

# An Overview of E- learning materials Online Mobile Assisted Language Learning

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**Abstract—** This paper deals with the relative study of mobile learning is undergoes rapid evolution. A review of publications of the reporting mobile-assisted learning was undertaken to discover. It support for students and learners, whose becomes even most significantly important, when e-Learning system takes place in open with dynamically learning system .

**Keywords—** Empower Mobile-Assisted language learning; Information; collaborative learning; Technical literacy; Ubiquitous; Synchronous and Asynchronous learning

## I. INTRODUCTION

It is suitable and easy to use for all generation. By using this, peoples directly connected with social media, internet and web network. Enhance and expend language learning through MALL make available, static which are not provided through the intercultural classroom. It can be access for learning anytime and anywhere. It is Portable because of the small size and weight of the mobile device. You can move around with this. Mobile assisted language learning (MALL) has been around since the early 1980s.

- In 1980s, telephone used by Twarog and Pereszlenyi Pinter, whose make available distant language learners with responses and assistant.
- The instructors in 1990s at Brigham Young University from Hawaii taught a relatively distance learning system like English language learning education Course from Hawaii to Tonga with the help of network like telephone and computer (According to Green, Collier, & Evans, 2001).
- In 2000s, Dickey (2001) uses teleconferencing to teach an English communication course to students.
- In 2001, Stanford University learning lab utilizes mobile phone devices.
- Thornton and Houser (2002; 2003; 2005) who build up various advance and modern projects using mobile phones devices to learn English language at a Japanese university in Japan who also produce course arrangement system, to easy to implement learning details to mobile devices.[1]

It has generally been technology-driven, as opposed to driving the technology (Beatty, 2003).This is the future scenario of lower and higher level based educational systems.

Cloud plays the critical role in the Smartness Economy, education and the potential regulative convert needed in developing best Applications approaches by utilizing the potential of Cloud Computing services. The major advantage of the cloud system is that it gives the less cost development for base and substructure and some business like Google, IBM, and Microsoft offer that provide easily, costless for the learning system, so it used in right way which will always available for us in higher education quality-.

*1.1 Analysis and Value-* It is more important to bring new technology in the traditional classroom. Application used is lighter weighted than books and other PCs. The disabled and special children and peoples help to make uses easy and for study also. Mobile learning help to the learning process rather than beginning integral in education systems. [9]

*1.2 Benefits-* Relatively cheap opportunities, as the cost of mobile phones are important less than books, text books, notebooks and computers and laptops. Continuous and alternate situated learning support this. It reduces the training cost and a lot of time also.[10][11][12]

Provides a mechanism that will allow large audience communication over a short period of time in a blended learning environment [2]

### *1.3 Challenges*

1. Connection of internet connectivity and battery life must be secured.
2. Screen size and protect Key size is the main factor also.[13]
3. Working on the available E-learning Materials for mobile as a platform system.
4. Limited range memory required. Design of the latest technology to promote a lift time of learning system.[11][14]
5. Availability and use of the technology in implementation and undeveloped countries.
6. Total Cost of investment is less.[15]

### *1.4 Growth requirement*

1. Testing , Surveys, job aids and just-in-time learning
2. Area and required quality based
3. Contextual based learning

4. Social-networked mobile learning
5. Mobile education game
6. Cloud Computer file Storage[11]

## II. AUTHOR NAME(S) AND AFFILIATION(S)

### 2.1 Design, development, and evaluation of a mobile learning application for computing education-Jarkko Suhonen et. al.

This report proposed that his application supports omnipresent cooperates and socially aspects of learning among higher education based system for students. Moreover, the application easy to access to learning based materials and resources.

In conclusion, the report offers evoke and hint for how to implement this efficaciously a mobile assist learning-supported course of study and syllabus of course..

**Advantages-** The learning experience of student is better for read, analysis the system and design course for MALL as compare to the traditional learning.

**Disadvantages-** Disable student affect on learning system because of discontent to interact.

### 2.2 SSCLS: A Smartphone-Supported Collaborative Learning System-yung ting chuang

Latest Technology is speed up the growth at an exponential rate. Almost every student now lives online with a smart android based phone. Therefore, we have newly designed the Smart android phone-Supported reinforcement of Collaborative E-Learning System.

As a result, interactive efficient new technology such as clickers helps to growth interactive learning and increases the rate of interaction.

**Advantages-** The advantage include learning concepts more effectively, boost more participation, increase learning satisfaction, developing and promote teamwork for skills, and promoting high-order thinking.

**Disadvantages-** personalize the system of learning is discontent and displeasure and for security purpose also.

### 2.3 Personalization in Distributed eLearning Environments-Peter Dolog et. al.

They provide service-based system architecture for students to establish secured personalize e-Learning. Here personalization functionality is provided by different kind of web-services .the application should be error control and maintain their features correctly and updated manually.

Here they present how personalization functionalities can be embedded into web services learning system, supported by other services for recollect and call back learning resources of user information and their data resources.

**Advantages-**Support and collaborate personally on distributed E-learning education system.

**Disadvantages-**phishing and spam cases are generally seen in pay-cost based learning system.

### 2.4 An Overview of Mobile Assisted Language Learning-Agnes Kukulska-Hulme et. al.

They presents the paper and informs that student like to learn and speaking, listing lectures without any interruption. Practical knowledge and practices are more convenient, that provided by creating the platform environment.

