The Extent of Mobile Application Usage for Spoken English Among Arts and Science Students

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ARTICLE INFO	ABSTRACT
	This study investigates the prevalence and patterns of mobile application usage for spoken English learning among arts and science students. This study investigates the extent to which mobile applications are utilized by spoken English students for learning purposes. With the proliferation of smartphones and the increasing importance of English proficiency in various academic and professional domains, understanding the dynamics of mobile application utilization for language learning becomes imperative. Through a mixed-methods approach involving surveys and interviews, this research aims to elucidate the extent to which arts and science students engage with mobile applications for improving their spoken English skills. Additionally, the study seeks to identify the preferred types of applications, frequency of usage, perceived benefits, and challenges encountered during their usage. The findings of this research endeavor to provide insights into the effectiveness of mobile applications as supplementary tools for spoken English acquisition among arts and science students, contributing to the discourse on language learning pedagogy in the digital age. The investigator has followed random sampling method for the present study. The investigator has collected a sample of 100 arts and science students studying in Madurai. The findings suggest a significant reliance on mobile applications for spoken English, with factors such as convenience, accessibility, and interactivity playing crucial roles in driving their adoption. **Keywords:** Mobile applications, Spoken English, Arts and science students, educational technology.

NEED FOR THE STUDY:

The extent of mobile application usage for spoken English among arts and science students is a critical area of study due to its implications for language learning pedagogy, student engagement, and academic success. Arts and science students represent a diverse demographic with varying linguistic backgrounds, learning styles, and educational goals. Understanding the prevalence and patterns of mobile app usage for spoken English within this population can provide valuable insights into the effectiveness of technology-enhanced language learning approaches. mobile technology, there has been a significant shift in the way students access educational resources. Mobile applications offer convenient and flexible platforms for learning, allowing students to engage with spoken English materials anytime, anywhere. Understanding the extent to which arts and science students utilize these apps can provide insights into the evolving dynamics of language learning in the digital age. extent of mobile application usage for spoken English among arts and science students is essential for gaining insights into the evolving landscape of language learning, addressing educational inequities, informing pedagogical practices, and advancing research in the field of language education and educational technology.

TERMS AND DEFINITIONS:

☐ **Extent of usage:** It refers to the scope, it encompasses factors such as the number of students using mobile applications, the frequency of usage, the types of activities performed within the applications.
☐ **Mobile application:** It allows users to explore functions, providing graphical capabilities and offer

many kinds of specific calculators.

☐ **Spoken English:** It refers to mobile apps are mobile applications that are designed to help users improve their spoken English skills.

☐ **Arts and science college students:** Mobile apps can be a valuable tool for arts and science college students. They can help students to learn new concepts and skills, be more productive, and collaborate with others.

OBJECTIVES OF THE STUDY:

The study has formulated the following objective:

1. To find out the level of usage of mobile apps for spoken English among arts and science students at college level is average.
2. To find out the extent of usage of mobile application for spoken English amongarts and science students at college level is average.

HYPOTHESES OF THE STUDY:

1.The level of usage of mobile apps for spoken English among arts and science students at college level is average.

2.   The extent of usage of mobile application for spoken English among arts and science students at college level is average.

INSTRUMENTATION:

The investigator developed and validated a rating scale on "Application of Mobile Apps for spoken English among arts and science students at college level". The ratings were: Fully,To some extent, not at all.

ESTABLISHING VALIDITY OF THE TOOL:

The investigator has consulted assistant professors in the department of education in Mannar Thirumalai Naicker College to check the content in the rating scale. The opinions ofthem were carried out in the tool. It ensures face and content validity of the inventory.

ESTABLISHING RELIABILITY OF THE TOOL:TEST AND RETEST METHOD:

The inventory was administrated among 50 arts and science students in Madurai district as a try out and re-administrated among the same 50 arts and science students after a gap of 15days. The rank order correlation was used to find out the correlation between first and second administration of the rating scale. The correlation between the two responses was 0.85. It is high Correlation. Hence it is assumed that it has reliability.

