A STUDY ON STUDENTS PREFERENCE TOWARDS ONLINE LEARNING APPLICATION WITH SPECIAL REFERENCE TO COIMBATORE CITY

First Ms. S. Kowsalya[1], Second, Dr.R.Guna Sundari[2]

[1]Scholar, Dr. N.G.P Arts and Science college
[2]Assistant professor, Dr. N.G.P Arts and Science college
Coimbatore, India

Abstract: The study analyses student preferences, satisfaction and perceived learning in an app based system. Mobile learning is developed by using multi platforms, languages, and technologies. Thus, learning can be carried out anywhere, anytime for as long as an institution's networking system can gain access to the wireless coverage. In this regard, android technology can help realize a mobile learning environment based on the network architecture shown with students gaining fast access to learning contents and materials of their studies by using their mobile phones. Thus, the learning process can be done anywhere and anytime. The aim of this research is to understand the student's preference towards learning application in the Coimbatore city.

Key words – Study methods, mind mapping, learning experience, constructivism, school learners, and computers.

INTRODUCTION

In these changing times, students are more driven towards using mobile phone foe every purpose. As interactive learning, by using Mobile learning concept is something to make learning more interesting and not monotonous. A new trend in e-learning nowadays is app-based learning, the use of portable media such as Smartphone either using the android systems, IOS or Windows phone. The use of mobile learning to support the learning process is considered important to add the flexibility in the activity of teaching and learning. The internet has brought about a paradigm shift in the way professors teach and students learn.

Online courses, an experimental concept less than a decade ago, have become de rigueur for postsecondary institutions wishing to maintain a presence at the forefront of educational innovation. Recently, the focus has shifted from questions surrounding whether app-based education is effective to how best to achieve important students learning outcomes in online environments.

STATEMENT OF THE PROBLEM

The problem is to investigate the preference of students towards online learning application. As media and students both are inter-related where sometimes media have dominance over students. Where the students are mostly dependent on mobile based learning. The media affects and changes the behavior thinking, perception and ideas of the students. The purpose of discriminating education information through app-based learning is to influence student's personal studying ability and literacy.

OBJECTIVES

➢ To identify the real preferences of students towards online learning application.

➢ To study the usages and dependences of students in online learning application.

➢ To know about the benefits acquired based from learning application.

RESEARCH METHODOLOGY

Research methodology is a way to systematically solve the research problems.

Primary data- It is collected through questionnaire

Secondary data- Collected from journals, magazines and websites

TOOLS USED IN THE STUDY

• Simple percentage analysis
• Likert scale analysis
• Ranking analysis
• Chi square test

LIMITATIONS OF THE STUDY

● The sample size used in the project is too small.

● The sample size has been limited to 130 respondents.

REVIEW OF LITERATURE

Kandappan Balasubramaniam,Jayakumar,v,Leena Nithin Fukey,2014 had made a study on "Student Prefernce towards the Use of Edmodo as a Learning Platform to create Responsible Learning Environment" Edmono is a free and secure educational learning network used to provide a simple way for a teacher to create a manage online class room community as well as enables to connect and work with their classmates teachers anywhere and anytime. The purpose the study was to determine the student performance towards the use of information and communication technology in the form of the academic networking site-Edmodo on student engagement and responsible learning. The study was connected at the private university at Malaysia. The research study used quantative method and a research designed survey was administered to gather questions with answers associated with a 5-Points likert scale ranging from strongly agree to disagree strongly. The survey question was designed using the RASE(Resources, Activity, Support and Evaluation)Model to support the student preference on using the Edmodo in the teaching and Learning area. The and other sources.

Judith Ogechi Enwere, Nneka Charity Emeasoba, 2018 had made a study on "effect of edmodo learning platform on the students' achievement in business studies in secondary schools" The determines the effect of using edmodo learning platform on academic achievement of male and female student in business studies. Two research question guided the study while two hypotheses were tested. Quasi – experimental research design was adopted. The sample of the study comprised 267 respondents made up of 114 and 153 female students in Awka education zone. Simple random sampling technique was used to select two secondary schools from each of the three local government areas in Awka educational zone. The pre-test and post-test were administered to both the control and experimental group. Edmodo learning platform was used to teach the experimental group while control group was taught the same lesson using traditional method. Also, the researchers developed questionnaire whose reliability index was found to be 0.82 using the Cronbach alpha formula. Data collected from study were analysed. The research questions were answered using mean

and standard deviation while hypothesis was tested at 0.05 level of significance using

ANCOVA.

