

A Survey and Study of Mobile Assisted Teaching Module in English Learning

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Abstract – With the rapid development of education technologies, most of the young generations are moving towards on mobile technologies due to the ease of use and due to the effectiveness. This research focuses on user's behaviour on QUIZ LK mobile application which was built using MIT App Inventor. QUIZ LK application was designed for both iOS and Android platforms. With the pandemic situation and as a cost effective communication method other than laptops and tablets, most of the people have moved to learn from in-class education to mobile assisted language learning (MALL). MALL is a subset of both the Mobile Learning (m-learning) and computer assisted language learning (CALL). From this application our main target is to analyse the efficiency of the mobile application for the tertiary education students. This study aims to investigate user experiences when using question paper and QUIZ LK mobile application. We are using two different sets of students who finished their ordinary level examinations currently have same English Knowledge. First set of students will have 10 questions in a question paper and second set of students will have the same level 10 questions using our QUIZ LK application. After participants finished their questionnaire there were few questions regarding the experience of both methods. We will analyse the results of both sets and get the feedback about both study methods for better understand and for better improvement of our application.

Keywords: mobile learning, language learning, apps