

**USE OF MOBILE APPLICATIONS FOR ACADEMIC
PURPOSE AMONG THE RESEARCH SCHOLARS OF
BABASAHEB BHIMRAO AMBEDKAR UNIVERSITY,
LUCKNOW : A STUDY**

**ABSTRACT OF
DISSERTATION**

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SUBMITTED BY

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**BABASAHEB
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**DEPARTMENT OF LIBRARY AND INFORMATION SCIENCE
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Abstract of

**Use of Mobile Applications for Academic Purpose among the
Research Scholars of Babasaheb Bhimrao Ambedkar
University, Lucknow : A Study**

In the modern time plentiful people are using mobile devices all around the world. Mobile apps or mobile apps are computer programs or software applications intended to run on a mobile device such as a phone / tablet or watch. Originally designed for applications such as email, calendar and contact databases, millions of applications are now accessible in government demand for rapidly-caused applications such as mobile games, factory automation, GPS and location-based services, order tracking and ticket purchases, and many applications have been created for educational purposes through the Google Play Store. Google Play offers a variety of apps for studying distinct languages and topics.

1.1 Mobile Applications:

Most mobile devices are marketed as pre-installed software with various applications including a web browser, email client, calendar, mapping program, and music, other media, or more app purchasing applications. An normal uninstall method may remove some pre-installed applications, leaving more room for required applications to be stored. Where the software does not allow this, some systems may be rooted to remove unwanted applications.

1.2 Academic Mobile Applications:

For scholarly purposes, many apps are accessible for download through simple web access. Due to the portability and availability of mobile phones, learning materials can be readily obtained.

Some apps for teaching are accessible on the internet free of charge and some are paid. These paid apps are Amazon Kindle, Coursera, Duolingo, Khan Academy, etc. User fees are

charged for using apps. Obviously, paid apps lead in greater average income per download, have a greater perceived value, and consumers are usually more faithful to the apps they pay for.

Free internet apps are accessible free of charge. Users use more to download and some of them are generally used for scholarly reasons. In free apps, BYJU 'S, myCBSEguide, Shala Mitra, Unacademy, Vision etc. are examples of free apps. They are free to access the application and don't charge users.

1.3 Types of Applications:

There are mainly three kinds of apps

Native apps:

All applications specific to the mobile platform are known as indigenous applications.

Therefore, an app designed for Apple phone will never be launched in Android phones. For this reason, most businesses are developing multi-platform applications. Professionals integrate best-in-class user interface modules while developing indigenous applications.

This adds to enhanced user experience, efficiency and consistency. Users also benefit from wider access to APIs and use without limitations all apps from the device. They also switch easily from app to app.

The primary aim behind these apps is to deliver the highest output for particular mobile operating system.

Hybrid apps:

A mixture of indigenous and web-based applications is the concept of hybrid applications. It includes applications that have been created using Xamarin, React Native, Sencha Touch and other similar technology.

These are produced to support internet and indigenous techniques across various platforms, hence the name hybrid. Furthermore, developing these applications is simpler and quicker. It includes the use of single code in various mobile operating systems.

Web-based apps:

These applications are rendered in HTML5, CSS or JavaScript. For adequate conduct and user experience, this group of applications needs a powerful internet connection.

By default, these apps capture minimal memory space in user devices compared to native and hybrid apps. As all personal databases are stored on internet servers, users can use the internet to collect from any device their desired data.

1.4 Development of Mobile Applications:

Mobile application development requires the use of specialized integrated development environments. In the development setting, mobile applications are originally developed using emulators and then tested in the field. Emulators provide an affordable way of testing developer-friendly mobile phone applications.

