

# Training on Mobile Learning

# Mobile Learning

**Need of education**



...



...



...

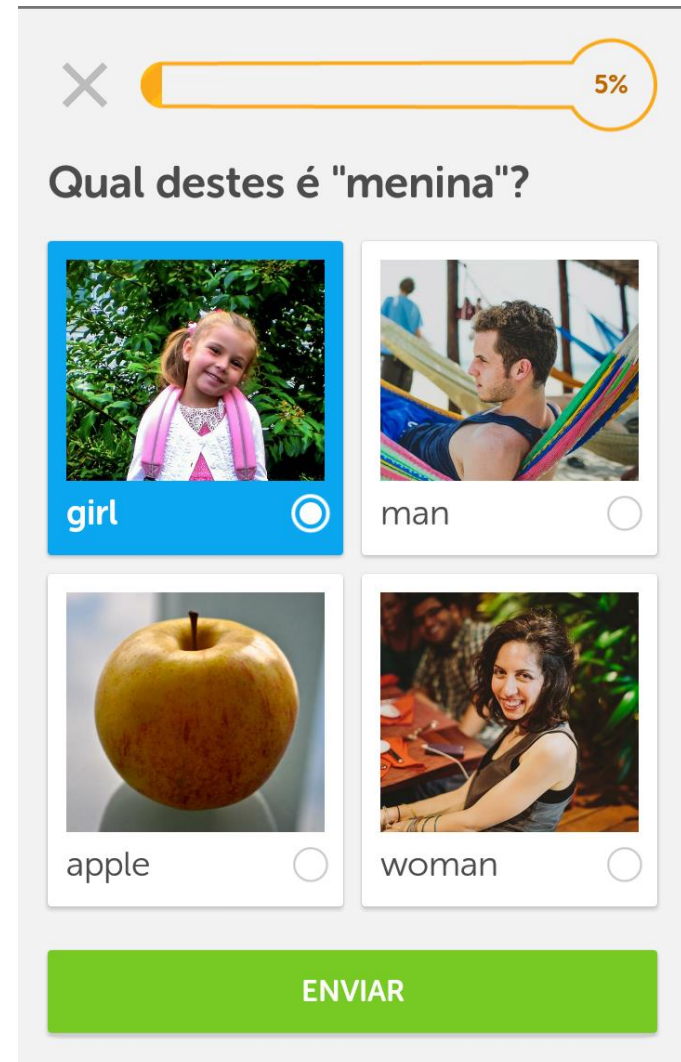


**Mobile Learning  
(m-learning)**

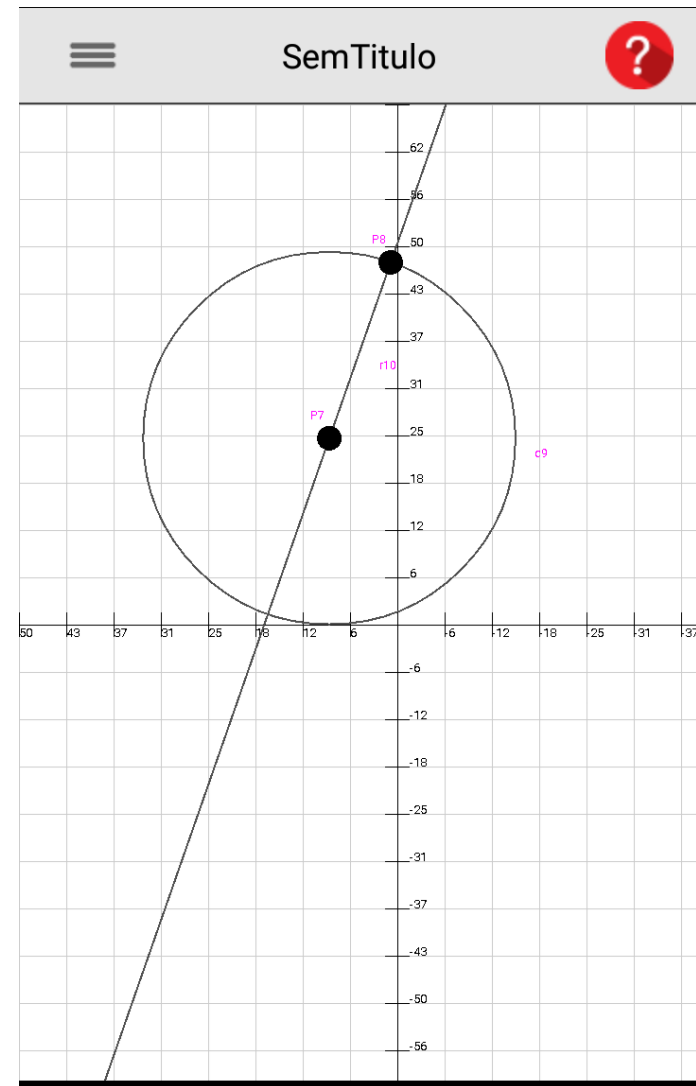
## What is Mobile Learning?

“Learning modality characterized by the ability to provide an effective **interaction** among learners, tutors and teachers, allowing them to contribute, participate and access the **educational environment** through **mobile** devices **anytime** and **anywhere**.”

# Mobile Learning Applications



# Mobile Learning Applications



# Mobile Learning Applications



Navigation: << Calculus Statistics Finite Math Linear Algebra >>

Operators:  $\geq$ ,  $\pi$ ,  $( )$ ,  $\frac{\square}{\square}$ ,  $\square^\square$ ,  $\sqrt{\square}$

Functions:  $\lim_{\square \rightarrow \square}$ ,  $\sum_{\square}$ ,  $\int$ ,  $f(x)$ ,  $\log$ ,  $\sin$

Trigonometric:  $\cos$ ,  $\tan$ ,  $\sec$ ,  $\csc$ ,  $\cot$

Input:  $\int_0^2 x^2 dx$

Buttons: Evaluate, Answer

Answer

Exact Form:  
 $\frac{8}{3}$

Decimal Form:  
2.66666666...

Mixed Number Form:  
 $2\frac{2}{3}$  ✓

Footer: About Support, f, t, g+, y

# Problems and Challenges



# Pedagogical Problem

- The learner realized that what s/he is starting to work on is a challenging problem or activity. In this context, what s/he wants to study is too big and too difficult to explore alone. How would you solve this problem in the mobile app?
- Provide collaborative spaces, build a community of learning with learners who share similar interests and suggest such communities to the learner.



