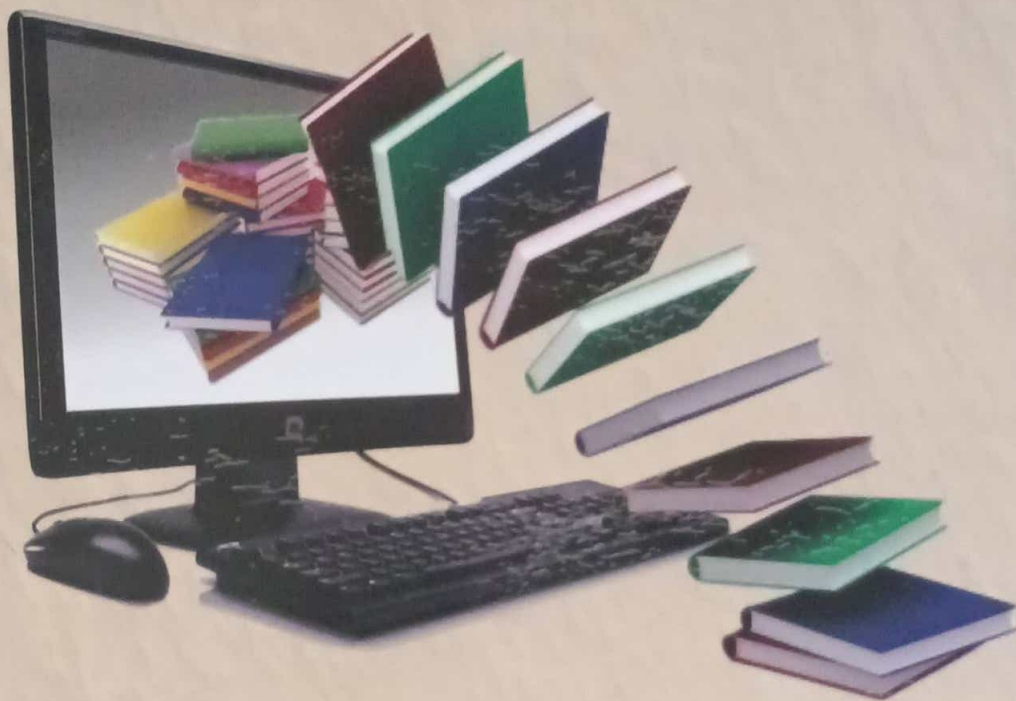


Recent Trends in Library and Information Science



Editor
Mahesh Kamble



Black Publishers



Recent Trends in Library and Information Science

Research Papers presented at National Conference organized
Padmabhushan Vasantodada Patil College, Kavathe Mahankal in association with
Department of Library and Information Science, Shivaji University, Kolhapur
sponsored by University Grants Commission, New Delhi.

Copyright: Publishers

First Published: August 2014

University Grants Commission, New Delhi

and

Black Publishers Pvt. Ltd.

9R1, Kuber Chambers, Near Jigjeni petrol pump,
Vijapur road, Solapur- 413004. Mobile: 07588610930
Shivkrupa Apartment Near DCC Bank, Pushpraj chowk,
Sangli, 416416. Mobile: 9420339092

Cover: Anand S. Janjiral

Print: Rajkamal Printers, Kalyan Bhavan,
75 East Mangalwar Peth, Solapur-413 002

ISBN 978-81-926640-1-9

Rs. 280/-

Editorial Board

Dr. N.I. Divatankar

Dr. Namita Khot

Dr. M. G. Shinde

Dr. S.A.N. Inamdar

Mr. Y.G. Yadhav

Mr. D.B. Sutar

Mr. P.B. Bilawar

Mr. S. P. Kamble

Mr. D.S. Patil

Best Practices

1	Prof. Khandekar G.B.	Best Practices In Academic Libraries with Reference to
2	Mr. Shivaji P. Kamble	Night College of Arts and Commerce Library
3	Mr. Mahesh M. Kamble	Best Practices in Kisan Veer Mahavidyalaya, Wai
4	Mrs. Tank Manisha Kishor	Library: A Case Study
5	Gadekar P.C	Best practices in L.B.P.M.College Library
6	Mrs. Suvarna S. Parab	Best Practices in Libraries
	Mr. Phad Narayan D.	Recent trends in library and information science Best practices in libraries
		शांतारामभाऊ घोलप कला, विज्ञान आणि गोटीरामभाऊ पवार वाणिज्य महाविद्यालय ग्रंथालयातील उत्कृष्ट सेवा (Best Practices) : एक अभ्यास

