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M-LEARNING FOR SCREEN AGE PEOPLE: AN OVERVIEW

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Abstract : Now Days Mobile Learning technologies are playing an increasingly vital role in phone age people. Devices such as like smart phones, tablets, and e-book readers connect users to the word immediately, Advancements in networking technologies made it possible for mobile devices and application to be used in the field of education. It will be very easy access to information via mobile and tablets etc. It will also be effective and economic. Such technologies can have a great impact on learning by providing a rich, collaborative and conversational experience both educator and students. So this M-learning technology has become a necessary and everyday part of Screen (teen) age people. So this article seeks to explain the meaning of M-learning and how this type learning is used for screen age people as well as explicate the advantages and disadvantage this technology.

Keywords: M-Learning, Exploit of M-Learning, Advantages and Disadvantage of M-Learning.

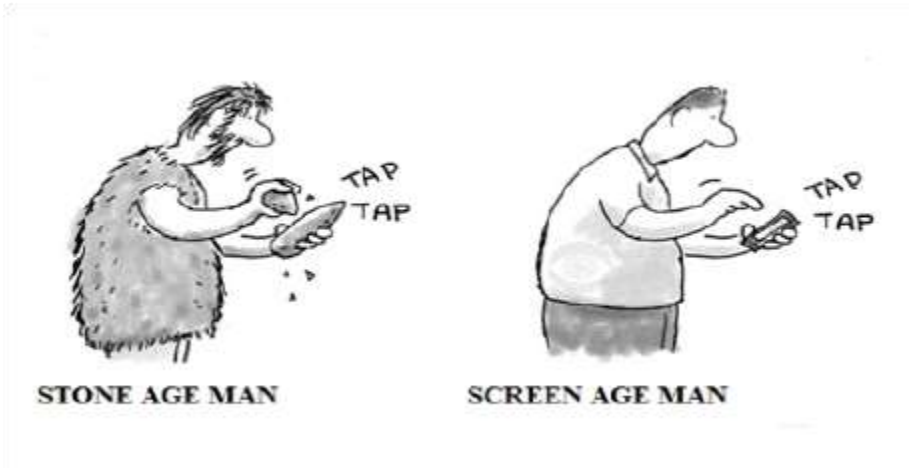
1.0 Introduction:

The power of Information technology is greatly enhanced by communication technology by connectivity through wireless, smart phone technology or over cables and it is the crucial feature that allows access to the internet and the World Wide Web. These common platforms have stimulated an explosion of social software and cloud service that have made the internet a highly interactive medium and created new dynamics in computer use. As computing power and communication have enhanced, mobile devices play an increasingly important role, notably in the developing world. Mobile learning tools are the result of two digital converging technologies: mobile phone and computers. The use of mobile devices for communication and information access to information communication technology applications has increased exponentially in the last decade. The smart phone networks report that nearly half the world's population now either owns a mobile phone or has access to one.

M-learning also brings strong portability by replacing books and notes with small devices, filled with tailored learning contents. A growing number of higher education institutions are experimenting with how to take advantage of on this technology especially in developing countries students are receptive to new types of ICT in principle, although their level of familiarity and comfort with each application of technology varies (Rosario. 2012). Students are using mobile technology abundantly for personal purpose.

2.0 Stone Age to Screen Age:

The three-age systems are categorization of history into time periods divisible by three; for example, the Stone Age, Bronze Age, and Iron Age. When the Information communication technology came into this world it's brought up and another one age to history that is called Screen age. Now days the Smart phones are playing vital role in human life. Even some branded smart phones are playing better half of human life like Apple I Phones (Aaron Chervenak, 34, from Los Angeles, married Smart phone at The Little Vegas Chapel in Nevada.)There will be petite change between Stone Age people and Screen age people. Both of them always tapping only. Earlier people tapped their hard stone but recent people are tapping their smart phone.



3.0 M-learning Definition (Wiki 2014):

According to Wikipedia M-learning or mobile learning is "learning across multiple contexts, through social and content interactions, using personal electronic devices." A form of distance education, m-learners use mobile device educational technology at their time convenience.

M-learning is convenient in that it is accessible from virtually anywhere. Sharing is almost instantaneous among everyone using the same content, which leads to the reception of instant feedback and tips. This highly active process has proven to increase exam scores from the fiftieth to the seventieth percentile, and cut the dropout rate in technical fields by 22 percent. M-learning also brings strong portability by replacing books and notes with small devices, filled with tailored learning contents.

4.0 Mobile Technologies for M-learning (Tanya, 2011):

Mobile technologies are a smart and easy means to maintain literacy skills and gain constant access to information. They are affordable, can be easily distributed and thus hold great potential for reaching marginalized groups and providing them with access to further learning and development. Mobile technologies facilitate distance learning in situations where access to education is difficult or interrupted because of geographical location or due to post-conflict or post-disaster situations. Mobile devices and personal technologies that can support mobile learning include:

- ✓ E-book
- ✓ Out start, Inc.
- ✓ Handheld audio and multimedia guides, in museums and galleries
- ✓ Handheld game console, modern gaming consoles such as Sony PSP or Nintendo DS
- ✓ Personal audio player, e.g. for listening to audio recordings of lectures (podcasting)
- ✓ Personal Digital Assistant, in the classroom and outdoors
- ✓ Tablet computer
- ✓ UMPC, mobile phone, camera phone and Smart Phone

5.0 Evolution of M-learning

5.1 Mobile Learning Tools (Don Mcintosh, 2012):

The following Some Important Mobile Learning Tools allow specific creation of learning modules for mobile devices and/or allow output to HTML5 and/or provide delivery of mobile learning. Mobile devices include smart phones, tablets, net-books, laptops, etc. People on the go can spend waiting time learning. This is becoming an important feature both in the corporate and education markets.

