

SELF-EDUCATION THROUGH MOBILE APPLICATIONS

Djurayev Iqbol Ilyosovich

*Lecturer of Kokand State Pedagogical Institute
Faculty of Physics and Mathematics*

Abstract: *In the article we research that Intelligent mobile applications has brought tremendous changes to mobile learning. Open multimedia learning resources are a powerful supplement to traditional printed books. Differentiated teaching materials also give students many choices and stimulate their enthusiasm for learning; rich and easy-to-use online teaching resources have a great influence on traditional teaching resources. Knowledgeable people are no longer the only teachers, and students can follow and choose what they need to learn flexibly according to their needs and weaknesses. Using app to assist learning, teaching can improve learning effects and stimulate students' interest in learning. With the popularity and the continuous development of mobile learning applications, applications have become an important part of our daily lives.*

Key words: *Educational mobile Apps, multimedia, E-Learning, audio-Visual....*

Educational mobile Apps directly target the psychology of the students which helps students to understand and grab the information from a different perspective. The app makes them understand the concepts by giving them challenging tasks, puzzles, and educational games Educational mobile Apps directly target the psychology of the students which helps students to understand and grab the information from a different perspective. The app makes them understand the concepts by giving them challenging tasks, puzzles, and educational games.

A mobile learning app is a standalone software application that is downloaded onto a mobile device and used as an entry point for training content.

Benefits of Mobile Apps in Education - Learning and Innovation go hand in hand. In this Era of Innovation, a lot of things are getting evolved and so is education.

Learning is a continuous process and does not have any end no matter how much you learn or understand there are still things left that you can still explore but the only thing you require is information.

Benefits of Mobile Apps in Education for Students. Access to any information from anywhere at any time makes the learning process convenient and easy. In these changing times, access to information is at the fingertips through mobile phones.

A mobile phone can make a lot of your tasks easy for you and also saves a lot of time. Visiting the library and selecting books, data collection is no more a challenge.

Similarly, the trend in education is changing there is a digitalization wave into education. E-Learning is the new need for the students. E-Learning mobile apps are getting popular day by day and that is due to its uniqueness of making learning fun for students.

We may learn some best advantages of using educational apps and identify the importance of educational mobile in today's world: Educational mobile Apps directly target the psychology of the students which helps students to understand and grab the information from a different perspective. The app makes them understand the concepts by giving them challenging tasks, puzzles, and educational games. The audio-Visual form of education is been liked by most of the students. This newness in the universe of learning makes them excited and eager to learn. 24/7Access: Educational Mobile applications are accessible anywhere anytime. It is not time-bound. Study when you feel to study is the concept it follows.

Effective parent - student - teacher communication: Educational mobile Apps are also helping teachers to keep appropriate track of student performance and report due to its special automated grading, attendance feature. Not only teachers but parents are also able to connect with teachers easily through an app where they can share the queries and concerns anytime and anywhere. Comprehensive and systematic approach: Education Apps helps students to analyze what they have been taught and what is the source of it which makes them curious to know more but in a systematic way where they know how, when and what to explore. This overall process helps the students to learn practically and not theoretically. Saves time: Students save a lot of time through educational apps. No need to travel so it saves traveling time. Getting references, class notes is easy just download it so it also saves time. Features like instant updates, Portability, unlimited learning, etc. Saves a lot of time. Cost-effective: The Educational apps are cost-effective and you wide range of payment options which allow the student to pay in installments or maybe per class.

The best part about e-learning apps is that they are enabling the development of an overall learning environment, wherein the students are not liable to wait for the opening of schools, availability of books, or teacher's presence. Even the teachers do not have to stay dependent on schools for salaries.

Mobile learning first started in the United States and developed relatively early and matured abroad. It pays more attention to research and can collect more evidence and application examples. At first, Carnegie Mellon University started a research project called Wire Andrew [1], and then, teachers and students on the campus experienced the convenience of wireless learning supported by wireless technology in this research project. Especially in the context of the rapid development of wireless communication technology, mobile learning has developed rapidly, making mobile learning applicable to all areas of life. These include education, especially basic education, higher education, and lifelong learning. The European research project "Next-Generation Mobile Learning" based on vocational training aims to promote work-based learning and solve practical problems. The mobile learning courses of the Human-Computer Interaction Laboratory at the University of California, Berkeley, are suitable for elementary and secondary education. The research content is to improve the effectiveness of classroom communication between teachers and students and the influence of external learning, which shows that foreign research on mobile learning is based on experience and application-based research [2,3].