Changing Media of Information (E-resources)

7	Shrinivas M. Athalye	Concept of E-Resources in Library
8	Sou. Asha Chandrashok Jirage	E-Journal: Consortia
9	Mr. Vichare D.T.	Electronic Journals
10	Prof.K.D.Guldagad	Electronic Resource Sharing In Academic Libraries
11	Mrs. Bamane Dhanawanti Sunil	E-Resources
12	Tanaji L. Kamble	Impact of Open Educational Resources in Learning
13	Dr. N. I. Divatankar,	The Changing Scenario of Information Environment
14	Ravindra P. Adav	
	Shri. Jadhav S.L.,	Use of E-resources by Faculty Members and Research
	Dr. Prince Agashe A.T.	Scholars: A Study of College of Education Library, Barshi

Digital and Virtual Libraries

15	Ravindra R. Mangale,	21st century Digital Library
16	Padiyappa Koogati	Challenges and Changing Role of Digital Libraries in
	Dr. Manohar Ganapati Shinde	ICT Environment
17	Pravin Raosaheb Mane	Digital And Virtual Libraries
18	Nivas D. Tadsare	Digital and Virtual Libraries
19	Shri. Fartade S.G.	Digital Library
20	Dhanaji N Lavate	Digital Library: An Overview
21	Mrs. Sunita Shivaji Patil.	Role of Digital Libraries In Higher Education
22	Santoshkumar B. Tamhane,	Use of new technology in management and
	Minakshi Shinde	administration in library
23	Mr. Amol D. Khobragade,	Virtual (Electronic) Reference Services in Academic
	Dr. (Mrs.) Shalini R. Lihitkar	Libraries
24	Nitin Bhagachand Bachhav	Virtual Library: An Introduction

Information Communication Technology

25	Ragade Dattaram Ramji	Library Automation: Overview
26	Subhash Maruti Rashivadekar	A Case study of Impact of ICT on Library Management
		System of CSIBER, Kolhapur.
27	Mr. Dattatray S. Patil	Application of ICT based Library and Information
	Mr. Shivaji P. Kamble	Services in Academic Libraries
28	Mr.Ratnesh G.Gosavi	A Survey on ICT Based Information Sources and ICT
		Applications in Libraries in Engineering Colleges
		Under Solapur University
29	Mrs. Smita Prakash Patole	Applications of ICT in library
30	Sachin A. Vhanawade,	Current Trends in Library & Information Science in
	Rajaram A. Achalare	College Library
31	Sawant P. L.	Element of ICT Applications in Library

32	Mr. Vikas Kharade, Mr. Lokhande N.N.	I.T. & Library Service
33	Miss. Hatkar J.D.	ICT Based Library Services
34	Mr. Babare Abhijeet Ambadas	ICT Based Information Services and ICT Applications in Libraries
35	Mrs Patil Ulka Arun	ICT Based Practices in Library at Matoshri Bayabai Shripatrao Kadam Kanya Mahavidyalaya, Kadegaon
36	Mr. Kamble Balaji Abhimanyu	Impact of Digital Technology on Academic Libraries Problems and Prospects
37	Mrs. Vanita Satyawan Mane, Mr. P.B. Ghante	Impact of Internet on Library Services In Management College Libraries: A Study with Special Reference to Nerul, C.B.D. Belapur And Navi Mumbai
38	Mrs. Savita Shrikant Badkatte, Smt. Sujata Suresh Javalekar	Innovative use of ICT based Information Services and ICT Applications in Libraries: With respect to undergraduate Students
39	Mr. Avinash B Salunkhe, Mr. Mahesh N Gaikwad	Library Portal: Need of the information society and expectations
40	Dr. Sheeja N.K.	Library Website Design with Open Source Tools: The Experience of Ship Technology Library, CUSAT
41	Mahesh M. Kamble	M-Learning For Teachers and Learners
42	B, L Waghmare, P.B. Patil	Use of information communication Technology based service in Academics Institutions
43	Smt. Sandhya Girish Yadav	Use of Mobile Technology in Libraries : A TOWS Analysis
44	S.R. Mandale, Dr. P. S. Patil.	Use of wi-fi Technology in the Bharati Vidyapeeth's Institute of Management and Rural Development Administration Sangli on Campus Student.

