

Special Issue on M-Learning Technologies in the 21st Century

Modern technologies play inevitable role in our lives in the new millennium. We cannot work in the society without on-line technology. The technological revolution poses tremendous challenges to the educators and administrators to rethink their basic tenets, to apply technology in creative way to redesign education. In this backdrop, M-learning plays an important role. These are the new innovations which help greater learning opportunities for the students. M-learning is one among these innovations. Mobile technology in word open various ways for new educational technologies aimed at fulfilling the country's educational needs. There are various ways to use mobile phones for enhancing learning. Mobile phone plays an important role in our day-to-day lives in various purposes. One of the important purposes is learning. Mobile learning, as a novel educational approach, encourages flexibility; students do not need to be a specific age, gender, or member of a specific group or geography, to participate in learning opportunities. Restrictions of time, space and place have been lifted. Mobile learning combines E-learning and mobile computing. Mobile learning is sometimes considered merely an extension of E-learning, but quality M-learning can only be delivered with an awareness of the special limitations and benefits of mobile devices. Mobile learning has the benefits of mobility and its supporting platform. M-learning is a means to enhance the broader learning experience. M-learning is a powerful method for engaging learners on their own terms. Mobile learning is an integration of learning and mobile devices such as smart phones, PDA, laptops so to explore and exploit the benefits associated with the mobile devices in an educational system. In a special issue of the journal, we plan to deal with various issues related to M-learning in the 21st century.

Objectives of this Special Issue:

- To know the genesis, growth and development of M-learning and examine its relevance today.
- To explore the potentials and challenges of mobile for learning in various countries.
- To promote reflective learning by a mobile phone.
- Establishing a mobile blog system in a distance education environment.
- To analyze the changing context of M-learning in the global scenario.
- To explore the current Issues, Challenges and New Directions in the field of M-learning in various countries' in the world.
- To share innovative ideas of M-learning.
- To explore various technologies for M-learning.
- To know the significance of E- and M-learning in Education.
- To disseminate the knowledge of upcoming areas of M-learning.
- To know the applications, Architect and Design of M-learning.
- To apply Mobile phones for social innovation.
- To know the Structures, Agency and Practices of M-learning.
- To use mobile technology for enhancing teaching and learning.
- To know the various theories of M-learning.

About the issue

The topics to be covered by this special issue include, but are not limited to:

1. The genesis and development of mobile learning.
2. The potentials and challenges of mobile for learning in various countries.
3. Mobile Learning: Structures, Agency, Practices.
4. Mobile Applications, Implementation and Development.

5. Mobile Applications, Architecture and Design.
6. iPhone, Android and Symbian Application Development.
7. Windows Mobile Application Development.
8. MeeGo Application Development.
9. Pervasive Mobile Learning System.
10. Mobile sensing applications.
11. Mobile applications for social innovation.
12. Mobile networks and services.
13. M-Learning.
14. Mobile applications for Health and medical service.
15. Mobile Applications for Vehicle Tracking.
16. Mobile Applications Security.
17. Mobile Learning: location, collaboration and scaffolding inquiry.
18. Mobile technologies: prospects for their use in learning.
19. Adaptive Approaches to Mobile Learning.
20. Design and implementation of mobile smart learning environments.
21. Innovative mobile learning approaches.
22. Innovative applications of smart learning using mobile devices
23. Educational mobile games and Apps.
24. Mobile learning analytics.
25. Tools, technologies and platforms for mobile learning.
26. Deployments of mobile learning apps and solutions.
27. Life-long and informal learning using mobile devices.
28. Formal learning using Mobile devices.
29. Learning and assessment strategies for developing mobile smart learning applications.
30. Research methods, ethics and implementation of mobile learning.
31. Assistive Learning Technologies and Mobile Devices
32. Mobile and Context Aware Recommendation systems.
33. Mobile Usability in Educational Contexts.
34. The Impact of Mobiles on People, Communities and Societies.
35. The Impact of Mobiles on the Economy.
36. M-learning and Cloud computing.
37. Ubiquitous and Mobile Learning in the Digital Age.
38. Various technologies for M-learning.
39. Theories and models for M-learning.
40. Innovative m-learning systems and applications.
41. Mobile human computer interaction.
42. Evaluation and assessment of m-learning systems.
43. Infrastructure, administrative, and organizational issues of M-learning.
44. Mobile games for learning.
45. Sharing of Mobile knowledge.
46. Mobile Devices and Smart Gadgets.
47. Mobile technology for enhancing teaching and learning.
48. The challenge in evaluating technology use in mobile environments.
49. M-learning and Social media.
50. Mobile learning in Higher Education.

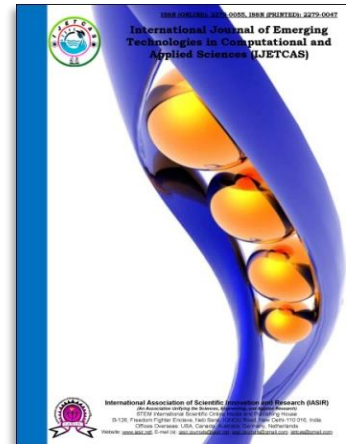
51. Mobile Computing: Concepts, Methodologies, Tools, and Applications.
52. M-learning in various countries: Challenges and Strategies.
53. Theories of mobile learning.
54. Characteristics and challenges of infrastructure and culture of M-learning.
55. Local interpretations of mobile learning.
56. Understanding mobile learning in global context.
57. Wireless & Mobile Networks.
58. M-learning compare with other Learning like E-and U-Learning.
59. M-learning and MOOC.
60. M-learning and ICT.

Kindly Note: All the accepted papers will be published in special issue in [International Journal of Emerging Technologies in Computational and Applied Sciences \(IJETCAS\)](#)

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