

## UBIQUITOUS LEARNING ENVIRONMENT USING ANDROID MOBILE APPLICATION

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### ABSTRACT

Great involvement of technology to the people's daily lives is evident almost everywhere, even in the educational setting. People's daily existence never ceases to include technology interaction. With the prominent and daily use and integration of technology to a student's daily routine, utilization of their mobile gadgets for educative purposes can be advantageous both to students and teachers alike.

This paper aimed to introduce the use of Android-based e-learning environment to adapt to the learning style of the 21st century learners. As shown in the previous studies, one of the main problems in any e-learning environment is on how to gain and retain the motivation of the learners. In this light, this paper explored the use of ARCS model by John Keller (1988) as a relevant learning pedagogy in the design of the proposed Android-based mobile e-learning.

Use of LMS, a local server, and website building applications were used to build the mobile application. Several ways on how to incorporate the four elements of ARCS in the e-learning media were developed based on past researches.

**KEYWORDS:** Ubiquitous Learning Environment, Mobile Application, Android Technology, ARCS Learning Pedagogy