Intellectual Property Right

45	Kishor N. Desai	Copyright and IPR
46	Yallamma Torappa Battase	Intellectual Property Rights

Recent trends in mgt & adm

47	Mr. Yuvraj G. Jadhav	A Study of Human Resource Management in the Engineering and Technology College Libraries
48	Amar R. Dixit	Collection Development in Digital Era: Problems of Academic Libraries
49	Shabir Ahmad Ganaie	Human Resource Management in Libraries: Key for Providing Efficient Information Services
50	Smt. Uma K. Rajoba, Mrs. Vaishali A. Patil	Librarianship:- A Changing Scenario
51	Prof. Smt. Patil Vinaya Ashok	Need of Effective Communication and Administration for Academic Libraries in 21st Century
52	Shri Padval B.S.	Re-engineering of In-house Operation
53	Miss. Reshma Vilas Pol	Role of Automation in the College Libraries
54	Tamhane Kantilal Nanaso	Sanjay Ghodawat Group of Institutions, Atigre, Kolhapur Central Library SWOT analysis: A case study
55	Shri. S. S. Lokhande, Dr. N.I. Divatankar	The New Perspectives of Collection Development
56	Dr. Santosh V. Koti	The Library: A Determinant of Literature

M-Learning for Teachers and Learners

Mahesh M. Kamble

The term **m-learning** [**mobile learning**], has different meanings for different communities, covering a range of use scenarios including e-learning, educational technology and distance, that focuses on learning with mobile devices. Mobile learning is defined as with the use of mobile devices, learners can learn anywhere and at any time.

Through the advancement of mobile technology and their increasing affordability, mobile devices have transformed from a means of communication to tools for socialization, entertainment, work, and learning. The purpose of this mixed-methods study was to investigate how undergraduate students are using mobile devices for learning both inside and outside the classroom and how actual student use compares to faculty perceptions of student use. Faculty and student perceptions regarding the impact that the use of mobile devices would have on student learning, participation and engagement were also examined. Finally, it explored the potential for adoption of mobile device use in the classroom.

It is suggested that faculty perceptions about student use do not match actual student use of mobile devices. While faculty believe students are primarily using mobile devices to socialize, students report that they are performing a wide variety of educational tasks. Although some instructors ban the use of mobile devices in the classroom and prefer mobile learning to remain outside the classroom, students believe that a more formal use both inside and outside the classroom could be beneficial. Students seem more ready to adopt the use of mobile devices for learning while faculty are concerned that devices may be distracting and limiting. A recent rapid advancement in the capabilities of mobile devices along with a decrease in price has enabled the mobile phone to become everywhere. In fact, there are now 5.3 billion mobile subscriptions globally, which is about 77 percent of the world's population. Even where infrastructure is not an issue, people are increasingly choosing to perform a variety of tasks on their mobile phones. In Japan, authors are even now composing novels on mobile phones. In fact, in 2007, five of the year's 10 best sellers were originally written on cell phones. Although the use of mobile devices is, for many, necessary for survival in mainstream society, mobile phones are still banned in many classrooms in institutes of higher education. If a dichotomy continues to arise between society and education, however, how will new technology exist in education?

Difference between e-learning and mobile learning

E-learning can be real-time or self-paced, also known as "synchronous" or "asynchronous" learning. Additionally, E-learning is considered to be "tethered" (Connected to something) and presented in a formal and structured manner. In contrast, mobile learning is often self-paced, un-tethered and informal in its presentation.

e-learning	m-learning
lecture in classroom or internet labs	learning anywhere, anytime
e-mail-to-e-mail	instantaneous messaging
private location	no geographic boundaries
travel time to reach to internet site	no travel time with wireless internet connectivity

Because mobile devices have the power to make learning even more widely available and accessible, mobile devices are considered by many to be a natural extension of e-learning.