App is the abbreviation of the word application and refers to third-party applications that can be used on mobile smart terminals. According to the product format of the network and the new multimedia application system, applications can be mainly divided into local applications, page applications, and hybrid applications. It can not only provide users with various entertainment services, such as local services, online shopping, and games but also provide many educational service functions, such as interaction, learning, and sharing [4].

Intelligent mobile terminals have quietly and profoundly affected people's way of life and changed people's way of learning. Among them, smartphones have the most profound and extensive impact on human beings. Smart mobile terminal is user centered and is developing in the direction of more intelligent and environmental protection, involving more and more fields. Mobile intelligent terminal can enable students to carry out mobile learning and expand the scope of teaching activities to a broader field. Students can start learning activities anytime and anywhere according to their own needs, can make full use of all kinds of free time to learn, can improve students' interest in learning, and can use a variety of teaching resources to learn and carry out teaching-related activities [5,6]. In terms of technical operation and implementation, these mobile terminals include multimedia

functions, such as audio and video, and are smart tools that support data transmission and information processing capabilities.

Private information is a kind of personal information that has nothing to do with the interests of the group and users do not want others to know. Privacy leakage is to illegally obtain or disclose the user's private information without the user's permission [7]. In the past, mobile phones were people's only communication tools, which only stored personal information such as address books or short messages, and people performed more network activities on PCs. Now, with the rapid development of the mobile Internet, mobile devices represented by mobile phones and tablets are playing an increasingly important role in people's lives. Mobile phones no longer only have the functions of making calls and sending text messages, but have more and more the same functions as PCs, and they also have advantages that PCs cannot match. People are relying more and more on mobile phones for office work and entertainment, so more and more private information is stored in mobile phones [8,9].

According to the time that students use the app and use different learning tasks to learn, so as to judge the basic process of classroom activities and then infer the percentage of available time from the teacher's guidance and students' autonomous learning using the mobile app. In the research of the continuous development and improvement of information technology and the tremendous development of network communications, mobile learning using emerging technologies has a lot of room for development. In the future, mobile learning will pay more attention to human-computer interaction and learning intelligence. With the introduction of "Internet + education," this thinking about the Internet has caused great changes in traditional education. Education pays more attention to students' problem-solving abilities and cultivating their own learning abilities. Teachers are no longer just sources of knowledge, and students are no longer just recipients of knowledge.

Intelligent mobile terminals and their applications have brought tremendous changes to mobile learning. Open multimedia learning resources are a powerful supplement to traditional printed books. Differentiated teaching materials also give students many choices and stimulate their enthusiasm for learning; rich and easy-to-use online teaching resources have a great influence on traditional teaching resources. Knowledgeable people are no longer the only teachers, and students can follow and choose what they need to learn flexibly according to their needs and weaknesses. Using smartphone app to assist learning, teaching can improve learning effects and stimulate students' interest in learning. With the popularity of smartphones and the continuous development of mobile learning applications, smartphone applications have become an important part of our daily lives.

The best app for self study, Free: RefME – Android/iOS/Web, StudyBlue – Android/iOS, Evernote – Android/iOS/Web, Oxford Dictionary – Android/iOS, Dragon Dictation – iOS, GoConqr – Android/iOS/Web, Office Lens – Android/iOS/Windows, myHomework Student Planner – Android/iOS/Windows. ABCmouse.com - Early Learning Academy. Epic! - Unlimited Books for Kids. Mathway - Math Problem Solver.

From the perspective of technology, mobile learning in the future, under the background of the integration of various wireless network technologies, relying on the ubiquitous "ubiquitous network," the communication service objects will gradually expand from people to anything, with stronger human-computer interaction and diversified development of wearable electronic devices. At the same time, mobile terminals will develop in the direction of more intelligent, multiscreen, and ubiquitous applications. Mobile learning will provide more abundant mobile learning resources for learners, and technology will support future schools. From the perspective of education development, after the integration of modern technology into traditional education, all aspects of traditional

education are changing. The purpose and focus of education will be more focused on the cultivation of learners' learning ability, which is more in line with learners' own characteristics. Learning is no longer static words, but flexible pictures and real situations. Teachers are no longer the imparters of knowledge. It is the tutor and helper of learning, and learners can find and solve problems actively through the guidance of teachers.