SCORING:

The number of responses for each item is counted and percentage worked out. For each student's ranking was given frequency and counted.

SAMPLE DESIGN:

The investigator has followed random sampling method for the present study. The investigator has collected a sample of 450 arts and science college students studying Madurai District.

ANALYSIS:

HYPOTHESIS:1

The level of usage of mobile apps for spoken English among arts and science students at collegelevel is average.

TABLE 1: DESCRIPTIVE ANALYSIS ON USAGE OF MOBILE APPLICATIONAMONG ARTS AND SCIENCE STUDENTS AT COLLEGE LEVEL

S.NO	MOBILEAPPS	YES	NO
1	ELSA	95% (427)	04% (23)
2	DUOLINGO	93% (418)	06% (32)
3	FLUENTU	98% (441)	01% (09)
4	I TRANSLATE CONVERSE	79% (357)	21% (79)
5	ACCENT TRAINING	80% (360)	19% (90)
6	HELO TALK	95%	4%

		(427)	(23)
7.	SPEAKINGPAL	44% (198)	56% (252)
8.	SPEAKINGENLIGH FLUENCY	67% (302)	33% (148)
9.	TALK ENGLISH	54% (243)	46% (207)
10.	FORVO	77% (346)	22% (104)
11.	CAMBLY	94% (423)	05% (27)
12.	ENGLISHTALK	63% (284)	37% (166)
13.	VOA LEARNING ENGLISH	47% (212)	53% (238)
14.	TALK ENGLISH SPEAKING PRACTICE	61% (275)	39% (175)
15.	ENGURU	97% (436)	2% (14)

It is evident from table 1 that the descriptive analysis of the extent of use of mobile appsamong college student reveals that,
The college students 75%-100% are using the following mobile apps viz.,1. Enguru97% 2. Speaking English fluency 96 % 3. Elsa 95% 4. Fluentu 99% 5. Cambly 94% 6. Accent
English 80% 7. I translate converse 79% 8.
The college students 50%-75% are using the following mobile apps viz., 1. Forvo 77%
2. Talk English speaking practice 61% 3. English Talk 63% 4. speaking English fluency 67%
5. Talk English 54%.
The higher secondary students, below 50% are using the following mobile apps viz., 1. Speaking pal 44% 2.VOA Learning English 47%.

It may be concluded from the above table that the order of using mobile apps for spoken Englishhigh level to low level as stated by arts and science students are as below,
1) ELSA
2) DUOLINGO
3) FLUENTU
4) I TRANSLATE CONVERSE
5) ACCENT TRAINING
6) HELO TALK
7) SPEAKING PAL
8) SPEAKING ENLIGH FLUENCY
9) TALK ENGLISH
10) FORVO
11) CAMBLY
12) ENGLISH TALK
13) VOA LEARNING ENGLISH
14) TALK ENGLISH SPEAKING PRACTICE
15) ENGURU

