



# Application of Mobile Learning Methods in the 21<sup>st</sup> Century

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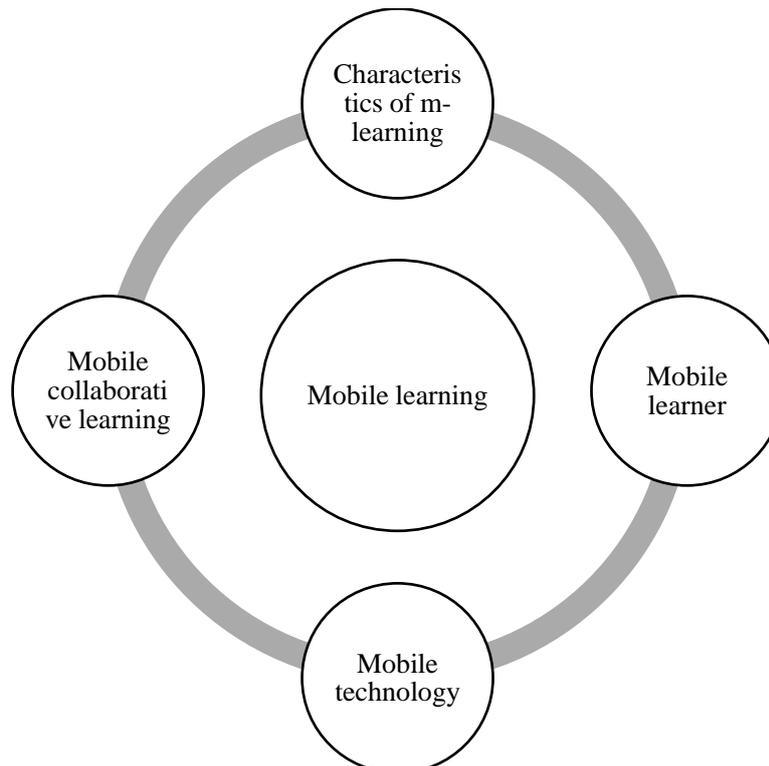
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**Abstract.** Education through the Internet or network Access to learning materials through mobile applications, social networks and online education centers; encouraging knowledge retention, lower cost, higher engagement, higher access rates and continued learning. One of the primary factors preventing employees from learning on the job is the lack of time to do so. Low transaction distances include socialized M-learning and short transaction distances. It includes four types of mobile learning environment High transaction distance transfer distance Customized Socialized M-Learning, Advanced M-learning and distance education. They keep learners that are; their learning will be in the right place at the right time a real experience joy. Key features of mobile learning ubiquitous, small-scale mobile devices, hybrid, personal, interactive, collaborative and instant information. Mobile learning enhances learner motivation and, in turn, increases the desire to take courses. According to the findings of this study, 70 percent of respondents reported an enhanced motivation to learn when they successfully complete their studies their mobile devices are used. Mobile learning ability to achieve or deliver a person's educational content. Mobile phones such as PDAs, smart phones and pocket devices. Environment refers to digital learning resources that can be accessed on any personal electronic device.

**Keywords:** Mobile learning, Characteristics of m-learning, Mobile learner, Mobile technology, Mobile collaborative learning.

## 1. Introduction

Kay came up with the idea for a small computer called the "DynaBook" that would allow kids to learn from anywhere. Mobile learning, sometimes called mLearning, was first developed by computer scientist Alan Kay in 1968, and phones are no longer digital. With mobile learning, employees can learn anywhere, anytime. Learning's flexibility eliminates the need to plan specific times and places for learning. Mobile learning has been in one form or another since the early 2000s, but it became popular a few years ago because it was used by students everywhere, allowing access to education via mobile device at any time. Employees Has wide access instructional content on their devices. Mobile phones for 21st century students. Improves students' mobile phone knowledge. Mobile phone is a good time manager.



Mobile phone helps students to get help in case of emergencies. Useful location applications that is very helpful in research. Learning continues outside the classroom. Mobile learning in the classroom promotes collaboration through social networks and tools such as Google Drive, Drop box and mobile applications. Hybrid, personal, interactive, collaborative and instant information. Key Features of Mobile Learning everywhere, small-scale mobile devices, we can now work with people synchronously (simultaneously) and without synchronization (at different times) - basically, at any time. Below is List of personalized game-based learning sites Key Features like Cam Elements and Templates They keep learners their learning can be a real experience, at the right Location at the right time joy. Combining gaming components is designed to increase learner engagement and productivity. Game-Based Learning Sites Training Strategy.

