

# शोधायतन

वाणिज्य, कला, शिक्षा, समाजशास्त्र तथा ह्यूमेनिटीज पर  
आईसेक्ट विश्वविद्यालय की शोध पत्रिका

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## Shodhaytan (AUJ-STN)

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## Smartphone using in Social Smart Electronic Learning: A: View

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### ABSTRACT

*Smartphone (M-device) is the part of life, because communication is the primary food of life, due to vast change of life style, and the call/ byte price is less than one ordinary post card, As social networking behavior spontaneity, personal, informal, contextual, portable, ubiquitous, and pervasive, and modernization of almost everything is changed to filp-flop of life only @electronics, as particularly we are based on college and university students who are urgently needed for grow up in edu@informations, 5C's of human behavior as distant learning, Electronic learning and Mobile Learning, now Google is the very popular word like daddy, and mummy, so this itself a G-Learning, A-Learning-like Android, Apple, Blackberry etc.*

### I INTRODUCTION

India has the second largest online population in the world (behind china), over 300 users of internet. Big shifts are emerging in the use of the internet technologies by businesses, government and society in India, Can we imagine classrooms without teachers, courses without curriculum, cell phones instead of books and board rooms in classroom ?this is no piece of fiction, but a reality now virtual education is bringing sweeping changes to M-devices, Will video replaces text ? , Will Robots replaces teachers? will virtual reality replace theory ? as swipe, tap and read.

Google is rapidly becoming our dynamic encyclopedia and connecting to global sources of information and learning is normal behaviour for anyone with a question or desire to learn. : Connecting, Communicating, Curating, Collaborating, Creating in D-learning, E-Learning, M-Learning

In today's non-wired life almost all segments of society depends upon E-Soures/E-Resources and the living standards are also highly depend upon on electronics only as we are depositing electricity bills, purchasing in e-commerce, messaging, ticketing, maintaining office, taking lessons in video conferencing even ordering food also in online. But we are taking this streamline collection of data in students level those are highly using e-devices like as smartphone, tabs, laptabs etc. (within the campus and outside the campus) our survey questionnarie is based on choiceable question( Multiple choices), they can answer in (Right Tick) in the opposite hand. Actually this is totally based on students coming from UG, PG, and Research Scholar level., Now the smartphones are part of life in Quotable Quotes by Shri Narendra Modiji “ Ghar Main laternsnahinhoga but unkepaas smartphone jaroorhoga “ as in English in a home there is no lartern but they must have a smartphone. Because this is habit from ancient times “Communication is the Primary Mode of life” as the total process is done and completed by students/Scholoars only. Here the data factor is

totally constant accordingly but the choice of use can change and the data sheet varied as upon the resources.

In a college/Universities now using or studying through using smartphone is a integral part of education In technical /graduate level of education. As we can say **Buy your own device/Bought your own device**. Because personal learning environment in universities are part of education and examination systems. This research will reflect the (a) level of participation of learners in social network; (b) usefulness of online platform and social media; (c) perception of Social Media for Personal Learning and (d) difference in intrinsic motivation, supports, satisfaction, and level of participation as usage of smartphone in overall use by the students,students to take charge of their own learning to match their personal learning style and pace as Swipe, Tap and Read.

### II RESEARCH METHODOLOGY

As a first step towards collections of primary data in Survey method, where printed format of Questionnaire which carries 15 questions (the users/students may/can give right tick in the bookableformat for their preferences of multiple choices.(very easily understandable manner ), It is a most effective method but little bit tideous process to collect and gather primary level data. But it is low cost and quick in arrive in a position. How it is came to light means, why we think to do this survey one day evening we are in a gathering, one very good student is not attended the lab exam in computer science department, and his biometric attendance shows he is absent, myself I told to the CSE dept HOD sir why this pain why not we can do the class examination in social media via smartphone as we can say smart learning. Hod told me ok... but we are giving the exam in a readymade App. (that examination is not accepted by legal, we can say up to now, in India), On that evening I prepared to take a survey by students. With various questions related how much they are using the library and social media in general (In need).

Teacher sends a question to the students from a touch screen device;

- (a) Students answer it using their touch screen device;
- (a) Teacher retrieves all answers from students electronically;
- (b) Teacher displays students' answers to the class.

Mobile means portable handheld devices; And on the move; being in remote, non-traditional, or authentic places; Mobile describes our capacity to enhance learning with technologies in non-wired environments; Mobile means our capacity to teach and learn in, across and through a range of physical and virtual spaces seamlessly; Mobility as something that makes the formal spaces we use more valuable, independent and social; Mobility as something that makes the informal spaces we use more valuable, independent and social.

