

A Study and Awareness of E-Learning Apps in Palakkad City

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Abstract: *This paper examines the awareness of e-learning apps that involves respondents from Palakkad city. Many of respondents have been aware through advertisements. 100 respondents are participated in this study. Multiple Regression analysis was performed on respondents in relation to age, level of satisfaction, occupation, apps used for professional purpose and apps used for education purpose. All this analysis were done through Google forms. The result shows that the age and level of satisfaction has no significant towards e-learning apps in Palakkad city.*

Keywords: E-Learning Apps, Awareness and Usage

I. INTRODUCTION

The online applications for academic purposes are called online learning apps. Such applications make use of an internet connection. An Online learning app can be accessed from a smartphone. It is a technology-based study tool that enables information sharing. It is commonly known as an e-learning app for learning. E-learning applications and processes include Web based learning, computer-based learning, virtual classroom opportunities and digital collaboration. Content is delivered via the Internet, intranet/extranet, audio or video tape, satellite TV, and CDROM. It can be self-paced or instructor-led and includes media in the form of text, image, animation, streaming video and audio. Abbreviations like CBT (Computer-Based Training), IBT (Internet-Based Training) or WBT (Web-Based Training) have been used as synonyms to E-learning. Today one can still find these terms being used, along with variations of e-learning such as e learning, E-learning, and e-Learning. The terms will be utilized throughout this article to indicate their validity under the broader terminology of E-learning.

An e-learning system will become meaningful when it's being applied in order to make them easier to access, well-designed, learned- centered, affordable and efficient, flexible and has a facilitated learning environment. Rosenberg (2000) states that, e-learning refers to the use of internet tech technologies to deliver a broad array of solutions that enhance knowledge and performance. It is networked, delivered to end user through standard Internet technology, and focuses on the broadest view of learning. This paper discuss about the satisfaction and awareness of e-learning apps.

II. REVIEW OF LITERATURE

E-learning appears to be on its way to becoming the new educational paradigm. E-learning is also frequently characterized in terms of technology. For example, Welsh et al. (2003, p. 246) define e-learning as "the delivery of knowledge and instruction to persons using computer network technologies, primarily over or through the Internet." E-learning, according to Rosenberg (2001), is defined as the use of internet technology to give varied solutions to learners. E-learning, according to Holmes and Gardner (2006), provides us with access to resources that support learning anywhere and at any time. While other definitions of e-learning exist, they all focus on a set of fundamental principles such as learning, technology, and accessibility. Anderson (2002), Bean (2003), Chapnick (2000), Clark and Mayer (2003), and Gold et al. (2001) caution managers to be cautious while introducing e-learning in their firms. Usefulness, ease-of-use, and self-efficiency are the three criteria of e-learning implementation being assessed.

Irrespective of usage, educational apps has been broadly used by respondents than professional purpose. Educational apps are wildly used by students for their studies. According to the studies research has indicated that educational apps usage decisions are more strongly influenced by perceptions of usefulness.

III. METHODOLOGY

The study involves all the respondents from Palakkad City. A series of questionnaires was given to gather demographic information and assess awareness of the e-learning system. The question is broken into three portions, each of which includes: Demographic profile, Level of satisfaction and Awareness. The first section of contains the question on the background information such as gender, age, occupation. The second section contains question regarding level of satisfaction like price, time consumption, and technical problems. Third section contains question regarding awareness and sources of awareness.

IV. RESULTS AND DISCUSSIONS

The questionnaire's reliability and validity were examined and determined to be valid based on demographic data, Level of satisfaction, and awareness of e-learning apps. This questionnaire was focused on usage, awareness and satisfaction of e-learning of respondents. People in and around Palakkad city are taken as respondents.

The feedbacks are given by 100 respondents. The result for demographic profile by the respondent comprises that 39% are male and 61% are female. The study that being examined considered from age 12 to above 20. The result shows that 6% are from 12 to 15 years, 20% are of 15 to 20 years and 75% are above 20 years. Tables 1 illustrate the percentage of demographic profile based on age, gender.

