

M-LEARNING IN KNOWLEDGE ERA

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Abstract: - *This study has been undertaken to know what the Mobile Learning (ML) is how the Traditional library services are now moving to mobile library information services ,what type of Infrastructure is required by the libraries to provide such services and what are the pros and cons of using this technology in libraries. It also explores the real life examples of the libraries that are currently providing high level services by using ML to satisfying the information needs of variant users.*

Introduction

In this technological era, educators technologies are keenly interested in how wireless and mobile technology can enhance the way people learn and interact with one another and also how the use of computer and onto mobile devices missing the rich potential for more interactive learning paradigms.

M-learning and its meaning-

M-learning is a new and unique components of distance learning “Mobile learning is the use of technology on devices designed to be used in a variety of places in order to enhance educational learning”

Features of M-learning –M-learning in modern era has major features ,there are as follows-

- *Initiative of knowledge acquisition .
- *Mobility of learning setting
- *Interactivity of the learning process.
- *Integration of instructional content
- *Immediate and urgent need of learning.

Benefits of Mobile Learning

M-learning has following major benefits:-

- 1-The size, shape ,weigh and probability of mobile devices have made them extremely effective for user with permanent temporary disabilities.

2-Mobile devices can be used anywhere, anytime including offices ,homes.

3-This technology may contribute to combat the digital divide divide as mobile devices are generally cheaper than desktop computers.

4-SMS can be used to access information to staff and learners more effective than using keyboard and mouse.

5-Writing with stylus pen is more effective than using keyboard and mouse.

Disadvantage of M-Learning

Inspire of many benefits of m-learning in education, there are following drawback also-

1-It is quite difficult to do job on graphics

2-The memory or the storage capacity of m-learning is limited.

3-Market is fast moving so devices are becoming outdated quite easily/quickly.

4-Discharge batteries can result in loss of important data as there is the need to charge carefully

5-When using wireless networks bandwidth may degrade with increasing users.

Tools for Mobile Learning

The following useful tools for mobile learning are as follows Dreamweaver

1-Design and development tools for building web sites and applications.

2-Editors for HTML java Script, CSS and more.

3-Built in standards validation (XHTML mobile)

4-<http://www.Adobe.com/products/deamwaver/>

5-used for DEVELOPMENT/TESTING

Adobe Device Central

1-Stimulates testing environment where you can view content on a variety of mobile devices

3.Used for Testing

Clickatell.com

1.The first (and still the largest)SMS gateway

2. Enable web sites and applications to send and receive text messages.

3.<http://www.clickatell.com>

4.Used for DEVELOPMENT/OTHER Layer

5.Augmented reality browser that allows use to see digit layers in physical spaces.

6. development can sign up to create and publish layers.

7.<http://www.layer.com>

8.Used for DEVELOPMENT

W3mobile OK checker

1.Primarily assesses basic usability, efficiency and interoperability

2.Also links to other validates and tools

3.[http:// validators w3org/mobile/](http://validators.w3org/mobile/)

4.Used for TESTING

Traditional learning vs. M-Learning

Mobile Technology has now come up “Libraries in Hand” trend .Our libraries are in move determination how these devices are affecting to information access and ensure that they are communicating with patrons providing web content in the most appropriate and effective ways. Our Libraries must prepared to take it

challenge and put his efforts to increase the market and demand for mobile access to personalized facts a information anytime, anywhere on one's own handheld device .Since Mobile handed devices truly are persons devices search histories and physical locations can be harnessed to produce more accurate individually information and services .Users on the go don't want to wait for list of web results. Blackberry ipod cell phones, PC's (Ultra Mobile PC) and mobilizing library contents in a portable form suitable for small screen and deliver short services in the form of contents/information with device's multiple searching features .Librarians will nee become proficient in using these devices to enable users to access the many where from anyplace.

Parameters of M-Learning-

The mobile revolution is finally here in the form of m-learning Which is a natural extensions of e-learning .In a span of five years Mobile learning has made an expontial leap from theory explored by academicians to a real contribution to and development of m-learning are

1-Social interactions:-The data can be easily sent to friends. Colleagues and others via short messages you can exchange data and other people and gain consideration knowledge- Connectivity-Connectivity play an extremely important role and is the backbone of m-learning. One can connect to data collection devices, other mobile phones and to a common work with the help of this connectivity.

2-Sensitivity to the context:-M-learning has the ability of gathering data unique to the current location, environment and time, which includes both types of data real and stimulated.

3-Portable :-Since mobile phones can be carried easily every where information access through this platform is easily and quite fast.

Conclusion

Libraries may want to approach the consideration of provision of content and services for mobile users at T levels, internally within the library and at an institutional level.Some issues that the libray may Wish to exin-house are the library role in:

- 1-Licensing information products for mobile devices
- 2-Hosting or pointing to institutional content intended for mobile devices e.g. podcasts
- 3-Preservin new content types and formats
- 4-providing instructions on the devices themselves, not just access to content
- 5-Providing space for new equipment and work styles.

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