Meaning of Terms:

The definitions of terms related to this study are as follows:

E-Learning- Learning that can be done on-campus or off-campus, but is always done when time and space must be dedicated to learning.

Applications- "Apps;" A downloadable web-based or device-based program that provides access to information, content, gaming and/or allows users to perform tasks easier.

Distance Learning- Any learning done at a physical distance from a university. Ease of Use- the degree to which an individual believes that he/she is able to accomplish tasks with ease.

Formal Use- Use of mobile devices for learning activities that are designed and/or implemented by the instructor of a class.

Informal Use- Use of mobile devices for learning that is not encouraged by the teacher in the classroom. Informal use may occur at the will of the student inside or outside the classroom.

Instructionally-Sound Applications- Applications that have been designed with educational theory and instructional design principles in mind.

Mobile Learning- (M-Learning) The process of using a mobile device to access and study learning materials and to communicate with fellow students, instructors or institutions. Mobile learning can be done anytime, anywhere.

Smartphone- a mobile phone with computer capabilities. Smartphones can download material, access the Internet, take photos and videos, compose and send emails, and download applications that allow users to easily complete various tasks.

History:

Although it seems as if mobile devices have recently gained the capability to perform as educational tools, the concept of a mobile educational device was established in the late 1960s by Alan Kay (Najmi & Lee, 2009). Kay envisioned Dynabook, a portable device for students that would display text and graphics similar to a book. In fact, Kay's (1972) research paper, "A Personal Computer for Children of All Ages," describes a device that very closely resembles today's tablet PCs (e.g. Apple's iPad).

In the decades that followed Kay's vision, computers became more personal and cost-efficient. In the 1990s, advances in technology led to the creation of wireless devices like PDAs and phones that could support activity mobility. As devices became more capable and the size of devices became more manageable, a decrease in price enabled a large portion of the population to own personal wireless devices. The most common of these devices, the cell phone, remains the most widely owned and used today. A 2010 Pew Research Center Survey found that 85% of adults in the United States own a cell phone, with much higher percentages in younger age categories (Lenhart et al., 2010). In fact, the survey revealed that 96% of adults ages 18-29 are owners and 90% of adults ages 30-49 are owners. In 2010, The International Telecommunication Union estimated that 77% of the world's population would be mobile subscribers by the end of the year (Mobithink Mobile Statistics, 2011). According to Kennedy et al. (2006), mobile phones are even more pervasive with university students, with over 97% of students born since 1980 being owners. Due to increased capabilities of most mobile phones, the number of users using their phones to access the Internet is also increasing dramatically. In fact, in many countries, especially developing countries that often lack wired infrastructures, much of the population only uses their mobile phone for Internet access.

M-Learning Devices:

CELLPHONES

The simplest of them all but still fairly powerful. They can be used for group discussions via text messaging, and since so many cell phones have cameras, they are useful for photography-based projects as well. Students can also record themselves reading stories aloud for writers' workshops or practicing speeches.

E-BOOK READERS

Their fundamental function, of course, is for reading books and storing entire libraries. They also provide easy access to dictionaries. Many students also use their e-book readers as a replacement for the daily paper, since they can read various editions and magazines on it. Well-known brands include Amazon's Kindle and Barnes & Noble's Nook.

MP3 AND PORTABLE MEDIA PLAYERS

(SUCH AS THE IPOD TOUCH) Free lectures and short videos are available for downloading via the iTunes U app, or on the Internet at sites such as Brainpop.com, which has animated educational videos. Apps can also be downloaded onto the devices and many are equipped with cameras students can use to shoot and to post to a website. Read the educational blogs to learn more about how these devices are used to help student's master reading.

TABLETS

Apple's iPad, the Kindle Fire, and the Galaxy are just a few models of tablets, and they can do anything e-book readers can do and then some. Downloadable apps, many educational, make these machines nearly comparable to computers; you can surf the Web, play games, watch (and even make) movies, as well as take photographs. Many schools have started purchasing tablets for the K-5 crowd, though they're plenty useful for older students too.

SMARTPHONES

The older the students, the more likely they are to be wielding one of these. Like tablets, smartphones have many computer-like functions. (They're also phones, of course.) They can run apps and software, record audio and video, send and receive email and texts — functionalities that can easily be channeled into classroom inquiry.