Table 1: Summary of demographic profile:

Item	Category	Frequency	Percentage
Gender	Male	39	39%
	female	61	61%
Total		100	100%
Age	12-15yrs	6	6%
	15-20yrs	20	20%
	Above 20yrs	74	74%
Total		100	100%

Based on Level of satisfaction overall perception shows that the awareness of respondents towards Level of satisfaction is 89%. There is only 11% unaware with the Level of satisfaction.

While in identifying respondents perception towards e-learning table 2, shows the overall perception result of e-learning that referring to the arrangement of scale ranging from 1-5 (Highly satisfied to Highly dissatisfied).

Table 2: Summary of overall question on e-learning

Questions	highly satisfied	satisfied	average	dissatisfied	Highly dissatisfied
Easily understandable	60%	16%	16%	2%	6%
Price	9%	58%	17%	16%	1%
Time consumption	20%	25%	47%	5%	3%
Technical problem	14%	39%	20%	8%	11%
Assignment instruction	22%	25%	20%	13%	20%

The result from the level of satisfaction shows that the 60% of respondents are highly satisfied for easily understandable, 58% of respondents are satisfied by the price, 47% of consumers are thinking it is average because of time consumption, 39% of respondents are satisfied due to technical problem, 25% respondents are satisfied with the assignment instructions. This is critical since e-learning could help people find more information and improve their knowledge and abilities.

The Spearman correlation metric was employed to measure the data in order to differentiate it. The P-value measure between occupation and app used for education purpose, occupation and professional purpose is shown in Table 3. The correlation is being performed to test the hypotheses examined in this research.

Table 3: Table of P-value

comparison	P value
Occupation and app used for education purpose	.214
Occupation and app used for professional purpose	-.107

3.1.1 Occupation and App Used for Education Purpose

		Occupation	Learning app using for education purpose.
OCCUPATION	Pearson Correlation	1	.214
	Sig. (2-tailed)		.082
	N	100	67
Learning app using for	Pearson Correlation	.214	1
Education purpose.	Sig. (2-tailed)	.082	
	N	67	67

From the above depicts that, the spearman's Correlation Coefficient is +1 (+0.214), indicates positive correlation between occupation and apps used for education purpose.

3.1.2 Occupation and App Used for Professional Purpose

		Occupation	learning app used for Professional purpose.
OCCUPATION	Pearson Correlation	1	-.107
	Sig. (2-tailed)		.558
	N	100	32
learning app used for	Pearson Correlation	-.107	1
Professional purpose.	Sig. (2-tailed)	.558	
	N	32	32

From the above depicts that, the spearman's Correlation Coefficient is +1 (-0.107), indicates a positive correlation between occupation and apps used for education purpose. In order to test a statistical hypothesis test that is valid to perform when the test statistical is chi-square test were used to measure the data. Table no. 4 shows the comparison between age and level of satisfaction shows the p-value measures between easily understandable, prices, time consume, assignment instruction and technical problem in accordance with age.

Factor	Calculated value	D.F	P. value
Easily understandable	6.982	8	.539
Price	6.588	8	.582
Time consume	5.849	8	.66
Assignment instruction	6.588	8	.582
Technical problem	5.849	8	.664

H0: There is no significant relationship between age and level of satisfaction.

H1: There is a significant relationship between age and level of satisfaction.

As a result, because the P-value is more than 0.05 level of significance, we will not reject the null hypothesis and declare that there is no actual link between age and level of satisfaction in the learning app at the significance level of 5%.

IV. CONCLUSION

The majority of respondents are aware of e-learning apps, according to the research. An e-learning environment is becoming increasingly vital for schools throughout the world that want to meet their students' learning demands. The culture and shared vision of a school are crucial to the successful implementation of e-learning in the workplace. E-learning is more than a technological breakthrough. It's part of a larger reassessment of how humans pass on their knowledge, skills, and values to future employees and students. I'll wrap up this article by speculating on how e-learning and the roles it enables might change in the future. The research reveals that the study's findings show that consumers' needs and preferences drive their decisions. Respect is treated with care.

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