Abstract

Mobile phones have recently become more common in human's life. Mobile learning can be any time anywhere and any device access information. Mobile learning can be broadly defined as the exploring ubiquitous handheld technologies along with wireless and cellular networks, to provide, support, improve and extend the context of teaching and learning. M-learning enables knowledge building by learners in different contexts and enables learners to construct understandings. Mobile technology often changes the way of learning/work activity. The context of mobile learning is more than time and space. To improve learning in distance education, agents are used in mobile nodes by considering user preferences and providing dynamic services. Communication is provided between mobile agents using adhoc networks. Collaborative learning and personalization is also acquired through agents in Mobile Adhoc network. This paper provides an existing survey on developing M-learning. Management and the communication of mobiles in ad hoc networks (MANETs) like Bluetooth or any technology should be considered and also addressing the new learners without any difficulty and providing informal structured courses and programming.
References

- Vanja Garaj, "m-Learning in the Education of Multimedia Technologists and Designers at the University Level: A User Requirements Study"; IEEE TRANSACTIONS ON LEARNING TECHNOLOGIES, VOL. 3, NO. 1, JANUARY-MARCH 2010.
- Meisam Hejazinia, Mohammad Reza Razzazi, "M-Learning System over MANET on Mobile phones"; 4th International Conference on Distance Learning and Education (ICDLE), 2010.
A Survey on M-Learning


Index Terms

Computer Science  Communications

Keywords

Collaborative Learning  M-learning  Manet  Mobile Agents  Mobile Technology