Collaborative speaking and listening activities with the help of synchronous and asynchronous learning could be successfully by learning online mobile E-learning devices and distance learning also.

**Advantages-** The main factor of this web-based training and learning system help to prepare time to study in front of a computer system, but a MBL (mobile-based learning) system ought to assume that learners will not prepare time to learn with MBL;

**Disadvantages-**The searching and testing procedure will affect the running system concurrently processing

### 2.5 Cloud Computing Through Mobile-Learning-N.Mallikharjuna Rao et. al.

According to the author, Cloud computing is the latest technology that help to provide variation, reward, advantages and it is espouse and acquire technology in this current scenario.

Current scenario of the e-learning is more providing the popularity and this application in cloud computing will definitely collaborate in the development and implementation of the education with equality offered to poor people without any cost money which will raises the quality of knowledge and education extend to them.

**Advantages-** cloud computing will obvious helps in offering the very high class quality of E-learning education at affordable and low cost price.;

**Disadvantages-**you have to pay for this, may be pay par use and not secured as security purpose.

## III. GAPS IN LITERATURE REVIEW

3.1 *Synchronous learning-* learning and teaching learning process take place of traditional learning into E-learning system in real time (same time) when trainer and learners are joined as a team each other physically. Examples of Synchronous learning include to listening a live radio broadcast, Watch to live on the television broadcast, Audio-Video Conferencing, Online lecture, Chat, Screen Sharing, Two-way satellite broadcast, Internet Telephony etc.

**3.2 Asynchronous learning-** Characteristics is the fact that the trainers prepare courseware materials before the course takes place. The examples are include that is self placed course take via Internet or CD-Rom, Video-taped classes, web presentations or seminars on stored video and audio, recorded audio tapes, Q & A mentoring, Read e-mail ,messages, Fax, Email, Newsgroups, Face book, Computer based training, Quick Reference Guide etc.

**3.3 Self-study with subject Expert-**Self study helps to growth higher thinking knowledge and develops the deep information, acknowledgement with more practice. The characteristics of this kind of study help to make a strong environment foe E-learning education may be online or offline also with the help of subject related expert and their entire team to provide acknowledgement.

**3.4 Computer-based (CD-ROM) -** The system will help surely to make an environment on one single platform with multiple processes.

**3.5 Video-Audio based Streaming.-**This will ensure that the audio-video based E-lecture help to motive the people and student to learning through online or offline video or audio lecture and anchorage the E-learner students. It will definitely help to make changes and replace traditional learning to E-class learning with minimum cost or efforts.

**3.6 Time and Space Complexity-**It never create any kind of problem in execution and running time. And with on flow, don't take more time and get the desired result which we want.

Table-1 Comparison table of literature view

Performance Matrices assesment	Elizabeth T. Welsh [1]	Christ opher Cheong [2]	Peter Dolog [3]	Lesley Shield [4]	Oliver James Balance [5]	N. Mallikh arjuna Rao [6]	Jonathan P. Rossing [7]	Yu-Chang Hsu [8]
Synchronous technology	yes	yes	no	yes	yes	yes	no	yes
Asynchronous technology	yes	yes	yes	yes	no	yes	yes	no
Supported on research filed	no	no	no	yes	yes	yes	yes	yes
Ubiquitous	no	no	yes	yes	no	yes	yes	yes
Cloud computing through learning	no	no	no	on	yes	yes	yes	yes
Network connection	yes	no	yes	no	no	yes	no	yes
Collaborative for learning	yes	yes	no	yes	no	yes	yes	yes
Reach Modern classes	no	no	no	yes	no	no	yes	yes
Disable student	yes	yes	no	yes	no	no	yes	yes
Network security	yes	no	yes	yes	no	no	no	no
Wired or wireless transformation access	Yes	No	no	no	no	yes	yes	yes
System security	Yes	No	yes	no	no	no	no	yes
Distributed learning	No	Yes	yes	yes	no	yes	yes	yes

#### IV. RESULT

Providing learning and teaching system effective either static or dynamically. So we have to convert the learning system Synchronous and Asynchronous for safety and security purposes. We get training across multiple platform and locations. It helps to get mechanism which allow to access large audience interaction and communication over the short period of time in the different variation of subjects and courses like disable and blended, special children and students. Implementation tools support creation; maintenance and consistency describe the information resources and metadata.

#### V. FUTURE WORK

Further research questions and Query have to be investigated in future. Here we investigate personalize methods and function, open environment to perform with dynamically improvement for service providing. We should have to implement and promote teacher-led supported pedagogical approach.

#### VI. CONCLUSION

Integration of mobile devices with collaborative E-learning application will be help in present and future for all kind of learners. Personally it supports the distributed learning system

with the help of network security. So empowering mobile assisted social E-learning(eMASE) has developed the syllabuses and subject, courses in the creative study of social distribution constructivist theory. Social media and networking apps help to provide communicate the learning system and enable to access Internet.

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This paper offers an overview of Mobile-assisted language learning research, describe approach taken. MALL supports co-operate hearing and speaking activities. So currently we suggest the area for the future research. Recently MALL seems to be in its infancy. Here the represented scenario the e-learning is more popular and this application will surely help in the development of the education and cloud computing system offered to poor and hapless people which will growth and gain the quality of education make easily available.[6] An important aspect of learning education system is to promote higher-order thinking skills to learners.[2] Education is the foundation of the Human being process.

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