BAR DIAGRAM SHOWING USAGE OF MOBILE APPLICATION FOR SPOKEN ENGLISH AMONG ARTS AND SCIENCE STUDENTS AT COLLEGE LEVEL- DESCRIPTIVE ANALYSIS
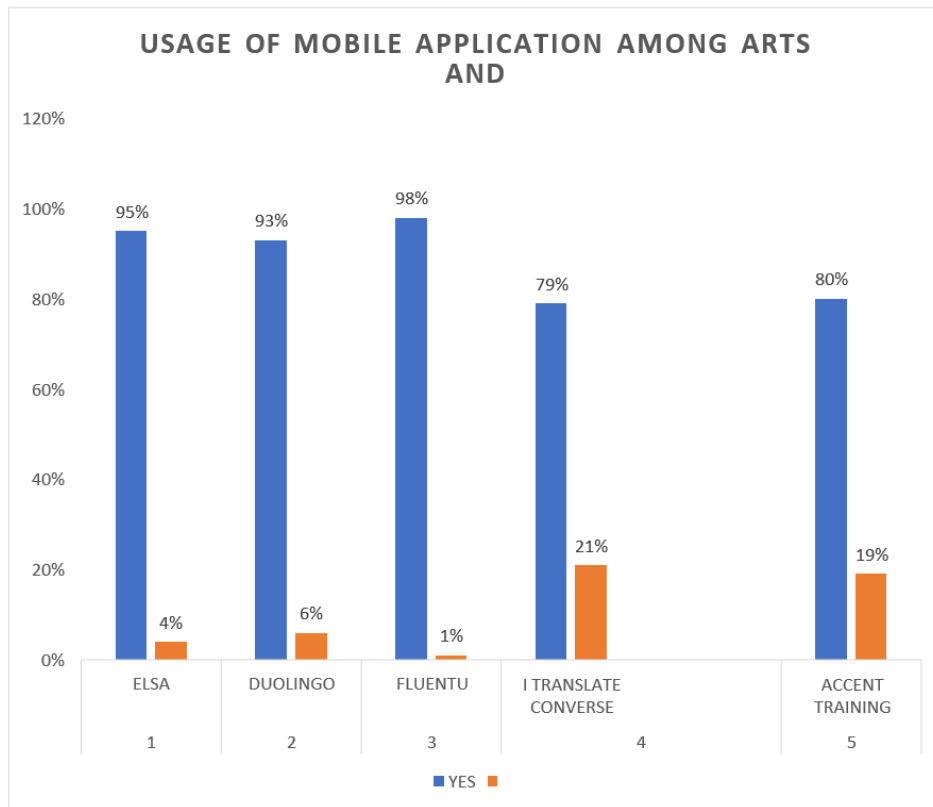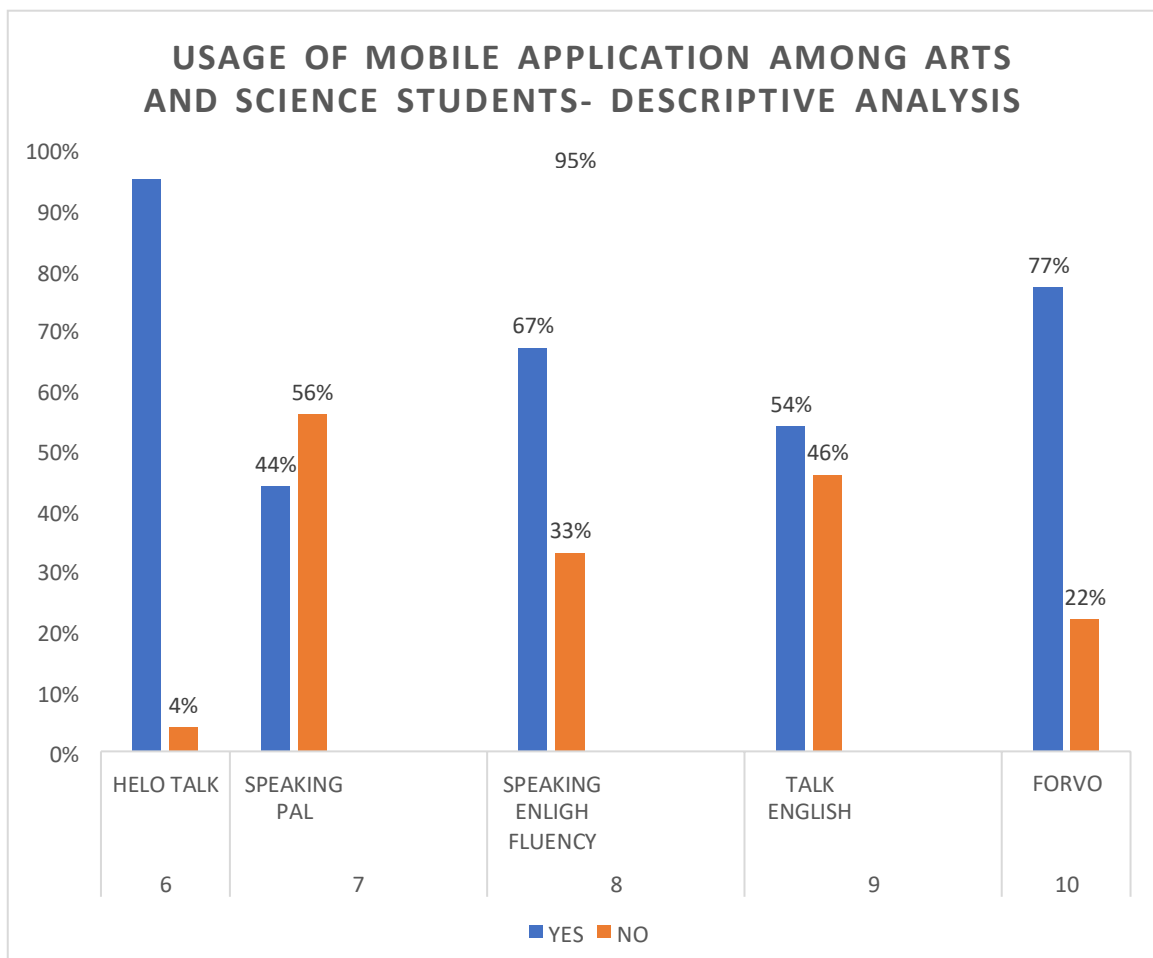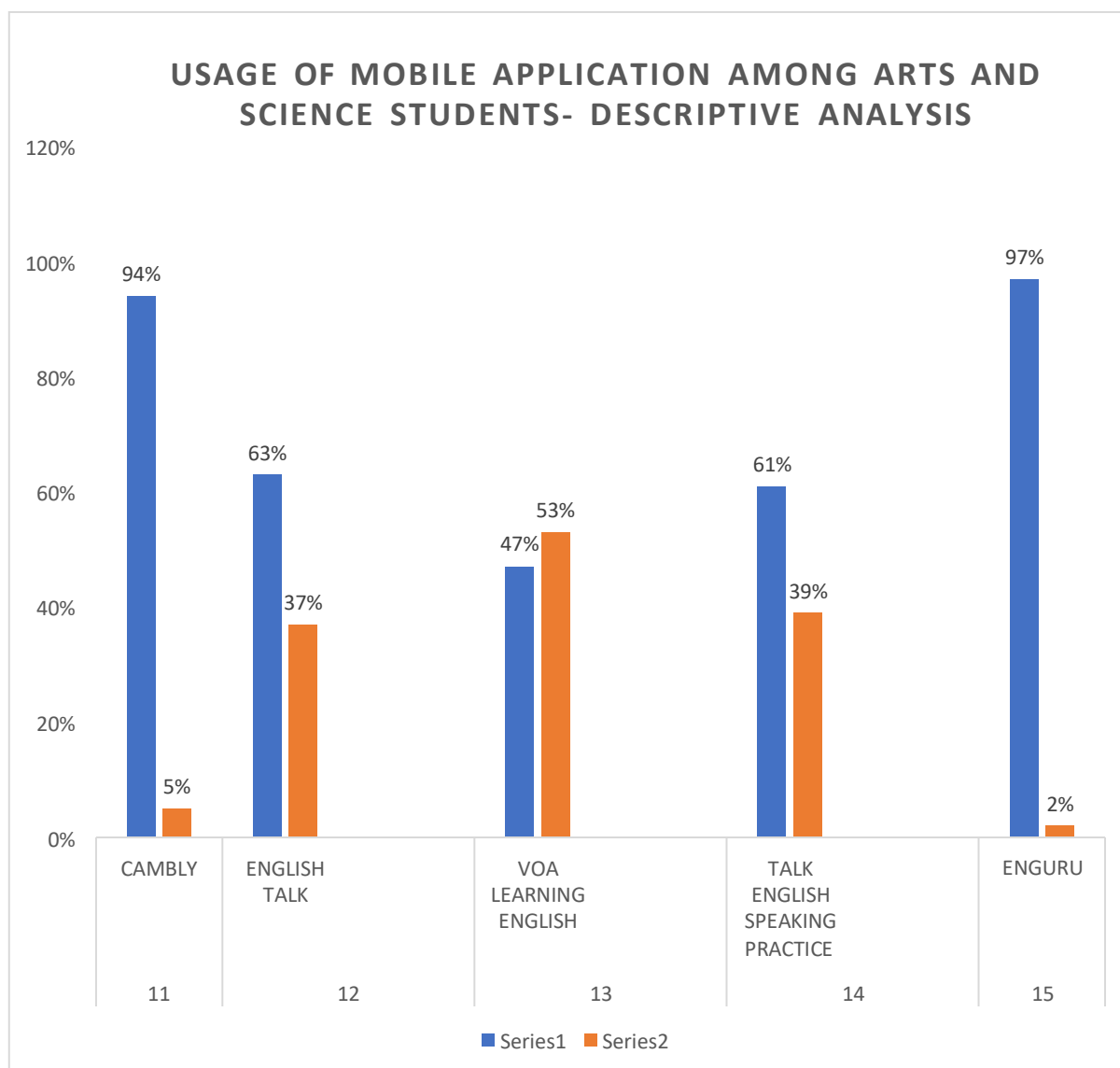