**Bring Your Own Device For learning** The philosophy of Bring Your Own Device (BYOD) is that the employee (or student or tutor in the case of smart learning) uses their own device to access their online working environment. The immediate access, flexibility and personalization, afforded by the device help the learner to engage more effectively in his work in ways that suits him, at any place and anytime. Benefits are the same for the academicians using their own device. BYOD improves productivity and happiness. Education provides a different context in terms of learner engagement, though for staff the issues about productivity and security are similar. As in the rest of society, the pervasive 'always on' dimension of smart technology is something that changes habits, expectations and inevitably practice in education. The teaching-learning dynamics, for example, must change; partly to reflect what students expect to do, but also to exploit the removal of constraints that does not allow connecting, communicating, collaborating and creating new ways.

- (a) Smart devices provide us with *alternative* ways to do what we already do. Sometimes these alternatives are more convenient.
- (b) Smart devices provide us with *better* ways to do what we already do. Improvements are largely due to having more access to networked technologies and therefore the information and people that make teaching and learning richer.
- (c) Smart devices provide us with ways to do better things that are *different* to what we were able to do before. In this way we should consider how we should *transform* our practice.
- (d) Smart devices provide the independent learner with access to rich and useful information and social networks. These networks can exchange and use data dynamically, disrupting pre-existing conceptualizations of knowledge and learning, enable and support opening-up and sharing of thoughts, ideas, practices with others that would lead to active participation, sharing and reciprocity. It boosts confidence and progressively develops competence in participants leading to transformative practices and behaviors. It recognizes the value of smart learning by learners reflecting on their own practice and actively experimenting and exploring what can be achieved.

**III ANALYSIS & INTERPRETATION**

The data is collected by multiple options, where the user can opt/give more than one answer like about using smartphone, internet, browsers, e-resources, access points but other questions such as streams, class, education, branch, e-devices, have only one option . There are 238 respondents in total.

**I MEAN BACK POCKET LEARNING, M-learning**

**Table 1**  
**Age and education group of respondents**

SLNO	AGE Groups	No. Of Respondents	Education
1	Less than 21	180	Degree
2	21-25	40	PG
3	26-28	12	Research Scholar
4	Above 28	6	faculty Members

**Table 2**  
**Residing sector of students (Respondents)**

S. No	Residing Sector	UG	PG	Research Scholar	Faculty member		Total
1.	Rural	120	18	8	2	148	
2.	Urban	60	22	4	4	90	238
S. No	Mode Of Communication	UG	PG	Research Scholar	Faculty		
1.	Hosteller	132	8	0	2	142	
2.	Day-Scholar	48	32	12	4	96	238

**Table 3**  
**Department Wise distribution of Respondents**

S.No	Departments	UG	PG	Research Scholar	Faculty
1	CSE	22	10	3	1
2	ECE	32	8	3	1
3	EEE	24	8	1	1
4	Mechanical	19	8	3	1
5	Civil	23	6	2	1
6	Agriculture	24	0		1
7	DIPLOMA	16	0		0
8	MBA	0	20		0
	<b>Total</b>	<b>160</b>	<b>60</b>	<b>12</b>	<b>6</b>

**Table 4**  
**Uses of E-devices/M-devices Access points (single options)**

Awareness of E-Devices	Optimal	Moderate	Least	Total
	160	40	38	238

**Table 5**  
**E-devices/M-devices Access points (Multiple options)**

E-Devices Access Points (Individually multiple access points)		
1	Home	210
2	College Campus	179
3	Computer Centre	13
4	Internet Cafe	146
5	Department	133
6	Library	190
7	Hostel	163
8	Home + other places( s.no 01-08)	229

**Table 6**  
**Using E-resources in M-devices (laptop, smartphone, Tab, laptab)**

E-Resources Used		Student
1	E-Journals	140
2	E-Data archives	17
3	E-Manuscripts	8
4	E-Maps	28
5	E-Books	209
6	E-Magazines	49
7	E-Thesis	3
8	E-Newspaper	133
9	E-Mail	229
10	E-Research Report	39
11	E-Projects Report (You tube+ E-convertible files)	211

**Table 7**  
**Types of E-resources**

Types Of E-Resources		No.of Users
1	CD ROM	38
2	E-Mail	238
3	Online Databases	59
4	On line Journals	140
5	Search Engine	238
6	OPAC	72
7	College Website	211

**Table 8**  
**Experience of E-Resources**

Experience Of E-Resources		No.of Users
1	6 Months	36
2	6 Months- 1 Year	104
3	1-2 Years	38
4	More than 2 Years	4

