Journal of Inventive and Scientific Research Studies (JISRS) www.jisrs.com Vol: II, Issue: 2 Special Issue October 2024

THE USEFULNESS OF MOBILE APPLICATIONS FOR EDUCATION

M. PREMALAKSHMI* & D. KANTHIMARTHI M²

¹Research Scholar (Commerce) Reg. No (23121241012001)
Sarah Tucker College (Autonomous), Tirunelveli -627 007
E-mail: Nowfickprema1@gmail.com
²Assistant Professor, Sarah Tucker College (Autonomous), Tirunelveli - 627 007

Received: September 04, 2024, Accepted: September 21, 2024, Online Published: October 10, 2024

ABSTRACT

Although mobile technology in the health sciences is still relatively new, it offers future researchers more research opportunities. Because of their portability and accessibility, mobile devices with a wide range of apps provide notable benefits. Anatomy, or Rachana Sharir, is one of the erratic subjects where different ideas, like Marma Sharir, are hard to comprehend and commit to memory. As a result, modifications to the teaching and learning process utilizing the Marma Mobile App are required to make the subject engaging and straightforward.

Keywords: Mobile Learning, Digital Learning Platforms, E-Learning, Marma Mobile App and Educational Apps

Introduction

The rapid advancement of technology has revolutionized many sectors, including education. Mobile applications, in particular, have emerged as significant tools in the learning process, offering educators and students new engagement methods. These apps allow users to learn anytime and anywhere, breaking the traditional boundaries of classroom learning. Educational mobile apps can be designed to enhance student engagement, improve accessibility, and deliver customized learning experiences.

In today's educational landscape, using mobile apps in learning has become especially relevant with the rise of digital learning environments. The portability of smartphones and tablets enables students to access learning materials on the go, which has increased the popularity of mobile learning (m-learning). Mobile apps allow educators to offer multimedia content, quizzes, and interactive tasks, making learning more dynamic and enjoyable. As students increasingly rely on digital tools, it is essential to explore the effectiveness of mobile applications in enhancing their learning experiences.

This research aims to assess how well students perceive and use mobile applications for teaching and learning and to evaluate information retention compared to traditional teaching methods. By examining the advantages and disadvantages of mobile learning, this study seeks to understand its impact on educational outcomes, particularly in terms of engagement, knowledge retention, and accessibility.

Objectives

This study aimed to assess how well people perceive and use mobile applications for teaching and learning and compare their efficacy and information retention to traditional teaching techniques.

Review of Literature

Mobile learning (m-learning) has gained considerable attention in educational research due to its potential to transform how students learn and engage with academic content. According to Kukulska-Hulme and Traxler (2005), mobile learning offers a flexible learning experience by utilizing mobile devices such as smartphones and tablets, making education more accessible and personalized. M-learning provides unique benefits such as instant access to educational content, interactive learning environments, and opportunities for self-paced learning, all contributing to improved student outcomes (Quinn, 2000).

Research conducted by Banerjee and Bose (2011) highlights that mobile learning is beneficial in higher education. Their study on students in Kolkata found that mobile apps allow students to study and revise content more efficiently. Additionally, Paliwal and Sharma (2009) have emphasized the future potential of mobile learning, noting that it helps students stay engaged and motivated through interactive and multimedia-rich content.

However, the literature also points to some challenges associated with mobile learning. Issues such as software and hardware malfunctions, distractions, and the digital divide in rural areas can limit the effectiveness of mobile learning (Shepherd, 2001). For instance, in regions with limited access to the internet or electricity, students may struggle to benefit from mobile education, leading to disparities in learning experiences. Furthermore, overuse or misuse of mobile devices for non-academic purposes can detract from learning (Ally, 2004).

Despite these limitations, mobile applications have shown promise in promoting self-directed learning and increasing knowledge retention through engaging tools such as

Journal of Inventive and Scientific Research Studies (JISRS)



Vol: II, Issue: 2 Special Issue October 2024

quizzes and interactive modules. Apps like the Marma Mobile App, discussed in this research, have been developed to address specific educational needs by enhancing the learning experience in fields like anatomy, where visual aids and interactive content play a crucial role in understanding complex subjects.

Benefits of Mobile Education

Mobile learning has grown significantly over the last several years due to its widespread popularity. Mobile education offers numerous advantages that enhance the learning experience, as outlined below:

Accessible at any time and from any place:

Mobile learning allows users to access educational content anytime and anywhere, making learning more flexible. This is especially useful for students balancing multiple responsibilities, such as working professionals or individuals in remote areas. Mobile apps make learning easy, eliminating the need for a physical classroom or a fixed schedule.