FIGURE 1:

FIGURE 2:

FIGURE 3:

DESCRIPTIVE ANALYSIS ON THE EXTENT OF USAGE OF MOBILE APPLICATION FOR SPOKEN ENGLISH AMONG ARTS AND SCIENCE STUDENTS AT COLLEGE LEVEL HYPOTHESIS 2

The extent of usage of mobile application for spoken English among arts and science students at college level is average.

TABLE 2: DESCRIPTIVE ANALYSIS ON THE EXTENT OF USE OF MOBILE APPLICATION FOR SPOKEN ENGLISH AMONG ARTS AND SCIENCE STUDENTS

S.NO	MOBILE APPS	EXTENT OF USE OF MOBILE APPS FOR ENGLISH
1	ELSA	1.62
2	DUOLINGO	1.53
3	FLUENTU	1.7
4	I TRANSLATE CONVERSE	1.41
5	ACCENT TRAINING	1.29
6	HELO TALK	1.62
7	SPEAKING PAL	0.76
8	SPEAKING ENLIGH FLUENCY	1.24
9	TALK ENGLISH	1.06

10	FORVO	1.33
11	CAMBLY	1.55
12	ENGLISH TALK	0.98
13	VOA LEARNING ENGLISH	0.78
14	TALK ENGLISH SPEAKING PRACTICE	1.16
15	ENGURU	1.62

It is evident from table 2 that the descriptive analysis of the extent of use of mobile apps among arts and science student reveals that,

The college students are fully using the following mobile apps viz.,1. Elsa (1.62), 2. Helotalk (1.62), 3. Duolingo (1.55), 4. i translate converse (1.41), 5. cambly (1.55), 6. Enguru (1.62)

The college students are using the following mobile apps to some extent.viz., 1. Talk English speaking practice (1.16) 2. Forvo (1.33) 3. Talk English (1.06) 4. Accent English (1.26)

5. Fluento (1.7)) 6. English talk (0.98),7. VOA English learning (0.78), ,8. speaking pal (0.76),9. speaking English fluency (1.24).