DR. Gayle R Jesse, 2015 had made a study on "Smartphone and app usage among college students: using smartphones effectively for social and educational needs". Smartphones and the applications (apps) that can be downloaded to smartphones are investigations that keep individuals connected to society, especially college students. This paper discusses the relationship between smartphone usage and the effects smart phone have on students' social lives, education lives, and physical activity. Furthermore, it explores student preferences on their most and the least useful smart phone apps. There are four main purposes of this study: determine the preferred smart phone operating system among college students, apps college students use most and least, primary app used, and social media app usage. This study involved comparing data collected via survey from 395 students at two academic institutions during the spring 2013 semester. This explanatory study yielded four significant findings; prefer android preferred operating system, approximately 25 apps installed, most useful apps are utility apps; least useful are travel apps, most used are social media, open primary app 6 times a day; and Face book is the primary social media app. Overall, this research study inform the IS community and educators because knowing how to connect to students helps IS educators engage students in the classroom. Smart phones and their apps are two technologies that impact a student education and psychological well-being.

RECENT DEVELOPMENTS:

- To develop the students understanding of the language and information specific to their discipline.
- To enable students to effectively integrate concepts and skills across functional areas.
- To install in students the value of life-long learning.
- To encourage students to take advantage of life-long learning opportunities.

SIMPLE PERCENTAGE ANALYSIS

TABLE- I
BOARD OF STUDY OF THE RESPONDENTS

S.NO	BOARD OF STUDY	NO.OF. RESPONDNETS	PERCENTAGE
1	CBSC	37	29.6
2	State board	88	70.4
	TOTAL	**125**	**100**

Source Questionnaire
INTERPRETATION:

The above table reveals the board of study of the respondents, 29.6% of the respondents studied in CBSE, 70.4% of the respondents studied in State Board

Majority (70.4%) of the respondents studied in State Board.

CHI SQUARE ANALYSIS

The Online learning is education that takes place over the internet. In this chapter an attempt is made to analyses the perception of students leaning through online applications. For the purpose of this analysis, variables are classified into two important strata viz..,

Dependent variables and
Independent variables.

CHI-SQUARE

TABLE – II
INCOME AND MODE OF APP USED

INCOME	MODE OF APP USED		TOTAL
	FREE	PAYABLE	
Below 20000	26	11	37
20000-40000	37	12	49
40000-60000	26	5	31
Above 60000	6	2	8
TOTAL	95	30	125

To find out the association between income and mode of app used, chi-square test is used and result is given below.

HYPOTHESIS

There is no significant relationship between respondents' Income and their mode of usage of the app.

CHI-SQUARE TESTS

FACTOR	CALCULATED VALUE	D. F	TABLE VALUE	REMARKS
USAGE OF APPS	1.730[a]	3	7.815	ACCEPTED

INTERPRETATION

It is clear from the above table show that, the calculated value of chi-square at 1.730% level is more than the table value. Hence the hypothesis is accepted. So there is a relationship between income and mode of app used.

FINDINGS

SIMPLE PERCENTAGE ANALYSIS

- Majority (70.4%) of the respondents studied in State Board.
- Majority (52%) of the respondents are Family and Friends.

CHI SQUARE TEST

- There is no significant relationship between Income and mode of app's used.
- There is no significant relationship between qualification and reason for using the apps.

SUGGESTIONS

- Online learning must improve with more content.
- There should be improvement and update with latest learning technique.
- Must promote better interaction.
- Must support with complex information with graphs and charts.
- Motivate your students.
- Build a personal connection with your students.
- Helps students maintain focus
- Increase student engagement.

CONCLUSION

Online Education has brought a positive impact in the lives of students and working professionals. It has given an opportunity to take up additional courses along with their studies or job as per their convenience. Online education has also helped the faculty in the institutions to ask students to study some part of syllabus online which do not require much of classroom instructions. So, the online study helps the faculty to save time in which they can interact with the students more. The quality of education has improved by online courses and even it has become easy for students to refer the content as per their leisure. In the era of digitalization, the scope of online education increases even more and will be beneficial for students, professionals and also institutions.

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