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CRITICAL ANALYSIS OF OPINION DIFFERENCES BETWEEN PARENTS AND CHILDREN ABOUT EDUCATIONAL MOBILE APPS

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Abstract

Many apps can be downloaded for free from the store, including ads, and some are offered apps that have slightly higher profit margins. Mobile apps help many businesses reach more customers in a competitive world. With more and more users using their smartphones, mobile apps are making mobile apps more important for students visiting apps at every school.

Mobile app development is a process that runs on Android, iOS and Windows. Programs or software implemented and developed to work on similar mobile devices. There are many apps available on the market right now. This app is administered by the admin panel by the mobile app owner.

Mobile apps developed to support productivity and automation, such as sending push notifications, reminders and calendars, and building communities, have since expanded to all industries, including games, manufacturing. Companies can develop their mobile app to make business operations available to users. Users can use mobile apps to track location, order products and services with the help of the Internet.

Introduction

For students, education-based apps provide convenience by helping them get more done in less time. It can be said that m learning apps will prove to be the best friend of students in their time of need.

Technology has been influencing almost everything in the world for the past few decades. Earlier education was only related to money. Over time, things have changed and there has been an innovative change in the education system around the world. There is a revolutionary way of teaching the world. The education system has changed with the discovery of mobile educational apps. It has added a new way of learning.

Like all other areas, technology has taken a toll on the education system and changed traditional teaching methods. More can be done with mobile phones in people's pockets. It's more convenient and effective than the usual traditional approach. Not only smartphones, but tablets have also been transformed into knowledge sharing platforms.

Today students are well-equipped to enhance their subject matter. Educational apps to improve productivity are interactive and useful for students to study. Mobile apps give us access to unlimited information and data. This digital technology has revolutionized the education system.

Significance of Educational Mobile Applications

1. Improved Interaction

Experts say that apps in education can make children more interactive and enable better engagement between parents and children. The most effective way for children to get involved is when they use the app. The tendency for children to interact is enhanced by mobile applications.

2. Novel learning techniques

Tired of thinking about traditional learning. They are not conducive to the restrained and straightforward book learning of monotonous learning methods, thus eliminating the engagement factor.

Technology is helping those looking for some novelty in the world of app technology. In addition to the feeling of awesomeness, apps add a fun and engaging element to the learning process. App learning by games, puzzles, or other challenging tasks stimulates brain cells to actively metabolize input to provide a new perspective.

3. Parent-teacher interaction

The ideal concept of frequent parent-teacher interaction finds its place in articles and books about efficiency enhancement, but in reality it does not. Due to the tight schedule of both parties, physical interaction is not possible. But now we have apps. Teachers can attend parent questions anytime and anywhere through an ominous device called a phone. This increases transparency about the child's growth in school.

4. Online resources

The power of the digital world lies in the genomes resources that fill its corners and corners. The wealth of this platform reflects its popularity among knowledge seekers. The accessibility of this platform to the likes of people who cannot afford the luxury of full time courses in schools or colleges. Mobile applications allow them the freedom to access a combination of eBooks and PDFs and other online content and beyond the boundaries of time and space.

5. Entertainment

According to the study, mobile apps encourage entertainment. Learning is no longer an active activity, it is active with applications. Changing lessons in games can change the face of education. Children will be able to develop a kind of interest in learning. Level based apps establish the determination to go through each level. Undoubtedly apps enhance education. No longer boring house tasks and rigorous class lectures.

6. Availability 24/7

Unlike at school, mobile apps are available around the clock. No need to worry about schedules. There can be a class anywhere. App learning is not about time learning, it is relaxed learning.

Many apps promote child-friendly controls. Kids need to reach for that device only when they want to learn. Younger people can operate without much effort.

Review of Literature

Anderson [7] claims that the feedback function of these mobile apps is limited. Although there is some evidence based on the study of the effectiveness of mobile phones and their applications on the growth of foreign language education [1, 3], further research is needed in this area. Therefore, the authors of this study will be purposefully designed and tailored to the teaching and learning processes so smartphones try to show how they can be useful in the performance of university students. The purpose of this pilot study is to demonstrate that foreign language learning, supported by a personalized smartphone app, is effective in enhancing university students' performance in the implementation of smartphone design education.

Yeap, Ramayah and Soto-Acosta (2016)

Surveyed graduate students to better understand the factors that lead to adoption. Two main variables were found - behavioral control and subjective well-being. Furthermore, the authors found that the influence of peer-to-peer adoption and the integration of M-learning examples into the course increases students' ability and confidence. In addition to integrating appropriate software and novel mobile technologies, another important issue in the mobile learning environment was how to integrate appropriate educational strategies for an enhanced learning application.

Some studies propose navigation mechanisms and intelligent tutoring systems that support appropriate tutorial strategies to increase learning opportunities for students (Ghiyani et al. And Aleppis, 2005).

In addition, high interaction strategies were proposed to encourage social expression and enhance the user experience in many studies (Hourcade& Berkel, 2007 Paterno & Santoro, and 2010 Vessels et al.).

Collaborative and collaborative learning is often the first method chosen in the mobile learning environment. Collaborative and collaborative learning is based on constructivist theory that motivates students to teach by building knowledge for themselves (Shank, ९ 1996)) and has been widely applied in mobile learning activities (Dearman, Hockey, & Inkpen, 2005). ; El-Bissouti, Ogata and Yano, 2007; Huang, Huang and Hsieh, 2008Huang, Jeng, and Huang, 2010 Lundin and Magnusson, 2007 Bring on Patten, Sanchez

As described above, Peng et al. (3) proposed a data-driven decision-making approach as a psychological thought that should facilitate students to create conceptual thinking and higher-order learning.

