Survey Report M-Learning: Shared Mode of Erudition

Sumeet Kumar, Sapna Dhiman
Dept. of Computer Science,
M. M. Modi College, Patiala. India

Neha Khanna
Dept. of Computer Science,
Govt. Bikram College of Commerce, Patiala, India

Abstract-- To survive in the present competitive world, one should be up-to-date. As the passing of time, new technologies are invented to get information. With the passage of time of time and technology, teaching and learning methods are also improved. Old text books are replaced by electronic books or e-materials. For that purpose new portable devices are also available in market. In this paper, m-learning concepts are introduced with the survey report. As the use of mobile technology increases around the world, there is growing interest in its use in education and training. This paper introduced the concept of M-Learning has yet to be clearly defined. Mobile learning is relatively new, so we are only beginning to see the potential of mobile devices in training and performance support. In this paper, different learning techniques and equipment's are introduced with m-learning advantages, disadvantages and in the last, we talks about the impact of Mobile learning of college students. For our research we take data of 300 hundred students from different colleges of urban as well as rural college student.

Keywords— PDA, m-learning, e-learning, PC, ISTE, OS

I. INTRODUCTION

Education is the backbone of any society and country. If we are talking about our traditional system of teaching and learning, we are using text books and handwritten notes. These text books provide good materials for study. But most of these books are costly and not possible for everyone to purchase these books. Moreover all the information for related subject may or may not be completed in these books. It is difficult to purchase 4 to 5 books for a subject and read them.

Using e-learning and m-learning technologies, we can solve these problems. Laptops, palmtops, tablets, mobile phones, e-books etc. are changing the traditional learning system. As the use of mobile technology increases around the world, there is growing interest in its use in education and training.

Mobile learning is the ability to obtain or provide educational content on personal pocket devices, such as PDAs, smart phones and mobile phones.

While mobile learning is still in the early stages of development but most researchers and educators probably view mobile learning as the immediate descendant of e-learning. Mobile learning involves more than merely incorporating new technology into current pedagogical strategies; it requires an instructional paradigm shift that promises to fundamentally change the way students learn. Because the young generation of learners are comfortable using mobile technology and do so on a daily basis, they increasingly expect learning materials to be available through mobile technology. The move toward mobile learning is driven by increasingly high demands for student achievement and an understanding of the digital skills students need to compete in the twenty-first century global economy.

In 2001 m-learning was one of a very small number of mobile learning projects worldwide and most other projects were focused on the use of palmtop computers for learning rather than mobile phones. Widespread use of mobile phones was still a relatively new phenomenon although the project partners' countries were early adopters and high percentages of young people across all socio-economics in India.

Telephony introduced in India in 1882. The total number of telephones in the country stands at 960.9 million, while the overall tele-density has increased to 79.28% as of May 31, 2012.[1][2] and the total numbers of mobile phone subscribers have reached 929.37 million as of May 2012.[1] The mobile tele-density has increased to 76.68% in May 2012.[1] In the wireless segment, 8.35 million subscribers were added in May 2012.[1]

II. MONTHLY MOBILE SUBSCRIBER ADDITIONS

The following table illustrates the gradual increase in monthly mobile subscriber additions (in millions) in India since January 2002.[1]

With the increase tremendous growth of mobile users new mobile companies are entered in the market with new technologies, mobile prices are going down. With the entrance of smart phones and android operating system the mobile usage is totally change instead of calling these are used for teaching, learning, entertainment, business, gaming etc. The open offices, pdf readers, clip and sound recorder, simulators, learning games totally change the learning process.

The increasing pervasiveness of mobile phones does not automatically translate to their adoption in education, but many educators are beginning to recognize the potential of mobile learning. The New Media Consortium's 2011 Horizon Report[4], based on input from forty-five education leaders worldwide and published in collaboration with the Consortium for School Networking (CoSN) and the International Society for Technology in Education (ISTE), identifies

emerging technology that will have a significant impact on teaching, learning, research and creative expression in education around the world. The report describes mobile devices as an emerging technology with a 'likelihood of entry into the mainstream of schools in the next twelve months' (Johnson et al., 2011).