Till 1999 wireless mobiles owned by BSNL, after that private operator came in this business. The Market share of majority operators in India as follows:

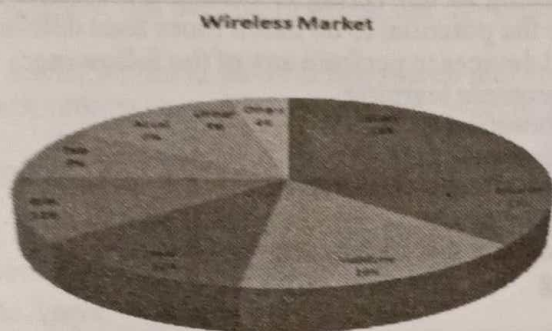


Fig. 1 Market share of major operators in India as on 29 February 2012.

India is divided into 22 telecom circles some circle details as follows:

Telecom circle	Wireline subscriber base in million(May 2012)	Wireless subscriber base in million(May 2012)	Teledensity (May 2012)
Andhra Pradesh	2.33	66.6	80.46
Delhi	2.9	42.95	239.91
Gujarat & Daman & Diu	1.82	54.32	92.56
Karnataka	2.48	56.63	98.22
Madhya Pradesh & Chhattisgarh	1.13	53.30	55.38
Maharashtra & Goa (excluding Mumbai)	2.64	71.00	96.71 *
Mumbai*	3.0	35.93	Not available *
Punjab	1.44	31.17	110.22

SWOC Analysis**Strength:**

- It is important to bring new technology into the classroom.
- Devices used are more lightweight than books and PCs.
- Mobile learning can be used to diversify the types of learning activities students partake in (or a blended learning approach).
- Mobile learning supports the learning process rather than being integral to it.
- Mobile learning can be a useful add-on tool for students with special needs. However, for SMS and MMS this might be dependent on the students' specific disabilities or difficulties involved.
- Mobile learning can be used as a 'hook' to re-engage disaffected youth.
- Multimedia content delivery and creation options
- Continuous and situated learning support
- Decrease in training costs
- Potentially a more rewarding learning experience

Weakness:

- Social and educational challenges**
- Accessibility and cost barriers for end users: Digital divide.
- How to assess learning outside the classroom
- How to support learning across many contexts
- Content's security or pirating issues
- Frequent changes in device models/technologies/functionality etc.
- Developing an appropriate theory of learning for the mobile age
- Conceptual differences between e-learning and m-learning
- Design of technology to support a lifetime of learning

- Tracking of results and proper use of this information
- No restriction on learning timetable
- Personal and private information and content
- No demographic boundary
- Disruption of students' personal and academic lives
- Access to and use of the technology in developing countries
- Risk of distraction

Opportunities:

While many think of mobile learning as delivering E-Learning on small form factor devices, or often referred to as E-Learning "lite", it has the potential to do much more than deliver courses, or parts of courses. It includes the use of mobile/handheld devices to perform any of the following:

- Deliver education materials and promote learning
- Faster communications and collaboration
- Conduct assessments and evaluations
- Provide access to performance support and knowledge
- Capture evidence of learning activity
- Location-based and contextual learning
- Social-networked mobile learning
- Mobile educational gaming
- Delivering m-Learning to cellular phones using two way SMS messaging and voice-based Cell Casting (podcasting to phones with interactive assessments)
- Cloud computer file storage

Challenges:

- Connectivity and battery life
- Screen size and key size
- Meeting required bandwidth for nonstop/fast streaming
- Number of file/asset formats supported by a specific device
- Content security or copyright issue from authoring group
- Multiple standards, multiple screen sizes, multiple operating systems
- Reworking existing E-Learning materials for mobile platforms
- Limited memory
- Risk of sudden obsolescence

Future Challenges

Technologies currently being researched for mobile learning include:

- Location aware learning
- Point-and-shoot learning with camera phones and 2D codes
- Near Field Communications (NFC) secure transactions
- Sensors and accelerometers in mobile devices in behavioral based learning
- Mobile content creation (including user generated content)
- Games and simulation for learning on mobile devices
- Context-aware ubiquitous learning
- Augmented reality on mobile devices
- Mobile performance support

Wireless Internet: 2nd Generation Internet is the most prevalent in India. Wireless ISPs in India use both and Edge technologies for 2G.