## 2. Mobile learning

Widely used devices, May have been displaced by technologies. But these are growing key findings are Focus, Continuing mobile learning method. Design and testing are effective in most studies on mobile learning research now very much for mobile learning we hope both of these literary reviews offer valuable mobile learning problems, but more research is guaranteed based on different directions. Failure Read or classify research trends from a standpoint. Objectives, methods and effects examine both literary reviews. Most mobile learning programs support newcomers, though one might argue that supporting advanced learners is the greatest possibility. Most mobile learning programs support newcomers, though one might argue that supporting advanced learners is the greatest possibility. The connection between mobile learning and mobile gaming is already strong, and it seems to be getting stronger. All the Reveal the gaps in mobile learning research and the results show the design space taking into account the broader field of mobile learning in which mobile assistive language learning developments can be understood And designed to explore the places they like organizers when using students with a wireless network. Mobile learning organizer software is slow. In particular, Outlook was a slower and easier table manager than Calendar. The study highlights issues related the for the mobile learning organizers used in this study greatly measure student learning styles or mobile learning organizers' learning designs for PDAs, methods. The key attribute that means they can experience the real joy of learning small screens. Contexts those who have learned in mobile learning in mobile learning need to be in the right place at the right time, are classified into six dimensions that make up the environment. Many mobile learning systems are being explored. Environmental awareness through in particular, it explores the challenges of Materials, mixed courses and collaborative laboratory learning. Mobile learning MOOCs, digital libraries and learning. Definition of mobile learning the study focuses on reporting improvements. Issues of environmental awareness and adaptation.

## 3. Characteristics of m-learning

This course Fundamentals of complete mobile learning. Learner, teacher, context, content and evaluation consequently, a better understanding of the underlying motivations requires a deeper understanding of theory-based research. These reasons prompted the teachers to implement. Key mobile learning features such as portable size, hybrid and personal, interactive, integrated and instant information are found everywhere on mobile devices. How methods and duration of use should be planned in advance. They are used for mobile learning activities and applications. Two distinctive features that distinguish these two attributes, along with M-Learning from: The Movement and anywhere are dealt with in the following section. Understanding theoretically based research requires a thorough understanding of the fundamental motivations that guide educators to adopt mobile learning elements and characteristics. Make a list of quality attributes for this type of application. The development of this method is the standardization of mobile learning applications based on systematic evaluation of properties of M-learning are consistent with copies of the structure. As provided in the previous sections, creativity, lifelong learning and mobile learning are interrelated. For this reason, it is associated with different Integrity: Types of components that provide a uniform function. Related to the standardization of components, Layout the integrity of the components that maintain their properties for all application screens: The increasing level Mobile phone navigation for mobile learning applications has made mobile devices better targets. Updated and modified according to Systematic review of background properties for mobile learning applications. Interest in mobile learning first comes from many places; Advances in technology and SMS and voice can also be used for mobile learning tools. Mobile learning is controlled by mobile, and to the extent that they are functional the characteristics of the device. Fifth strength is that the internet connection on the phones is not limited to WiFi. There are options like EDGE, 3G, 4G and WAP. The format is open and does not cover most of the complex features of the desktop system. Device size, battery the main drawbacks of mobile M-learning life are usage and cost devices in use. While ITBP students consider both traits to be equally important, for many, the term mobile learning elevates the images of smaller mobile phones and uses limited options. Others imagine small and medium-sized touch screens for casual reading. The third characteristic is that overall low data transfer is almost irrelevant to mobile learning. Interest in mobile learning comes from many sources: First, Have made mobile devices ideal targets for applications. Advances in technology and the extent of mobile phone penetration make mobile learning possible

## 4. Mobile learner

Restricted by space and time (available) due to personal computer configuration. Computer But the possibility of learning through mobile learning it is connected always has to work. Internet, i.e. one Wireless learning electronic learning is

mediated by personal computers tool, at a particular place at a given time, is determined by its existence and connection. Happen anywhere, anytime. The terrestrial connection to a normal (non-mobile) personal computer Internet is limited by their location and availability. Portable personal computers are so heavy that they cannot be moved easily and university officials force students to work in the same space assigned to them. Walker Mobile learning implies that the benefits of mobile and wireless do not depend solely on the ability to use them successfully. Are involved in pioneering experiments in sending students through mobile cellular devices. Researchers and mobile learning practitioners cover the entire content of higher education. Because it is obtained and processed in the context in which the learner is present. He argues that the learning that mobile owners enjoy is unique present. Coping with environmental factors a difficult issue, but again, can play an important role in consideration in design. They think Using a mobile phone is essential for learning appropriate long-term focus on PCs, they can design short, less-needed tasks for mobile that can complete long tasks without much intellectual The final issue deserves a good deal of attention. Cost, as there is evidence for it those who learn to use mobile phones for non-entertainment purposes are often unwilling to pay. In saying this, it is not without possibilities. And the conclusions drawn here the current study is not without limitations. This means that the generalization of the results becomes difficult, although Number of students who can use mobile phone and number of students it is relatively high it is very high Low. Different types of activities can give different results. The "mobile user" must extend access to the learning space, for example during travel or in unexpected waiting situations. Similarly, as mentioned above, it focuses on designing the appropriate interfaces and functions for use with the mobile phone. To do this, the computer needs to know which mobile device is being used on the recipient's page, i.e. the computer's current user's technical profile. Mobile learning support is very challenging because it requires not only technical issues but also the current situation of the students. To be addressed. The first step in supporting mobile learners currently in use Of course, this study is based Learning In the proposed framework, for example, "food" is not all content Mobile glossary from an environmental perspective using the concept of costs under the heading. Compatible with mobile devices, depending on the type, shape or size, the content and structure must be designed accordingly, and there must be rules and classifications Content can be transferred to any device. Classroom experiences and Real Life Vocabulary Learning Grade 4 with the Vocabulary Learning and Mobile Learning Content (m-LGC) tool that explores students' mobile they are perceived and acted upon by learners.

