

Uses of Mobile Apps in Teaching and Learning

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Abstract: This article introduces few latest Apps that help teachers and students in their learning process. It emphasizes the advantage of using the modern technology available to the traditional teaching methods that was followed till today. This article highlights the basic differences between the traditional classroom and the classroom which incorporates the Technology Apps in teaching and learning. Through this article, I intend to spread out the importance of using Mobile Apps for teaching and learning in the modern era of education.

Keywords- Mobile App, ICT, Kahoot, Edmodo, MimioMobile

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I. INTRODUCTION

Teaching Apps in Teaching and Learning

The education system focuses on rote learning more than the skills of the students. Teachers play a significant role in the education system and the lives of the children. Teachers are better equipped with infrastructure in order to make classes student-friendly (Montrieux, Vanderlinde, Schellens, & Marez, 2015). Teachers acquire modern pedagogical skills by integrating advanced teaching tools into the teaching-learning process (Falloon, 2013).

There are school-level variables that influence the use of technology in classes. In fact, the ICT-coordinator who teaches teachers, and gives information on using ICT (Strudler & Herrington, 2008) along with school ICT (Integrated Classroom Technology) infrastructure (Albirini, 2006) and integrating the procedure during classroom lessons. Studies have shown that the use of mobile applications blend teaching styles with the learning styles of students making learning a new experience for the students (Rossing, Miller, Cecil, & Stampeer, 2012) and students are also highly motivated by the implementation of tablets as the relationship between students and student-teacher relationship improved.

II. MOBILE APPS FOR TEACHING & LEARNING

Technology has come a long way to lead a simple and comfortable lifestyle. Likewise the recent development of mobile apps such as kahoot, Edmodo, mimomobile etc. helps teachers and students to make classroom more students friendly. There are many mobile apps that can be used in classrooms. There are few that have been mentioned here:-

1. Kahoot

It was launched on August 2013 in Norway by Johan Brand Jamie Brooker and Mortten Vervik. This game based educational app has 50 million monthly active users and 2 million active k-12 teachers in U.S. The students answered for the multiple choices quizzes made by teachers, these multiple choice questions called "kahoot". It can include music for avoiding the anxiety that children face during exams. In addition students can learn and revise the school work. It can use anywhere and anytime and any one can make kahoot in topic. Teachers mainly using this app for formative assessment

2. Edmodo

This teachers and students applicable app was introduced Nic Borg, Jeff O' Hara, Crystal Hutter on 1st September 2008. Today 76.9 million people using this educational purpose app. Edmodo network enables teachers to distribute content, distribute quizzes, assignments and manage communication with students, colleagues and parents. It uses social learning platform makes an impact internationally thereby helping teachers as well as students to communicate and also collaborate with each another. The medium helps members share ideas, files events and assignments in a virtual setting. Edmodo's registrations have been elevating each month (Edmodo, 2010)

3. MimioMobile

It was founded on 1985 and is user friendly as it connects easily to the mimio software without the need of remembering the IP address or the connectivity login id. Moreover, just one license is required and all the students in the classroom can use it. Thereby, the mobile app is available for simultaneous usage by all students. Formative assessments can be created by the teachers for students in the form of essays, numeric and multiple choices which would enable students to get better prepared for the standardized tests. Students learn their lessons by following the concepts displayed on the interactive whiteboard (htt).

4. There are also Educational Institutes which make and use customized apps for teachers and students' interaction, Teachers and management interaction, Students and management interaction, and for student assessment. For instance Christ University makes use of apps like, Teachers attendance, student attendance etc. Though the name is just student attendance, it has multiple functions within it which helps the teacher and the management to communicate on various learning assignment. The Screen shot of the app icon is given below



III. REVIEW OF LITERATURE

The study conducted by Macaluso, K.D. & Hughes, A.(2016) focuses on talking about whether mobile devices are useful tools to enhance the learning of students. The researcher conducted a quantitative research on 54 undergraduate students (20 male and 34 female) to participate in the study. It was found through pre-test and post-test that there was an increase in performance from the pre-test. Also, there was a significant increase in labeling measure of the text group. However, there was no difference in the level of enjoyableness reported between the two groups. The study concludes that mobile apps enhances students learning

The Montrieux, H, Vanderlinde, R. & Schellens , T & Marez, L.D (2016) investigates teachers and students perceptions relating to the impact of using mobile devices for teaching and learning purposes. The study comprised of 18 teachers and two sets of student; for the first there were 20 students between the age group of 11-14 and another set of 19 students between age 15-18.The result showed that the mobile device enhances environment through interactive and media rich , pedagogical classes.

Pechenkina, E.,Laurence,D.,Otes (2017)studied on the glamified mobile app in order to influence academic performance and increase their engagement in the subject. A total of 462 accounting students enrolled out which 265 use this app and out of 249 science students 129 use the app. The study concludes that by this app students can improve in the academic performance .It also provide students got an average achieved marks 7.03% higher compared to students who chose not using the app.

The findings of this study revealed that, the mobile apps are very helpful in the teaching and learning process. The apps motivate pupils to engage further into their academics thereby, there is increase in academic achievement. It also makes the learning an enjoyable process. In present times researchers have been curious in investigating ways of improving the teaching- learning process by integrating modern technology in classrooms.

IV. CONCLUSION

In conclusion the study has evaluated the various mobile apps that can improve classroom experience and increase academic performance among the students. It also helps in developing better teacher-student relationship as the teaching methodology is more students friendly. The adaptability in using the apps among various students and among greater masses in the classroom makes it user friendly. Moreover, the greater advanced in tools for teachers have made school settings more accessible for inclusive educational purpose.

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