

THE USABILITY OF MOBILE APPS IN MOBILE LEARNING

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Abstract

The study investigated how mobile apps have been used for teaching and learning in education. Specifically the studies assess the usage of mobile apps in mobile learning, the collaborative between student and teacher and the impact of mobile apps in mobile learning. We found that teachers are not using a mobile app for their additional learning. These mobile apps were able to studies outside classroom, to having a discussion, to sharing and finding the idea through their Smartphone by using mobile apps that they will install. The students also were exchanged their idea and have a strength communication among their friends and teachers. Student will get something that help them in learning and provide a lot of information that learn in the classroom.

Keywords: Smartphone, Mobile apps, Mobile learning, Education, Teacher, Student.

INTRODUCTION

In our new technology, all people used mobile app in their life to settle their work or finding information. This article more focused on education where all Teachers and Students used mobile apps in their learning. The learning also called mobile learning that used all mobile apps to study or teaching. As we can see that mobile app makes our life more advancements in getting all new things about information. There a lot of type of mobile apps in our world that all people used in their life. A mobile app is a software application developed specifically for use on small, wireless computing devices, such as Smartphone's and tablets, rather than desktop or laptop computers. Mobile apps are designed with consideration for the demands and constraints of the devices and also to take advantage of any specialized capabilities they have.

For the purpose of this study is to assess student attitude and benefits an all the technology of Smartphone such as using iPods and podcasts in mobile online learning (Richardson ... (et.al)., (2013). A mobile app is a software application developed specifically for use on small, wireless computing devices, such as Smartphone's and tablets, rather than desktop or laptop computers. The users can use a Smartphone and can access internet anywhere such as at home, outdoor. Mobile apps are designed with consideration for the demands and constraints of the devices and also to take advantage of any specialized capabilities they have.

Mobile apps nowadays are continues grow and all the apps in the mobile device are discipline-specific apps that are available to students and teachers to having some activities (Canuel and Crichton, 2015) and for our information, mobile apps can make

teachers and students having a mobile learning without going to classes or discussion. They can communicate each other by using mobile apps. For school, I prefer that something fun to them where they can use mobile apps page such as Edmodo, My Study Life and Popplet in their mobile learning.

This usability of mobile apps has a lot of benefit to the teachers and students. Unfortunately, mobile apps are not always having a advantages to student, but it also have the disadvantages. The methods of mobile apps in the mobile learning is where the teachers and student will not have a face to face conversation or discussion, but they only used the mobile apps to discuss in there and all students can communicate at the same time with their friends. The usability of mobile apps are good for all users because the method of this mobile apps can make them save time to meet each other if they stay far away from their friends.

ISSUES

In this research, we identify some of the issues about the usability of mobile apps in mobile learning among society. In the new era of technologies, there are many mobile apps that we can use in our education. In addition, to enhance the understanding of these issues the aim is also the outcomes to issues, the background of the society and the uses of the mobile apps among society in education.

- Smartphone need internet to get information and discussion.
- Student and teachers lack of communication.
- Time to having group discussion will not same.

RESEARCH QUESTIONS

We identify of the research question for the usability of mobile apps in mobile learning among society:

- How to used mobile apps in mobile learning among teachers and students?
- How to get a learning environment between teachers and students?
- How technologies give impact to the students?

RESEARCH OBJECTIVES

The purpose of this report is to assess the usability of mobile apps in mobile learning among teachers and students. Here, we identify the objective to accomplish:

- To investigate how mobile apps can helps in M-learning.
- To provide a collaboration in teaching and learning.
- To identify how mobile apps give a positive and negative impact in education.

LITERATURE REVIEW AND PROPOSED FRAMEWORK

Mobile apps refer to an online system which involves our technology such as Smartphone or Tablet. Another is mobile apps can be definite as an approach to collaboration and learning that utilizes internet technologies to communicate and cooperate in an educational context. For our information, mobile apps are the new concept of our learning skill where we don't used the classroom to learn and having collaboration. In the traditional concept, we only learn in the classroom and having some tuition outside the school. So now we have a technology so any education places should have these mobile apps in mobile learning. Mobile apps can make the students and teachers used it their learning.

According to MTEGA, P. Wulystan...(et.al). (2012), mobile apps is the tools that provide a suitable platform for teaching and learning process and it also can make sure all the education will used it in the mobile learning process. There are a lot of usability to education and to make the lower and higher education know how to use it. This mobile apps can reduce teachers or lecturers work, they can only put their notes, activity or quiz to their student the mobile apps and the student will access it. So it call mobile learning outside the school. These mobile apps can be used in the collaboration with others in learning and sharing information because mobile device are increasing as a major education element for students and teachers (Lee and Salman, 2012).

Firstly, the usage of mobile apps in mobile learning. Mobile apps is the best way to having a good collaborate and learning process because now student need a good environment in their learning. These mobile apps can be used in anything that collaborates with education and it has a lot of the usage that users can found when used it. Maybe not all education place have the technology that they can used at their place but for the place that have the service of internet will not get any problem to explore this mobile apps in their learning process. In our technology, Smartphone is the mobile phone with and operating system that have the internet connectivity and we can install any apps in what size (Taylor and Levin, 2014) and the example of mobile phone is Apple iOS, Android, or Blackberry that all users will have in their life. In addition, these mobile apps will help the users to searching the information that they need to use in their mobile learning and it's a easy way to settle their work by using one apps only in one time (Taylor and Levin, 2014).