## 5. Mobile Technology

This is Dumb and, to a lesser extent, economics is Instruction technology transmitted through mobile technology is not the primary means of providing higher education important. This model can be used as a small supplement to learning activities such as lectures and assignments. On the other hand, the behavior of learners when using learning technology refers to the functions of the learning process. After selecting related articles, different themes and sub-themes were tabulated and analyzed in each article such as mobile technology, nomadic learning and mobile learning. General these were compiled later and these collections Applications of mobile technology in learning were used as the structural theme of this article these definitions undermine proper understanding and are the use of mobile technology for learning purposes also refers to the attitude of students. More mobile within themselves Graphical which will provide an impetus education instruction. Identify small devices such as technology, learning and learning materials and mobile technology this is the most important and sophisticated concept for designing instruction in the environment. Functionality for audio players, mobile devices media players and digital cameras for delivering higher education content and instructions. This tripartite section of the movement is this is evident in this subject and in the present literature mobile for educational purposes as confirmed by the designers who used the technology. The mobile technologies mentioned in this article are mainly advanced cellular phones. The practice of this particular medium for research on the effects and methods of mobile learning is based on the past. Teaching design principles should be studied and explored. There are other technological formats, such as iPods and personal digital assist devices. But "smart" phones, digital cameras, flash-disks, new technologies allow us to create digital recordings throughout our lives". This occurs when learners have access to information that can perform real functions at any time in the purpose of this study is to examine its effects on their learning environment. They have occurred not only in education but also in society. Mobile technology is now opening the door to a new kind of learning called learning. Learning and offers countless opportunities to support performance both inside and outside the classroom. Mobile learning now about students' achievement and attitude. Students have the opportunity to use mobile Technology that provides excellent support not only in the classroom but also in the learning environment. The field of Mobile technology opens the door to a new kind of learning and performance. Support, The proliferation of mobile technology offers countless classrooms. With mobile technology, the learning environment offers Opportunities for Support for learning and performance locally and Externally Allow students to move across the domain site, the lab and beyond. With Mobile technology, learning environment allows students to domain site, lab and go. With Mobile technology, learning environment allows students to domain site, lab and go.

## 6. Mobile collaborative learning

This study seeks to shed light on mobile collaborative learning (MCL) by examining the relationships between learning. Supporting mobile collaboration in education and institutions is a challenging task. Impact of process this study seeks to shed light on mobile collaborative learning (MCL) by examining the relationships between learning. Supporting mobile

collaboration in education and institutions is a challenging task. A research framework was proposed with a mobile tablet in a group setting. The performance MCL explores two types of content distribution as video and text. We introduce an integrated mobile collaborative learning process to explore whether it is possible to translate the learning process from individuals to groups. This is closely linked to the trend of emerging companies, and accordingly, in this study, both video and text content provided by tablets. Therefore, We are motivated to design and explore a highly immersive engagement experience that utilizes personal intuition we identify the theory of cognitive absorption as a theoretical lens for measuring. In doing so, the mobile participants in the design are creative, despite the empirical evidence of active involvement, the full involvement of the study participants, mobile collaborative learning activities and research. In collaborative learning, reviewed studies, learning content is generally presented to learners is less than Web 2.0 Spirit, which educators create. Promotes creation, sharing and communication on the Internet, especially via the mobile Internet. Previous research on MCSCL did not include studies using mobile accessible, multimodal social media. Mobile AR- and Internet Convention Support We accept mobile learning. The TPACKA hybrid method study of the participants Mobile collaborative learning activities conducted to assess impact. An ANCOVA analysis (with a predictive covariate) does not reveal Does not indicate a different effect of the design Statistical significance. This invention is a work of art in promoting the overall TPACK survey results. Instead of viewing mobile media artwork, advertise the overall TPACK survey results; with the VT-based peer discussion, this discovery with voice-over (VT-based) peer discussion does not imply a different effect of the mobile AR artwork design. Instead of viewing mobile media artwork with VT-based peer discussion, mobile AR with voice (VT-based) peer discussion.

## 7. Conclusion

The designed to explore the places they like. Organizers when using students with a wireless network. Mobile Learning Organizer software is slow. In particular, Outlook was a slower and easier table manager than Calendar. The study highlights issues related is controlled by the mobile, and to the extent that they are functional the characteristics of the device. Fifth strength is that the internet connection on the phones is not limited to WiFi. There are options like EDGE, 3G, 4G and WAP. Second, the format is open and does not cover most of the complex features of the desktop system. Device size, the "mobile user" must extend access to the learning space, for example during travel or in unexpected waiting situations. Similarly, as mentioned above, it focuses on designing the appropriate interfaces and functions for use with the mobile phone. To do this, the computer needs to know which mobile device is being used on the recipient's page, i.e. the computer's current user's technical profile.

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