



A STUDY OF MOBILE APPS FOR EDUCATIONAL DEVELOPMENT & ENTERTAINMENT IN TEEN AGE STUDENT

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Abstract

The market for mobile devices, tablet computer smart phone e- readers is changing and growing rapidly in teen age students. the students prepare for the real world environment as our nation become increasing more technology dependent it becomes even most necessary that to be successful citizens. The people can use mobile devices to access educational resources connect with other or create content, both inside and outside classrooms mobile learning also encompass also efforts to support board educational goals such as the effective administration of school system they need special treatment and awerness use mobile apps for educational development in teen age student.

Keywords: *mobile Apps for educational Development & Entertainment*



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Introduction

Now days mobile app is used by teen age student for education al development & entertainment devices. The mobile technologies originally marketed mainly a communication purposed as well as entertainment devices. The market for mobile devices, tablet computer smart phone e- readers is changing and growing rapidly in teen age students. These students have new standards and new option about mobile capabilities. The teen age students have a passion to use mobile but very few of them used the mobile for educational development the mobile technology helps the students prepare for the real world environment as our nation become increasing more technology dependent it becomes even most necessary that to be successful citizens. This became need for introduction of technology in the field of education but teen age student used mobile apps for entertainment.

Mobile learning –

The mobile learning involved the use of mobile technology, either alone or in combination with other information and communication technology to enable learning anytime and anywhere by the teen age students or all. The people can use mobile devices to access educational resources connect with other or create content, both inside and outside classrooms mobile learning also encompass also efforts to support board educational goals such as the effective administration of school system and improved communication between schools and families .

Objective -

The important characteristics of mobile technology is widely recognized as the one of the most important teacher. The convenience of mobile dances gives used anytime anywhere accepts to information and applications that now provide opportunities to assess to information or tasks. These mile time seats can extend the opportunities for continued learning and information processing this makes pedagogic sense as well mobile use supports a form of speed learning where the separated and temporarily spaced exposure to relevant cows content can implore detention and inbreed competence

Mobile Apps for Student :-

As per observation a seemingly endless collection of Smartphone apps that students can put to work in classroom and beyond creating a powerhouse of back-to-school mobile tools. The apps are selected for data collection like calculators voice second reminder, Wi-Fi fonder pats Face Book News, Wikipedia, Google Search, Integra, Google Earth, smart dot, Grade book, Clicker Polling, Dip bore, Instapape, Bern coupe smart ever note good each graphing calculator would face book etc all there are the apps well known to pubs & know to how it used.

The apps used by teen age students for educational development and entertainment first discussion with teen age student take the selected apps and in present research for objective survey method was used to measure the apps. Used by teen age students all the xth class students of ahmednagar MIDC and savedi area schools. From each Classmen by lottery method stand only the total ten schools from 5 schools were selected by lottery method sandal from MIDC & Saved area. The teen age student selected 100 form 5 schools & The inquiry test was conducted on 100 Students Sample.

Data Collection Process :-

The researched the discussion with experts who knows the used apps and constructed question then question asked on famous apps how many of the teen age students used it and develop tool for this research work.

Data analysis Process ;

Researches analysis and by using personage and average analyzed the data

Table No 1

Used of mobile apps by teen age students

Sr. No	Name of Apps	No of student pay % five schoold (out of 100)	
		Edu Dive %	Entertainment %
1	Calculator	91	9
2	Voice Recorder	33	67
3	Reminder	48	52
4	Free Wi-Fi finder	26	74
5	Pdf,s	84	16
6	Twitter	10	90
7	Face Book	12	88
8	Pulse News	70	30
9	Wikipedia	94	6
10	Google search	42	58
11	Telegram	8	92
12	Google Earth	27	73
13	Smart school	98	2
14	What's apps	30	70
15	We chat	17	83
		690	810

Results & findings :-

1. The mobile calculator apps for specific information status is 91% average For Education Development and 09% Average for entertainment by teen age student in ahmednagar MIDC and savedi area.
2. The mobile Voice Recorder apps for specific information status is 33% average For Education Development and 67% Average for entertainment by teen age student in ahmednagar MIDC and savedi area.
3. The mobile Reminder apps for specific information status is 48% average For Education Development and 52% Average for entertainment by teen age student in ahmednagar MIDC and savedi area.
4. The mobile Free Wi-Fi finder apps for specific information status is 26% average For Education Development and 74% Average for entertainment by teen age student in ahmednagar MIDC and savedi area.
5. The mobile Pdf,s apps for specific information status is 84% average For Education Development and 16% Average for entertainment by teen age student in ahmednagar MIDC and savedi area.

6. The mobile Twitter apps for specific information status is 10% average For Education Development and 90% Average for entertainment by teen age student in ahmednagar MIDC and savedi area.
7. The mobile Face Book apps for specific information status is 12% average For Education Development and 88% Average for entertainment by teen age student in ahmednagar MIDC and savedi area.
8. The mobile Pulse News apps for specific information status is 70% average For Education Development and 30% Average for entertainment by teen age student in ahmednagar MIDC and savedi area.
9. The mobile Wikipedia r apps for specific information status is 94% average For Education Development and 06% Average for entertainment by teen age student in ahmednagar MIDC and savedi area.
10. The mobile Google search apps for specific information status is 42% average For Education Development and 58% Average for entertainment by teen age student in ahmednagar MIDC and savedi area.
11. The mobile Telegram apps for specific information status is 08% average For Education Development and 92% Average for entertainment by teen age student in ahmednagar MIDC and savedi area.
12. The mobile Google Earth apps for specific information status is 27% average For Education Development and 73% Average for entertainment by teen age student in ahmednagar MIDC and savedi area.
13. The mobile Smart school apps for specific information status is 98% average For Education Development and 02% Average for entertainment by teen age student in ahmednagar MIDC and savedi area.
14. The mobile What's apps for specific information status is 30% average For Education Development and 70% Average for entertainment by teen age student in ahmednagar MIDC and savedi area.
15. The mobile Wechat apps for specific information status is 17% average For Education Development and 83% Average for entertainment by teen age student in ahmednagar MIDC and savedi area.

Interpretion

The finding from the conducted survey suggest that Ahmednagar MIDC & Savedi area schools student the mobile apps are used 46% average for education development and 54%

average for entertainment purpose so it is necessary to enhance maximum student to use mobile apps for educational development.

Conclusion –

The result of survey on the basis of used mobile apps for education development and entertainment in teen age student helps as to conclude about these 5 apps are lets used in educational development and others 10 apps are use more in entertainment so they need special treatment and awerness use mobile apps for educational development in teen age student.

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