1.5 Statement of Problem:

The problem of the study is **“Use of Mobile Applications for Academic Purpose Among the Research Scholars of Babasaheb Bhimrao Ambedkar University Lucknow :A Study”**

1.6 Objectives of Study:

- To know the usage of mobile applications for academic purpose by research scholars of Babasaheb Bhimrao Ambedkar University, Lucknow.
- To know the usefulness of mobile applications by Research scholars .
- To identify the purpose of usage of mobile application and type of mobile applications by Research scholars.
- To identify the problems are being faced by the Research scholars while using the mobile applications.
- To find out the user satisfaction while using mobile applications by Research scholars.
- To suggest measure for popularization of usage of mobile applications by Research scholars

1.7 Hypotheses of the study:

H1 Most of the research scholars use the mobile applications.

H2 Most of the research scholars face problem while using the mobile applications.

H3 Most of the research scholars have some purpose for using the mobile applications

H4 Most of the research scholars are satisfied by the mobile applications.

1.8 Research Methodology:

The research is based on technique of survey (questionnaire). A comprehensive and well-structured questionnaire was intended to obtain information from the use of mobile apps for educational purposes in study academics. When study scholars are introduced to mobile apps through professional development, which apps are selected for researchers ' use.

1.9 Scope and Limitation:

This study is confined/ limited to **“Use of Mobile Applications for Academic Purpose Among the Research Scholars of BabaSaheb Bhimrao Ambedker University , Lucknow :A Study”**

This study has been done for the knowledge of academic applications by research scholars only.

1.10 Major Findings of the Study:

- The results also discovered that 180(41.86%) researchers are using mobile applications for study. 209(48.60%) researchers are using mobile applications for entertainment. 29(6.74%) respondents are using mobile application for business and 12(2.79%) researchers use mobile application for other purpose.
- The results of the analysis revealed that 348(80.93%) researchers are aware of academic applications and 82(19.06%) are not aware of academic applications.

- It is revealed that 175(40.69%) researchers using Amazon Kindle. 63(14.65%) researchers using Khan Academy. 150(34.88%) researchers using Unacademy. 42(9.76%) researchers using other applications for their study.
- The results also discovered that researchers using free applications are 98(22.79%) of BYJU'S. 218(50.69%) researchers using Unacademy. 86(20%) researchers using MyCBSEguide and 28(6.51%) researchers using other application in their mobile.
- The study revealed that researchers using paid applications which is 57(26%) researcher using Wolfram Alfa application.98(46%) researchers using Duolingo application.45(21%) researchers using Quizlet application and 12(5%) researchers using other application in their mobile in academic purpose.
- The results also discovered that 122(28.37%) researchers facing problems of slow internet.97(22.55%) researchers facing problems of slow download. 108(25.11%) researchers facing problems of not compatible and 103(23.95%) researchers facing problems of more expensive while using academic applications.
- The results depicted that 202(46.97%) researchers not satisfie of downloading. 98(22.79%) researchers not compatible. 109(25.34%) researchers not satisfied of more expensive and 21(4.88%) researchers not satisfied of other purpose of while using of academic applications.
- The study revealed that 26.97% researchers use The Hindu newspaper applications. 22.79% researchers not use The Hindu newspaper application.30% researchers use The Times of India. 22.32% researchers not use The Times of India newspaper application. 22.55% researchers use Hindustan Times. 26.74% researchers not use Hindustan Times newspaper application and 20.46% researchers use other newspaper application. 28.13% researchers not use other newspaper application
- It is revealed that 9% researchers accept that our library have any academic application and 90% researchers not accept that our library have any academic application.

1.11 Conclusion:

The purpose of the study is to know the use of mobile applications for academic purposes by researchers of Babasaheb Bhimrao Ambedkar University, Lucknow. This Study finds that most of the research scholars are aware of academic applications but some researchers are not aware with any academic applications and most of the researchers are using free mobile academic apps like Amazon Kindle, Unacademy, Khan Academy, BYJU 'S, and some researchers are using paid academic apps like Duolingo, Quizlet, Wolfram Alfa.

This study also reveal researchers are using mobile apps for study purpose, entertainment purpose, business purposes and very few researchers using mobile applications for other purposes. Most of the research scholars update their knowledge through academic applications.