It may be concluded from the above table that the order of using mobile apps for spoken English high level to low level as stated by arts and science students are as below,

❖ ELSA
❖ DUOLINGO
❖ FLUENTU
❖ I TRANSLATE CONVERSE
❖ ACCENT TRAINING
❖ HELO TALK
❖ SPEAKING PAL
❖ SPEAKING ENLIGH FLUENCY
❖ TALK ENGLISH
❖ FORVO
❖ CAMBLY
❖ ENGLISH TALK
❖ VOA LEARNING ENGLISH
❖ TALK ENGLISH SPEAKING PRACTICE
❖ ENGURU

BAR DIAGRAM SHOWING THE EXTENT OF USE OF MOBILE APPLICATION FOR SPOKEN ENGLISH AMONG ARTS AND SCIENCE STUDENTS - DESCRIPTIVE ANALYSIS
FIGURE 4:
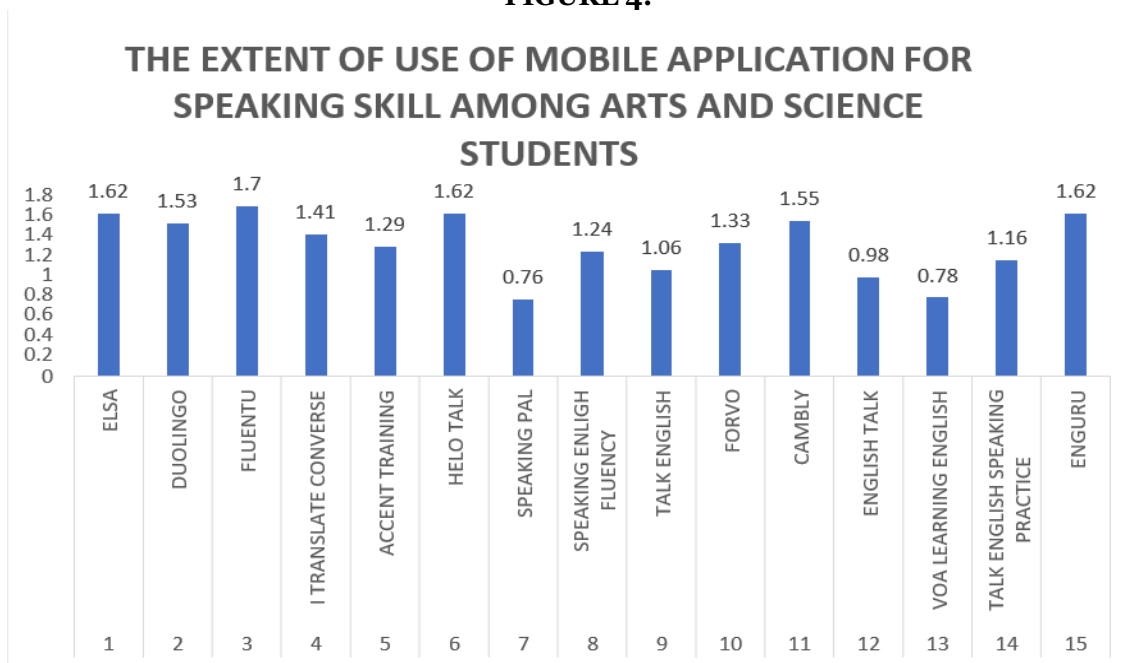
FINDINGS OF THE STUDY:

1. The study has revealed that the order of using mobile apps for spoken English from high level to low level as stated by arts and science students are as below,

1) Gender
2) Stream
3) Medium of instruction
4) Mother tongue
5) Locality
6) Stay
7) Mother's qualification
8) Father's qualification
9) Mother's occupation
10) Father's occupation
11) Mother's income
12) Father's income
13) Mobile phone usage per day
14) Data usage per day
15) Preferred mobile phone downloader
16) OS based mobile phones

2 The extent of usage of maximum number of mobile apps for spoken English among arts andscience students at college level is average.

CONCLUSION

It is concluded from the above findings that the arts and science students are having usage of mobile apps for spoken English among arts and science students at college level is average. The extent of usage of mobile application for spoken English among arts and science studentsat college level is average.

EDUCATIONAL IMPLICATION

The study has brought out an important finding that the extend of usage of mobile application for spoken English among arts and science students at college level is average. Generally, students are well versed in mobile technology. So, this finding is in tune with the general trend.

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