Adobe Creative Suite: Collection of tools for the creation of eLearning content including Device Central which allows content authors to output to a variety of mobile devices.

5.2Adrenna Mobile : It is a revolutionary solution for mobile learning that brings formal, informal, social and collaborative learning, and performance support to one central platform – mobile. This revolutionary platform is now available on all major operating systems namely iOS, BlackBerry OS and Android.

5.3 Aduro GoLearn m-Learning: It's Includes e-Commerce and mobile learning capability. Based in Australia.

5.4 American Research Institute Mobile Learning : American Research Institute (ARI) is a custom training company that specializes in developing and delivering blended learning in any mode to any device.

5.5 Claro from dominKnow : Claro produces eLearning mobile content for tablets and smart phones providing support across iOS, Android, Blackberry, Web OS, Windows Phone and more and you can even create content with Google Chrome book.

5.6 Chalk Pushcast Software: Specifically for the BlackBerry smart phone. It includes a plug-in for PowerPoint presentations and uses a PowerPoint like interface that can include graphics, video or audio.

5.7 Datango : Documentation can be produced in a small file size, in high quality and in the desired output format for mobile devices

5.8 GoKnow Mobile Learning Environment: Its Allows educators to handle student's activity such as assessment as well as data back-up via cell phone devices. The authoring tool is particularly produced for K-12 students.

5.9 Gyankosh Learning Management System: It's Also known as Career Mantra. Includes mobile learning features.

5.10 Interactyx TOPYX: Available in a mobile edition for a variety of platforms, including Google Android device and iPhone OS-based devices and the Apple iPad.

5.11 iQpakk : It is a mobile information management platform that puts learning, training, or promotional content at the fingertips of employees, students, or learners of any kind. The iPad interface allows users to view content stored on their device, take notes and assessments, email content to customers or cohorts, and create instant presentations by sharing their screen with other iQpakk users.

5.12 Meridian Anywhere Mobile: This Module simplifies delivery of your mobile content library to smart phones or tablets. With Meridian Mobile you don't need to develop and manage different versions of mobile-developed content or applets for Apple, Android and Blackberry.

6.0 M-learning (VS) E-learning:

M-Learning and E-Learning are used synonymously in many quarters; the two modes of learning differ in many aspects.

	M-Learning	E-Learning
Aim	Instant accessibility of information Quick knowledge on subjects	Understanding and retention of specific skills, or in-depth knowledge on a subject
Approach	More flexible and informal then E-Learning	Formal Structure
Medium	Mobile Phone and tablets like iPhones, iPads, Android and Blackberries	Computer or Laptop
Content and Design	M-Learning can be accessed from anywhere at any time.	E-Learning is designed to be more static and be accessed at your desk

6.1 Growth of M-learning:

Mobile learning is widely used in schools, workplaces, museums, cities and rural areas around the world. In comparison to traditional classroom pedagogical approaches, mobile learning allows widened opportune for timing, location, accessibility and context of learning (Keegan, D. (2005).

6.2 Current areas of growth include:

- Testing, surveys, job aids and just-in-time (J.I.T.) learning
- Location-based and contextual learning
- Social-networked mobile learning
- Mobile educational gaming
- Delivering m-Learning to Smart phones using two way SMS messaging and voice-based Cell Casting (podcasting to phones with interactive assessments)[
- Cloud computer file storage.

6.3 Benefits of M-learning:

The Wikipedia (2014) proposed the following benefits of M-learning. These benefits apply to any M-Learning scheme / approach:

- Relatively inexpensive opportunities, as the cost of mobile device are significantly less than PCs and laptops.
- Multimedia content delivery and certain options,
- Continuous and situated learning support
- Decrease in training cost
- Potentially a more rewarding learning experience.
- It is visually simulative, flexible and easy to use
- Diversification of learning activities, providing a blended approach to learning , where students can learn different methods and in different formats,
- Very interactive and well-designed user interfaces.
- Promotes engagement between the learner and the lesson content.
- Adequate security of the platform.
- Accessed anywhere, anytime, including offices, homes or when in transit
- SMS can be used to access information to faculty and learners more easily and quickly than phone calls or e-mails.

6.4 Disadvantages of M-learning:

- Discharged batteries can result in loss of significant data as there is the need to charge regularly.
- Connectivity problems of mobile network signals
- It is quite complicated to perform some professional works.
- Lack of common platforms, i.e., horizontal screens with some handheld computers, and small scale screens with mobile phones are difficult to operate.
- The market is fast moving so devices are becoming outdated quite quickly.
- When using wireless networks, bandwidth may degrade with increasing users.
- It can strain the eyes of the learners if they keep looking at their screens for a longer period.

7.0 Conclusion:

In the knowledge industry, globalization, privatization and liberalization has too much affected the Indian economic structure in general and education sector in particular. ICT (information and communication technology) has given birth to m-learning (Doris 2011)., which plays a central role in enriching the learning experiences. The learners in various countries who have been disconnected with each other are having connections with any person at any place and at any time. M-learning being the recent technological innovation in classroom situations will help teaching-learning experiences in the productive manner in the future.

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