Diverse content

The digital world offers a wealth of content catering to diverse learning needs. Educational apps cover various subjects and themes, from basic arithmetic to advanced topics like data science and programming. This diversity in content enables personalized learning experiences, allowing students to choose what they need to focus on. Furthermore, incorporating multimedia elements such as videos, audio lectures, and interactive simulations enhances learning.

Inspires pupils

Mobile learning apps often incorporate gamification elements such as badges, leaderboards, and progress trackers. These features make learning more engaging by motivating students to achieve milestones and improve their performance. Many apps also allow students to set personal goals and track their progress over time, fostering a sense of achievement.

Tests your level of understanding

Mobile apps frequently offer assessments like quizzes, puzzles, and multiple-choice questions that test students' knowledge and understanding. These self-assessments provide instant feedback, allowing learners to identify strengths and weaknesses. Additionally, adaptive learning apps adjust the difficulty level of quizzes based on the user's performance, promoting gradual improvement.

Promotes Self-Paced Learning:

One key benefit of mobile education is learning at one's own pace. Unlike traditional classroom environments, where learners must keep up with a fixed schedule, mobile apps

allow users to pause, rewind, or skip content based on their learning needs. This flexibility encourages deeper understanding, as students can revisit challenging concepts.

Supports Collaborative Learning:

Some mobile learning platforms enable collaboration through discussion forums, peer review features, and group projects. This social aspect of learning encourages teamwork and allows students to learn from their peers. It also enhances communication skills as students interact with others from diverse backgrounds.

Cost-Effective:

Mobile learning can be a cost-effective alternative to traditional learning methods. With access to free or low-cost apps, students can save on expenses such as textbooks, commuting, and tuition fees for specific courses. Educational apps provide quality content at a fraction of the cost, making education more accessible to a broader audience.

Disadvantages of Mobile Learning

As wonderful and enticing as the benefits may seem, mobile learning also has drawbacks. As with everything, there are five drawbacks to mobile learning, which are enumerated below:

Software problems

Software is an application that, upon coding, operates on a device by the instructions encoded therein. Although software appears to have a smooth existence, various extrinsic elements impede this smoothness. The IT industry is seeing changes in trends due to these external forces. Compatibility problems with software, failure to update to a new version, frequent system crashes, and other issues prevent the software from operating correctly and impede your seamless mobile learning experience.

Hardware issues

Hardware, as opposed to software, uses tangible objects. After a while, the gadgets used may become worn out. They may become worn out due to misuse, dust, tricky handling, etc. These things prevent mobile phones and other gadgets from operating smoothly.

Distraction

One of the significant downsides of mobile learning is the potential for distraction. Mobile devices come with various apps for social media, messaging, and entertainment, all of which can divert students' attention from studying. The temptation to check notifications or play games during study sessions can significantly reduce productivity and focus.

Journal of Inventive and Scientific Research Studies (JISRS)

www.jisrs.com

Vol: II, Issue: 2 Special Issue October 2024

Lack of Internet Connection or Electricity

This can be a problem in rural areas and areas where internet and electricity usage is not yet prevalent. When you have a device but do not have the electricity or the internet required to run the device and avail yourself of the mobile learning facility, then what's the fun? To enjoy your experience of mobile learning, make sure you have met all the requirements needed to have the best experience for mobile learning.

Over-Reliance on Technology:

While mobile apps provide convenience, they may also foster over-reliance on technology. This can limit the development of critical thinking, problem-solving, and research skills, as students may depend on apps for quick answers rather than engaging deeply with the content. Furthermore, the absence of face-to-face interaction with teachers and peers may reduce opportunities for active discussions and collaborative learning.

Data Privacy and Security Concerns:

Many mobile apps require users to provide personal information, which can raise concerns about data privacy and security. There is always a risk that unauthorized parties could misuse or access sensitive data. Educational institutions and app developers must protect student data through secure platforms.

Conclusion:

Mobile applications have transformed the educational landscape by offering students and educators unprecedented flexibility, accessibility, and engagement. The ability to learn from anywhere, the diverse range of content, and interactive features have made mobile apps an essential tool for enhancing the learning experience. However, despite the many benefits, mobile learning has its challenges. Software and hardware issues, the potential for distractions, and the digital divide in areas with limited internet access can hinder the effectiveness of mobile education. Additionally, the misuse of mobile devices for non-educational purposes poses a risk to academic integrity and focus.