India's wireless Internet frequencies are:

- 2G : GSM 900 MHz, GSM 1800 MHz
- 3G : UMTS 2100 MHz
- 4G : TD-LTE 2300 MHz

Useful Mobile Learning Apps:

1. **Dropbox:** With one Dropbox account, students enjoy access to their files while on the go, so they never accidentally miss a deadline again ... because of computer issues, anyway.
2. **Bento:** Available on iDevices (because of course), Bento makes organizing solo and group projects much, much easier by providing users with their own personal databases for storing contacts, drawing up calendars, and taking notes.
3. **Blackboard Mobile:** Because so many online courses rely on Blackboard for distributing the necessary materials and conducting the necessary assessments, downloading the app should be essential for remote students.

4. **TED:** While classes themselves might not use **TED as a supplement to lessons**, students (both online and off) undoubtedly benefit from tuning into what the experts are saying about the latest ideas and innovations.
5. **Evernote:** Never forget an important project point with Evernote, an amazing scrapbook application for keeping everything organized and on hand, no matter the medium.
6. **Instapaper:** Perfect for online students who just can't recall the websites consulted for research purposes, this resource saves pages so they can read them anywhere and everywhere.
7. **Wikipedia:** Because everyone uses Wikipedia, even if they aren't supposed to admit it in an academic setting. Don't cite it in a bibliography, but definitely check out the sources used and start researching from there.
8. **Wolfram Alpha:** Forget Google. Wolfram Alpha works as an amazing search and computational engine specifically for scholastic pursuits, bringing back returns regarding pretty much everything students need to know about their desired subjects.
9. **Google:** We lied about forgetting Google. **Don't forget Google.** Especially since its mobile app allows for voice searching.
10. **Wi-Fi Finder:** Obviously, online students should probably know where to look for wireless Internet in there are as especially if their connections at home go all kablooie.

Other Useful Learning Mobile Apps:

Quickoffice	StudyBlue	Dictionary.com	myHomework
Cliqset	Kindle	Dragon Dictation	GPA-mE!
Howcast	Astrid	Zwoor	Pulse
Study Tracker	Mint	CourseSmart	Documents To Go
SimpleMind+	iAnnotate	Cash4Books	Quora
Chegg	Open Culture	1Password	Attendance
Blackboard Mobile Learn	Blogger	CamScanner	Canvas for Android
Coach's Eye	Deck	deMobo	Dropbox
Evernote	Explain Everything	Google Calendar	Google Earth
Google Edu Device Setup	Google Goggles	Google Hangouts	Google Keep
Google Play Books	Google Text-to-Speech	Google Voice	Grade Book
Grade Chart	Grade Rubric	Grade Ticker	iAnnotate
iAuditor	Microsoft Office Mobile	Microsoft OneDrive	Microsoft OneNote
Microsoft Remote Desktop	Nearpod	QueueSim	Quick Office
Scanner for Zotero	SignMyPad	Simplenote	Socrative
Twitter	WordPress		

1. Useful Mobile Apps for Teachers:

1. **Smart Dot:** It's an iDevice-based laser pointer that doubles as a remote control for PowerPoint and Keynote presentations well worth it for slide-loving educators!
2. **Educreations Interactive Whiteboard:** OK, so you actually download this app to an iPad, but Educreations Interactive Whiteboard still remains an essential edtech tool. As the title states, it turns the gadget into an easy-to-use method of drawing and diagramming in the classroom.
3. **Attendance:** iPhone-enabled teachers adore this application allowing them to keep track of their students' classroom habits and even learn their names via flashcard.
4. **Grade Book for Professors:** Take advantage of Google Spreadsheets as a useful strategy for organizing and tracking student grades, either through the paid or free version.
5. **Percentage Calculator:** Get grades done harder, better, faster, and stronger using this quick and easy calculator just for figuring out percentages.
6. **eClicker Polling System:** Available on the iPhone, the eClicker Suite lets teachers poll their students about anything and everything during class.
7. **Voice Recorder:** Perfect for Android users wanting to make permanent records of lectures for students who can't make it to class for whatever reason.
8. **iTalk Recorder:** Don't worry, Apple fans! There's still a way to keep an audio record of classroom discussions using the iPhone!
9. **Blackboard Mobile Learn:** Rather than an app for a classroom, Blackboard practically provides a classroom for an app, available on almost all smartphone and tablet platforms.

