Abstract

Mobile-Learning is an important technology in Teaching/Learning process to realize requirements of student, teacher and instructional institution. Extended applications of M-learning are wide and increasing. The current study represents an attempt to cover the analytical aspects, features and mechanism of the environment's elements in Teaching/Learning process and application via M-Learning. The aim of this paper is to study the analytical aspects covering factors and elements of the environment of teaching/learning process via mobile, concentrating on multimedia technique role particularly 2D and 3D animation. Such classification study is presented so as to be the appropriate approach for the systematic models of designing M-Learning as well as this study could assist in framing the stages/mechanism of developing and evaluating of M-Learning.

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Index Terms

Computer Science Information Sciences

Keywords
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