since its mobile app allows for voice searching.
10. **Wi-Fi Finder:** Obviously, online students should probably know where to look for wireless Internet in their areas — especially if their connections at home go all kablooeie.

### Useful Mobile Apps for Teachers:

1. **Smart Dot:** It's an iDevice-based laser pointer that doubles as a remote control for PowerPoint and Keynote presentations — well worth it for slide-loving educators!
2. **Educreations Interactive Whiteboard:** OK, so you actually download this app to an iPad, but Educreations Interactive Whiteboard still remains an essential edtech tool. As the title states, it turns the gadget into an easy-to-use method of drawing and diagramming in the classroom.
3. **Attendance:** iPhone-enabled teachers adore this application allowing them to keep track of their students' classroom habits and even learn their names via flashcard.
4. **Grade Book for Professors:** Take advantage of Google Spreadsheets as a useful strategy for organizing and tracking student grades, either through the paid or free version.
5. **Percent Calculator:** Get grades done harder, better, faster, and stronger using this quick and easy calculator just for figuring out percentages.
6. **eClicker Polling System:** Available on the iPhone, the eClicker Suite lets teachers poll their students about anything and everything during class.
7. **Voice Recorder:** Perfect for Android users wanting to make permanent records of

lectures for students who can't make it to class for whatever reason.

8. **iTalk Recorder:** Don't worry, Apple fans! There's still a way to keep an audio record of classroom discussions using the iPhone!
9. **Blackboard Mobile Learn:** Rather than an app for a classroom, Blackboard practically provides a classroom for an app, available on almost all smartphone and tablet platforms.
10. **CourseSmart:** Subscribers to this digital textbook services enjoy unlimited access to thousands of digital reads on their phones and tablet devices.

### Conclusion:

In adhering to these principles of design, mobile technologies can contribute to quality learning experiences for students. M-learning could be instrumental in increasing learning flexibility by customizing learning to be a more personalized and learner-centered activity. Moreover, we propose that m-learning can support the social construction of knowledge amongst learners by enhancing the critical, creative, collaborative and communicative engagement within the sites of application of knowledge. By challenging learners to engage collaboratively in DIY, co-creation of content or game-playing, m-learning can also contribute to building distributed learning networks of diverse participants who are actively participating in creative activities, as well as critically reflecting on their own and others' practice. The present paper highlights on the basic terminology of e-learning as well as M-learning. Considering the basic need of education, M-learning is providing the handheld services to the users. Through this M-learning, users can save their time and money and sustain in digital era with modern tools of information handling.

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