



DETERMINE THE USAGE OF MOBILE APPLICATIONS AMONG UNIVERSITY STUDENTS



INTRODUCTION

- ✘ Fast developments and recent changes in the technology has affected the society and resulted in the formation of the “digital age”.



INTRODUCTION

- ✘ **Net Generation** people have grown up with new technologies such as internet, high powered computers and smart phones.
- ✘ They like to **multi-task** and prefer to collect and learn information through **multimedia** such as pictures, audios, animations etc. more than text.



INTRODUCTION

- ✘ They learn differently from traditional learning methods and they prefer learning activities in blogs, virtual worlds (social networking sites such as Facebook, Twitter, Google+ etc.).



INTRODUCTION

- ✘ In other words, they are able to engage with multiple sources of information at the same time.
- ✘ But traditional teaching methods aren't enough to keep so traditional teaching methods must be supplemented by engaging learning methodologies and interactive learning tools.

THE AIM OF THE STUDY

- ✘ The main aim of this study is to determine the usage of mobile applications among university students. To reach this aim, the authors search answers of the following questions:
- ✘ How are the mobile usage conditions of students?
- ✘ Does the mobile usage condition of students show differences with their gender?
- ✘ What is the budget of students for mobile applications?
- ✘ What are the quotas of students for internet usage?

METHOD

- ✘ The research has been conducted at the Near East University during the spring of academic year 2013-2014.
- ✘ The aim of the study was announced at the university web site and a link was given where interested volunteering students could reach to participate in the survey.

PARTICIPANTS

- ✘ On the study 144 volunteered participants,
- ✘ 54.2 % (n=78) were **females** and
- ✘ 45.8 % (n=66) were **males**.



PARTICIPANTS

Students From;	
Department of Pre-School Teaching	18.8% (n=27)
Department of Nursery	27.1% (n=39)
Department of Divinity	14.6% (n=21)
Department of Psychological Counselling and Guidance	8.3% (n=12)
Department of Interior Design	12.5% (n=18)
Department of Computer Education and Educational Technology	6.3% (n=9)
Department of History Teaching	6.3% (n=9)
Department of Law	6.3% (n=9)

DATA COLLECTION TOOLS

- ✘ The questionnaire named “Determine the Usage of Mobile Applications among University Students” was prepared by the authors after related literature was searched.
- ✘ Internal consistency of the questionnaire was calculated by using Cronbach Alpha and found .84.

DATA COLLECTION TOOLS

- ✘ The questionnaire consisted of two sections: First section consisted of 9 personal items. The second section of the questionnaire consisted of 21 items, and focused on gathering information about usage of mobile applications among university students.
- ✘ Students rate each item on a 1-3 Likert scale from “**Frequently**” (3), “**Sometimes**”(2) and “**Don’t use**” (1).

RESULTS & DISCUSSION

The Usage of Mobile Applications

Application	Mean	Std. Deviation	Usage
Youtube	2.62	.56	Frequently
Facebook	2.60	.67	Frequently
Whatsapp	2.43	.76	Frequently

RESULTS & DISCUSSION

The Usage of Mobile Applications

- ✘ It is very expensive for students to use traditional methods to communicate with their friends.
- ✘ We can say that they prefer mobile applications and Facebook for these purposes because using Whatsapp is free and user needs only internet connection.

RESULTS & DISCUSSION

The Usage of Mobile Applications

Application	Mean	Std. Deviation	Usage
Google ⁺	2.27	.78	Sometimes
Instagram	2.18	.88	Sometimes
Viber	2.10	.74	Sometimes
Twitter	2.00	.86	Sometimes
Skype	1.87	.66	Sometimes

RESULTS & DISCUSSION

The Usage of Mobile Applications

- ✘ Google+ is a social media that students and instructors can share their ideas, and information on the Web. Circles, hangout, spaks and huddle are its main features that can be interest for education.
- ✘ Instagram is a mobile application that enables users to instantly share pictures and images with others on the network.

RESULTS & DISCUSSION

The Usage of Mobile Applications

- ✘ Skype is another mobile application that can be used for videoconferencing and Viber is a free communication tool. It is understanding that these mobile applications can be used for net generation students as an virtual learning environment because of their features.

RESULTS & DISCUSSION

The Usage of Mobile Applications

Application	Mean	Std. Deviation	Usage
Line	1.31	.50	Don't use
MessageMe	1.27	.56	Don't use
Voxer	1.06	.24	Don't use
Tango	1.39	.67	Don't use
Talkatone	1.04	.20	Don't use
Flickr	1.14	.45	Don't use
Snapchat	1.52	.84	Don't use
Eyem	1.06	.24	Don't use
Path	1.04	.20	Don't use
Snapfish	1.02	.14	Don't use
Linkedin	1.12	.39	Don't use
Classmates	1.02	.14	Don't use
Tumbir	1.10	.36	Don't use

- ✘ The interesting result of the study these applications are not use by university students.

RESULTS

- ✘ Does the mobile usage condition of students show differences with their gender?

	F	%	Mean	Std. Deviation	t	P
Female	78	54.2	1.60	.18	2.72	.101
Male	66	45.8	1.66	.27		

- ✘ In order to find out whether or not there was any statistically significant difference between gender's usages of mobile applications among students.

RESULTS

- ✘ What is the budget of students for mobile applications?

Budget for mobile applications	F	%
0-50 TL	54	37.5
51 - 100 TL	18	12.5
101 TL+	9	6.3
No Budget	63	43.8

It is very interesting to notice that 43.8% (63) of students underlined that they haven't got budget for mobile applications.

RESULTS

- ✘ What are the quotas of students for internet usage?

Mobile Internet quota	F	%
250Mb	18	12.5
500Mb	54	37.5
1Gb	24	16.7
2Gb	18	12.5
3Gb+	18	12.5
Don't use	12	8.3

CONCLUSIONS

- ✘ Nowadays, everything that we do is digital. The use of computers and high-tech software and many other technological gadgets are being used by millions all over the world.

CONCLUSIONS

- ✘ We are in a digital era where everything is at your fingertips and thus information should be available at any place and at any time without any restrictions by students and instructors.
- ✘ It has now become a necessity to move forward from the traditional learning environment to a new and more efficient technological learning tradition.

CONCLUSIONS

- ✘ The integration of technological learning environments such as social networking sites, Web 2.0 tools with the traditional educational instructions will definitely help prepare millennial students in a much better manner for their future careers.

CONCLUSIONS

- ✘ Integrating mobile applications in educational instruction will aid student learning in many significant ways and will indeed help their education period be more beneficial.





THANKS FOR YOUR ATTENTION!