**Table 9**  
**Access of E-databases in library (Multiple choice Points)**

Use Of E- Databases		No.of Users	
1	Cmie Prowess	16	MBA
2	CME India Trades	12	MBA
3	EBSCO Databases	16	
4	FIIB Virtual Link	0	
5	Delnet	8	
6	Nature	6	(Don'tknow)
7	Emerald	22	
8	Web Of Science	32	
9	Science Direct	14	
10	Springer Link	36	
11	IEEE	190	
12	J-Stor	43	
13	Google Scholar	91	
14	NPTEL	71	
15	Others	38	

**Table 10**  
**Sources of Information Using E-Resources**

Information about E-Resources		No. of Users
1	Library Webpage	21
2	Library Notice Board	99
3	Interaction With Peers	32
4	Browsing Internet (webpage )	171
5	Librarian Guidance	6
6	Printed Journals	32
7	Workshop/seminars	143
8	Faculty Members	19
9	Seniors/Project guides	4

**Table 11**  
**The Sources of knowing/Learning of E-resources**

S.NO	Learning About E-Resources	No.of Users
1	External Course	10
2	Colleagues/Friends	23
3	Library Staff	43
4	Self Reading	4
5	Courses From Parent Organization	16
6	Trial and Error	3



**Table 12**  
**Helpful of E-Resources for Research Work/Project Work/Seminars/Workshops/Survey etc. (Multiple choices points)**

Sl no	Helpfulness of E-Resources For Research Work	No of Users
1	Up to date information	179
2	Expedites the research Process	183
3	Wider range of information	193
4	Faster access to information	137
5	Easier to access information	87
6	Improves research competence	102

**Table 13**  
**Impact of Teaching learning awareness (Multiple choices points)**

Sl.No	Impact of E-Resources Teaching/Learning	No.of Users
1	Minimal	5
2	Moderate	128
3	Extensive	237
4	No-Impact	3

**Table 14**  
**Awareness of Access of E-resources in Smartphone/tab (M-devices) (single option)**

Access of E-Resources in Smartphone	YES	NO	DON'T KNOW
YES/NO	230	3	8

**Table 15**  
**According to Questionnaire most useful App in M-devices**

Most useful app (high to low)	Facebook	Gmail	WhatsApp	U-tube	Yahoo	Hi	Share It	Twitter	Instagram
	CM scanner	G+	linkedin	Skype	Google Glass	Google Drive			Others

**Table 16**  
**Maximum Apps used by M-devices users (smartphone, tab, etc.)**

S.No	Particulars	percentage of Use
1	Utility apps (calculate, convert, translate, etc.)	14%
2	Social networking apps (location check-ins, friend status updates, etc.)	96%
3	Weather apps (local forecasts, natural disaster updates, etc.)	6%
4	Game apps (puzzles, charades, etc.)	26%
5	Productivity apps (calendar, to do list, price checker, etc.)	9%
6	Search tool apps (directions, phone numbers, recipes, etc.)	89%
7	Sports apps (sports schedules, scores, headlines, etc.)	76%
8	Entertainment apps (movie trailers, celebrity gossip, radio station guides, etc.)	91%
9	News apps (local news, national headlines, technology announcements, etc.)	43%
10	Travel apps (airplane tickets, tourist guides, public transportation info, etc.)	4%

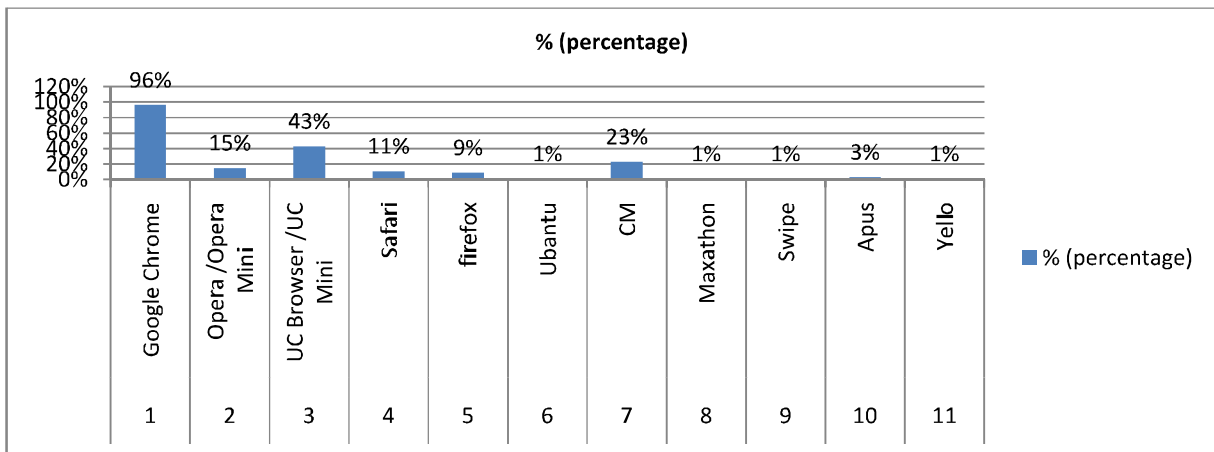


**Table 17**  
**Places where smart phone is used**

S.No	Particulars	% (percentage)
1	Communal private (living or other communal room)	76%
2	Quiet public (library)	21%
3	Workplace	33%
4	Communal public, (cafes, pubs, etc.)	12%
5	On holiday	71%
6	Travelling/in transit	69%