Year	January	February	March	April	May	June	July	August	September	October	November	December	Annual Additions(in millions)	Average Monthly Additions(in millions)
2002	0.28	0.35	0.41	0.28	0.29	0.35	0.36	0.49	0.37	0.53	0.72	0.8	5.23	0.44
2003	0.64	0.6	0.96	0.64	2.26	1.42	2.31	1.79	1.61	1.67	1.9	1.69	17.49	1.46
2004	1.58	1.6	1.91	1.37	1.33	1.43	1.74	1.67	1.84	1.51	1.56	1.95	19.49	1.62
2005	1.76	1.67	0.73	1.46	1.72	1.98	2.45	2.74	2.48	2.9	3.51	4.46	27.86	2.32
2006	4.69	4.28	5.03	3.88	4.25	4.78	5.28	5.9	6.07	6.71	6.79	6.48	64.14	5.35
2007	6.81	6.21	3.53	6.11	6.57	7.34	8.06	8.31	7.79	8.05	8.32	8.17	85.27	7.11
2008	8.77	8.53	10.16	8.21	8.62	8.94	9.22	9.16	10.07	10.42	10.35	10.81	113.3	9.44
2009	15.41	13.82	15.64	11.90	11.58	12.04	14.38	15.08	14.98	16.67	17.65	19.10	178.25	14.85
2010	19.90	18.76	20.59	16.9	16.31	17.98	16.92	18.18	17.1	18.98	22.88	22.62	227.12	18.93
2011	18.99	20.20	20.21	15.34	13.35	11.41	6.67	7.34	7.90	7.79	2.97	9.47	148.32	11.80
2012	9.88	7.44	8.00	1.85	8.35	4.73	-20.61	-5.13	-1.74	-2.39	-13.63	-25.88	-29.13	-2.43

While mobile technologies are a primary component of mobile learning initiatives, the survey respondents and the education experts interviewed for this paper do not describe the programmes as technology initiatives but rather as educational or instructional programmes that involve a paradigm shift for teachers and students. Proponents of mobile learning emphasize that their intent is not to use mobile technologies to replace educational interactions or learning experiences but rather to enhance them (SIIA, 2010). Indeed, several recent studies have noted increased in student achievement outcomes from the integration of mobile technologies into teaching and learning (Gray, 2011; McFarlane et al., 2008; Wallace, 2011)[8].

Also Mobile learning changes the online learning methodology. In online learning system student takes notes online daily from their tutor and also submit their assignments online for that they need laptop or desktop with internet connection but what happen if he is away from their home without laptop or computer in state mobile is very helpful. If you have mobile with internet connection you can access internet anywhere and done your all work without sitting at one place.

In year 2012, a survey conducted by Global Social Network found the following no. of users using social sites (on-line users)

Continents	Users	Continents	Users
Europe	518,512,109	Asia	1076,681,059
North America	273,785,413	South America	254,915,745

III. ADVANTAGES OF MOBILE LEARNING
1. Mobiles are cheaper as compare to laptop and tablets.
2. More learning material is available, instead of buying to much costly text book use eBooks and learning games.
3. Portable, Mobile are easy to carry.
4. No bounding, You can access your data on mobile anywhere without sitting at one place.
5. Larger battery life as compare to laptop and tablets.

IV.   Disadvantages of Mobile Learning
1. Mobile screen size are small maximum size is GALAXY Note II's 5.5.
2. Not too much software's are available which are specially designed for learning.
3. Access of offensive content over the mobile phone.

V.   Key findings
For our research work we collect data from 500 students of different graduate and engineering colleges of Punjab which are situated in both urban as well as rural areas. The data are collected with the help of questioner and interview the students. The students are mostly enthusiastic about mobile learning and 62% reported that they felt more keen to take part in future learning after trying mobile learning. Of this 62% some expressed a future preference for learning:

- With laptops (91%)
- On a PC (82%)
- Using mobile devices (80%)
- With friends/people of their own age (76%)
- At college (54%).

82% of respondents felt the mobile learning games could help them to improve their reading or spelling, and 78% felt these could help them improve their maths.

VI.   Conclusion
Analysis of the evidence collected during our research suggests that mobile learning can make a useful contribution to attracting students to learning, maintaining their interest and supporting their learning and development.Mobile learning is unique in that it allows truly anywhere, anytime, personalised learning. It can also be used to enrich, enliven or add variety to conventional lessons or courses. Analysis of the evidence collected during our research suggests that the use of mobile learning may have a positive contribution to make in the following areas:

- Mobile learning helps learners to improve their literacy and numeracy skills and to recognise their existing abilities.
- Mobile learning can be used to encourage both independent and collaborative learning Experiences
- Mobile learning helps learners to identify areas where they need assistance and support
- Mobile learning helps to combat resistance to the use of ICT and can help bridge the gap between mobile phone literacy and ICT literacy
- Mobile learning helps to remove some of the formality from the learning experience and engages reluctant learners
- Mobile learning helps learners to remain more focused for longer periods
- Mobile learning helps to raise self-esteem
- Mobile learning helps to raise self-confidence

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