Zurita and Nussbaum (2004) developed a structured learning environment, providing each child with the necessary information to achieve each educational activity objective.

Chen, Cao, and Shu (2007) used a scaffolding method that would enhance assessment, improve independent learning and application, and promote knowledge transfer.

Purpose Statement

The purpose of this research is conducted to see the opinion difference for educational Mobile apps on students and parents. The basic purpose is to see the impact of mobile education app in south Maharashtra and the two major cities of Pune and Nasik. This study will enable to say about those students who use mobile education apps. The selected topic is very important because students are very conscious about the use of education apps to update and understand the concepts properly. Therefore it is required to know the impact of mobile education apps on students.

Research Question

Does mobile apps help in study? And differences in opinion amongst the parents and children

Objectives

1) To study the impact of apps on the study
2) To evaluate the differences of app based study between parent and children
3) To study the efficiency difference of educational apps based study amongst the parent and children

1. Research Methodology

To carry out this research researcher used the Descriptive research methodology. As we are analyzing the phenomenon of the students (population).

As stated above the study is confined to Pune and Nasik city, 200 students have been selected. The students were selected by Judgmental sampling method and 200 students selected for study were considered by all possible means i.e. Questionnaires and interview. Relevant statistical tools will analyse collected data.

Hypothesis

H0: Opinion about educational apps does not differ between parents and children.
H1: Opinion about educational apps differ between parents and children
H0: Opinion about educational apps-based study does not differ between parents and children.
H1: Opinion about educational apps-based study differ between parents and children.
H0: Opinion about efficiency pertinent to the educational apps does not differ between parents and children

H1: Opinion about efficiency pertinent to the educational apps differ between parents and children

Sample Selection

Since the research study is confined with Pune and Nasik. The study include 382 students in Pune and Nasik will be selected by Judgmental sampling method .The Researcher will take due consideration that the representation of each category will be there.

Universe was 75000

Sample Size: 382 Respondents (95% confidence level and margin error 5.0 as per Morgan's table of sample size calculation)

Sources of Data

Primary data- Survey method

Primary data has been collected with the help of Questionnaire through survey method. Total sample size is 200 respondents.

Secondary Data

Secondary data has been collected with the help of company journals, books newspapers and various websites.

Reliability Analysis:

Before starting the analysis, we have tested the reliability of our scale and found Cronbach's Alpha .72, which is considered suitable for proceeding further analysis

Reliability Statistics

Cronbach's Alpha	N of Items
.72	12

We have also conducted Test of Homogeneity of Variances, and results show the significance for Opinion about educational app is .000; Opinion about app-based study is 0.000 & Efficiency pertinent to the educational apps Work-life balance is .003. Hence all values were positive to proceed ANOVA test to check if there exists a difference.

On the basis of Background study and available literature review we have prepared following hypothesis.

Hypothesis 1:
H0: Opinion about educational apps does not differ between parents and children.
To test this hypothesis, ANOVA is employed and found significant at 0.05 level of significance. (table-2 level of significance is .000), which leads to reject our null hypothesis and hence alternate can be accepted. Thus, we can say that there exists significant difference between parents and children in their opinion about educational apps.

ANOVA

		Sum of Squares	df	Mean Square	F	Sig.
Opinion about	Between Groups	15.942	1	15.942	2.885	.048**

educational app	Within Groups	2099.775	380	5.526		
	Total	2115.717	381			

Table -2: ANOVA ** at 0.05 level of significance

Hypothesis 2:

H0: Opinion about educational apps-based study does not differ between parents and children.

To test this hypothesis, we have used ANOVA and found statistically significant at 0.05 level of significance. (table-3 level of significance is .000), which leads to reject our null hypothesis and hence alternate can be accepted. Thus, we can say that there exists significant difference between parents and children in their opinion about educational apps.

ANOVA

		Sum of Squares	df	Mean Square	F	Sig.
Educational app based study	Between Groups	176.041	1	176.041	36.497	.000**
	Within Groups	1832.914	380	4.823		
	Total	2008.955	381			

Table -3: ANOVA ** at 0.05 level of significance

Hypothesis 3:

H0: Opinion about efficiency pertinent to the educational apps does not differ between parents and children.

To test this hypothesis, we have used ANOVA, however does not found statistically significant at 0.05 level of significance. (table-4, level of significance is .143), which leads to accept our null hypothesis. Thus, we can say that there does not exists significant difference between parents and children in their opinion about efficiency pertinent to the educational apps.

ANOVA

		Sum of Squares	df	Mean Square	F	Sig.
efficiency pertinent to the educational apps	Between Groups	9.761	1	9.761	2.152	.143**
	Within Groups	1723.707	380	4.536		
	Total	1733.469	381			

Table -4: ANOVA ** at 0.05 level of significance

Findings and suggestions

Findings:

1) In this researcher find that the maximum students is having internet facility in there phone
2) The study show that the college going students is having study apps in their mobile.
3) Research shows that mobile app are useful for study

Conclusion:

From the above points, it is clear that mobile apps are important for education and raising the progress in the era of developments. We can accurately state that mobile app learning has shifted an essential component of learning and education in greater training, other phases of obtaining information Modern technologies such as Mobile apps are in evaluation for all the industries, and it has reached tremendous speed in creating better opportunities and gaining popularity. The spread of this technology includes the Education sector also and helping online institutions.

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