Furthermore, we can used mobile apps to having a attractive learning tools that have a lot designed that can users like to used it (Lee and Salman, 2012). Not all users like something that full of words and these mobile apps will give an interesting page to the student to use it in mobile learning. All the application that teacher will used is the amazing application that can attract their students to use it for example Edmodo, My Study Life and Popplet in their mobile learning. This application is fun and easy to use in the mobile learning activities.

Secondly, the collaborative learning using mobile apps. Students and teachers can use these mobile apps in the education to having collaboration between them when they are not at education place. Not only in the collaboration but this mobile apps will used for

teaching and learning process (Mehdipour and Zerehkafi,2013). This will make them having a long-distance learning and discuss it with mobile device. When the teachers make some activities in this mobile apps and the students need to access it. If we compare with (Lee and Salman, 2012) nowadays, students and teacher used technology to communicate each other and the using of Smartphone are increased in education. A lot of application that have in the Smartphone that teachers can use with their student to discuss their homework or anything else. This collaboration will make them save their time and can discuss it anytime and anywhere they want (Lee and Salman, 2012). When having this collaboration in the mobile learning student will more interesting because they can share and searching the answer and information of the homework that their teachers give.

Lastly, the impact of mobile apps in mobile learning. The usage of mobile apps in mobile learning not always give a good thing to users but when we out of control, we can used the mobile apps for get a fun thing such as install games. When the student used mobile apps for playing games it will make them suffer and the teacher will get a lot of problem. Teachers and parents need to alert to their students and children's when they started used the mobile apps in their life. Mobile apps also make the student improved their thinking and vocabulary (Mehdipour and Zerehkafi,2013). Smartphone can kill them slowly if they cannot manage themselves. There are lots of positive and negative impacts that users can get when they used mobile apps in mobile learning.

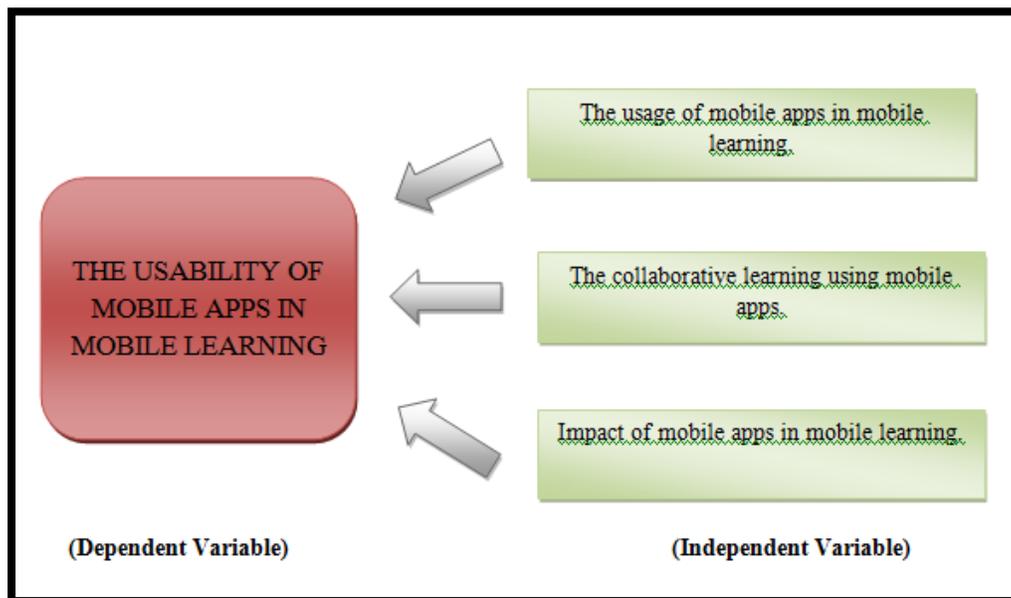


Figure 1. Research Framework.

From the literature review, we find out a variable of research. There are 2 types of variables which are independent and dependent variables. Independent variable bringing change in a situation and dependent variable is outcome or charge brought by the independent variable. We analyze from the literature review that we get the design of research framework for our research topic where is the usability of mobile apps in

mobile learning as a dependent variable. We also got three independent are the outcome from the dependent variable which is the usage of mobile apps in mobile learning, the collaborative learning using mobile apps, and the impact of mobile apps in mobile learning.

CONCLUSIONS

Nowadays, technology becomes more and more advance in all things. There are lot of education places used technology to their learning and teaching process. For example, now we have mobile learning outside the school and it open to all users who want used it. There is lots of usability of mobile apps in mobile learning that the users can see and used in their education. Mobile apps can help the teachers share and making a homework or discussion outside school timing. Mobile apps also can help the user to collaboration between their friends and asking their student more about the subject that they don't understand. In education, more use mobile app to access it anywhere and anytime with the connectivity of wireless and internet. Without connectivity on those things the users cannot access the mobile learning and it's difficult to users who don't have the connectivity of internet. In addition, the student also can get the benefits when they used this mobile apps in mobile learning such as they can motivated their self in finding, searching and solving the problem or information that they want.

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