10. CourseSmart:Subscribers to this digital textbook services enjoy unlimited access to thousands of digital reads on their phones and tablet devices.

Other Useful Learning Mobile Apps:

Teacher Aide Pro Lite	TeacherKit	Evernote	RE.minder
iAnnotate	Free Wi-Fi Finder	Instapaper	Documents To Go
Edmodo	LinkedIn	iBlueSky (mindmapping)	Bump
Twitter	Flashcards*	Facebook	The Leadership Challenge Mobile Tool
Pulse News	Goodreads	Wolfram Alpha	Dictionary.com – Dictionary & Thesaurus – Free
Wikipedia	Wikipanion	How To Videos from Howcast.com	Free Graphing Calculator
Algeo graphing calculator	ASL Ultimate	World Factbook	Google Search
Kindle	Instagram	NPR Podcasts	Showyou
Musee du Louvre	Foursquare	Cracked Reader Lite	

Conclusion:

In adhering to these principles of design, mobile technologies can contribute to quality learning experiences for students. M-learning could be instrumental in increasing learning flexibility by customizing learning to be a more personalized and learner-centered activity. Moreover, we propose that m-learning can support the social construction of knowledge amongst learners by enhancing the critical, creative, collaborative and communicative engagement within the sites of application of knowledge. By challenging learners to engage collaboratively in DIY, co-creation of content or game-playing, m-learning can also contribute to building distributed learning networks of diverse participants who are actively participating in creative activities, as well as critically reflecting on their own and others' practice.

While broad frameworks for e-learning provide some guidance for learning designers, the Literature review indicated that there was little attention being paid to developing specific frameworks to support the design of mobile learning. An initial attempt offered suggested that a theory of mobile learning should be assessed against the following criteria:

- Is it significantly different from current theories of classroom, workplace or lifelong learning?
- Does it account for the mobility of learners?
- Does it cover both formal and informal learning?
- Does it theories learning as a constructive and social process?
- Does it analysis learning as a personal and situated activity mediated by technology?

References:

1. Cobcroft, R. S., Towers, S., Smith, J. and Bruns, A.(2006) *Mobile learning in review: Opportunities and challenges for learners, teachers, and institutions*. In Proceedings Online Learning and Teaching (OLT) Conference 2006, 21-30.
2. <http://classroom-aid.com/2012/08/21/the-50-best-mobile-apps-for-teachers/> retrieved on 12/07/2014
3. http://en.wikipedia.org/wiki/Telecommunications_in_India retrieved on 09/07/2014
4. <http://www.edutopia.org/> retrieved on 07/07/2014
5. <http://www.mobl21.com/blog/> retrieved on 07/07/2014
6. Mcconatha, D., Praul, M. & Lynch, M.J.(2008) *Mobile Learning in Higher Education: An Empirical Assessment of a New Educational Tool*. The Turkish Online Journal of Educational Technology – TOJET.7(3).
7. Mehdipour, Y. & Hamideh, Z.(2013) *Mobile Learning for Education: Benefits and Challenges*. International Journal of Computational Engineering Research.3(6), 93-101.
8. Mohamad, A.(Eds.).(2009) *Mobile Learning Transforming the Delivery of Education and Training*, AU Press, Athabasca University, Edmonton
9. Mohamed, O. M., El-Hussein and Johannes C. C.(2010).Defining Mobile Learning in the Higher Education Landscape. *Educational Technology & Society*, 13 (3), 12–21.
10. Park, P.(2011). *A Pedagogical Framework for Mobile Learning: Categorizing Educational Applications of Mobile Technologies into Four Types*. International Review of Research in Open and Distance Learning.12(2), 78-102.
11. Pollara, P.(2011). *Mobile Learning in Higher education: A Glimpse and a Comparison of Faculty Readiness*. Attitudes and Perceptions.2007(Unpublished Doctor of Philosophy thesis) Louisiana State University.