REFERENCES:

1. M. Tentori, L. Escobedo, and G. Balderas, "A smart environment for children with autism," *IEEE Pervasive Computing*, Evol. 14, no. 2, pp. 42–50, 2015. View at: [Publisher Site](#) | [Google Scholar](#)
2. K.-L. A. Yau, D. Chieng, J. Qadir, and Q. Ni, "Towards enhancement of communication systems, networks and applications for smart environment," *Journal of Ambient Intelligence and Humanized Computing*, vol. 10, no. 4, pp. 1271–1273, 2019. View at: [Publisher Site](#) | [Google Scholar](#)
3. J. Chin, V. Callaghan, and S. B. Allouch, "The internet-of-things: reflections on the past, present and future from a user-centered and smart environment perspective," *Journal of Ambient Intelligence and Smart Environments*, vol. 11, no. 1, pp. 45–69, 2019. View at: [Publisher Site](#) | [Google Scholar](#)
4. V. B. M. F. Koy and O. Rodrigues, "Developing smart environment at tourism spots in Jetisharjo RW. 07, Yogyakarta," *ARTEKS : Jurnal Teknik Arsitektur*, vol. 4, no. 1, pp. 25–32, 2019. View at: [Publisher Site](#) | [Google Scholar](#)
5. S. L. Lim, P. J. Bentley, N. Kanakam, F. Ishikawa, and S. Honiden, "Investigating country differences in mobile app user behavior and challenges for software engineering," *IEEE Transactions on Software Engineering*, vol. 41, no. 1, pp. 40–64, 2015. View at: [Publisher Site](#) | [Google Scholar](#)
6. J. Dahne, C. Lejuez, J. Kustanowitz et al., "Moodivate: a self-help behavioral activation mobile app for utilization in primary care—development and clinical considerations," *The International Journal of Psychiatry in Medicine*, vol. 52, no. 2, pp. 160–175, 2017. View at: [Publisher Site](#) | [Google Scholar](#)
7. O. Sert, S. Elik, and E. Baran, "The affordances of mobile-app supported teacher observations for peer feedback," *International Journal of Mobile and Blended Learning*, vol. 10, no. 2, pp. 36–49, 2018. View at: [Google Scholar](#)
8. Y. Wang and M. S. Christiansen, "An investigation of Chinese older adults' self-directed english learning experience using mobile apps," *International Journal of Computer-Assisted Language Learning and Teaching*, vol. 9, no. 4, pp. 51–71, 2019. View at: [Publisher Site](#) | [Google Scholar](#)
9. G. Aceto, D. Ciuonzo, A. Montieri, and A. Pescapé, "Multi-classification approaches for classifying mobile app traffic," *Journal of Network and Computer Applications*, vol. 103, pp. 131–145, 2018. View at: [Publisher Site](#) | [Google Scholar](#)
10. V. F. Taylor, R. Spolaor, M. Conti, and I. Martinovic, "AppScanner: automatic fingerprinting of smartphone apps from encrypted network traffic," in *Proceedings of the 2016 IEEE European Symposium on Security and Privacy (EuroS&P)*, IEEE, Saarbruecken, Germany, March 2016. View at: [Google Scholar](#)
11. G. Aceto, G. Bovenzi, D. Ciuonzo et al., "Characterization and prediction of mobile-app traffic using markov modeling," *IEEE Transactions on Network and Service Management*, vol. 18, no. 1, pp. 907–925, 2021. View at: [Publisher Site](#) | [Google Scholar](#)

12. K. F. Hashim, F. B. Tan, and A. Rashid, "Adult learners' intention to adopt mobile learning: a motivational perspective," *British Journal of Educational Technology*, vol. 46, no. 2, pp. 381–390, 2015. View at: [Publisher Site](#) | [Google Scholar](#)