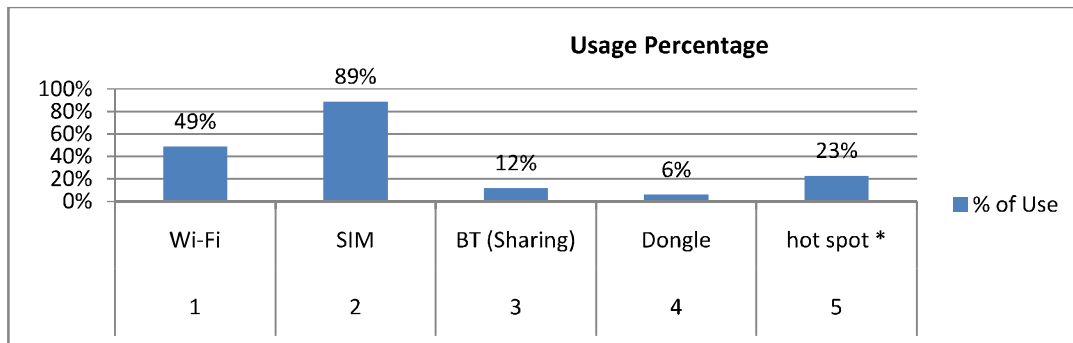
**Table 18**  
**Browsers used in Smartphone, tab and laptab**

Sl.No	Smartphone Browsers	% (percentage)
1	Google Chrome	96%
2	Opera /Opera Mini	15%
3	UC Browser /UC Mini	43%
4	Safari	11%
5	Firefox	9%
6	Ubuntu	1%
7	CM	23%
8	Maxathon	1%
9	Swipe	1%
10	Apus	3%
11	Yello	1%



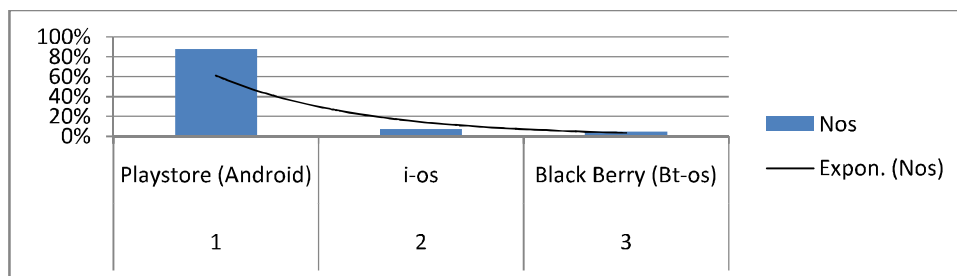
**Table 19**  
**Internet Access in Smartphone/Tab/Laptop**

Sl.No	Name	Usage percentage
1	Wi-Fi	49%
2	SIM	89%
3	Bluetooth (Sharing)	12%
4	Dongle	6%
5	Hot spot (if anyone have net balance to share with someone else or to give to use internet through wi-fi hot Windows Max 8members Android Max 6 members)	23%



**Table 20**  
**Users % used by Os and App stores**

Sln.	Apps Store	Nos of %
1	Playstore (Android)	88%
2	i-os	7%
3	Black Berry (Bt-os)	5%



#### IV CONCLUSION

In this manual survey, direct approaching (we are not approaching through e-mail, sms, mms, etc) to the users in particular spaces like CUTM, university campus (outside) and in a town area (within) has been done. Students have taken various initiatives to take utmost advantage of using M-devices like smartphone, tab etc and using them in their day to day life, as internet users are increasing day by day. In each and every sphere of life, as the total survey scenario suggests that the use of smartphone in college campus and outside

are increasing accordingly, on its own flexibility, due to increasing availability of internet. Our findings goes highest points as 160 members of (out of 238) using of e-mail/search engine (google/yahoo etc.)100% (238) highly access from home 89% sim (privacy=210 members). Most usable app in percentage 96%, (Gmail ), (Chrome browser) and social networking apps like facebook, whatsapp, twitter ,G+ etc. as now the social media users has increased to 170 million.