Nevertheless, with the proper infrastructure, guidance, and digital literacy, mobile applications can serve as a powerful supplement to traditional teaching methods. They encourage self-paced and collaborative learning, promote continuous engagement, and provide new avenues for testing knowledge. By addressing the drawbacks and harnessing the benefits, mobile learning can significantly contribute to the future of education, making it more inclusive and effective for learners worldwide.

References

- Ally, M. (2004). Using Learning Theories to Design Instruction for Mobile Learning Devices. In J. Attewell & C. Savill-Smith (Eds.), MLEARN 2004 (pp. 5-7).
- Ally, M. (Ed.). (2009). Mobile Learning: Transforming the Delivery of Education and Training. AU Press.
- Banerjee, J., & Bose, I. (2011). Higher Education Through Mobile Learning: An Analysis of Students from Kolkata. Indian Journal of Commerce & Management Studies, II (1).
- Best, W. J., & Kahn, J. (n.d.). Research in Education [PDF file]. Retrieved from https://www.scribd.com/document/326266754/John-W-Best-Research-Book-pdf
- Chen, B., & deNoyelles, A. (2013). Exploring Students' Mobile Learning Practices in Higher Education. EDUCAUSE Review Online.
- Crompton, H. (2013). Mobile Learning: New Approaches to Education. International Journal of Mobile and Blended Learning, 5(4), 1-3.
- El-Hussein, M. O. M., & Cronje, J. C. (2010). Defining Mobile Learning in The Higher Education Landscape. Educational Technology & Society, 13(3), 12-21.
- Founder, K., & Behera, K. S. (2017). Attitude of Post-Graduate Students Towards Mobile Learning. EDUCARE: International Journal for Educational Studies, 9(2), 111-120.
- Herrington, A., & Herrington, J. (2007). Authentic Mobile Learning in Higher Education. In Proceedings of ASCILITE 2007 – 24th Annual Conference of The Australasian Society for Computers in Learning in Tertiary Education. Singapore.
- Keegan, D. (2005). The Incorporation of Mobile Learning into Mainstream Education and Training. Proceedings of MLEARN 2005 Conference, Cape Town.
- Krishnan Radha, H. (2023). Mobile Technology and Safety. Journal of Inventive and Scientific Research Studies, Vol. I, Issue 2, 312–324.
- Kukulska-Hulme, A., & Traxler, J. (2005). Mobile Learning: A Handbook for Educators and Trainers. Routledge.
- Laurillard, D. (2007). Pedagogical Forms of Mobile Learning: Framing Research Questions. In N. Pachler (Ed.), Mobile Learning: Towards A Research Agenda (pp. 33-54). WLE Centre, Institute of Education, University of London.
- Pachler, N. (Ed.). (2009). Researching Mobile Learning: Frameworks, Tools, And Research Designs. Peter Lang.
- Pachler, N., Bachmair, B., & Cook, J. (2010). Mobile Learning: Structures, Agency, Practices. Springer.
- Paliwal, S., & Sharma, K. K. (2009). Future Trend of Education Mobile Learning Problems and Prospects. ICAL – Poster Papers.

Journal of Inventive and Scientific Research Studies (JISRS)

www.jisrs.com

Vol: II, Issue: 2 Special Issue October 2024

- Parsons, D., Ryu, H., & Cranshaw, M. (2007). A Study of Design Requirements for Mobile Learning Environments. Proceedings of the 6th Annual Conference on Mobile and Contextual Learning, Melbourne.
- Peters, K. (2007). M-Learning: Positioning Educators for A Mobile, Connected Future. The International Review of Research in Open and Distributed Learning, 8(2).
- Quinn, C. (2000). M-Learning: Mobile, Wireless, And In-Your-Pocket Learning. Line Zine.
- Sharples, M., Taylor, J., & Vavoula, G. (2007). A Theory of Learning for The Mobile Age. In R. Andrews & C. Haythornthwaite (Eds.), The SAGE Handbook Of E-Learning Research (pp. 221-247). SAGE.
- Shepherd, C. (2001). M Is for Maybe. Tactix: Training and Communication Technology in Context, 5.
- Traxler, J. (2007). Defining, Discussing, And Evaluating Mobile Learning: The Moving Finger Writes and Having Writ.... The International Review of Research in Open and Distributed Learning, 8(2).
- Viberg, O., & Grönlund, Å. (2012). Mobile Assisted Language Learning: A Literature Review. In MLearn 2012 Conference Proceedings (pp. 9-16).
- West, M. (2012). Mobile Learning for Teachers: Global Themes. UNESCO.