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MOBILE APPS FOR MUSIC LEARNING

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CHAPTER 1

INTRODUCTION

1.1 Background of study

In this 21st century, mobile technology is well developed and there's a lot of mobile apps were designed for learning and this also includes music learning. Mobile phones enables collaboration between learners and teachers anywhere, anytime (Keengwe & Bhargava, 2013), so the mobile devices using for learning is increasing. Mobile or cellular phone service could have potentially reached about 90% of the world's population with second generation or 2G mobile services. Currently, about 87% of the world population (6 billion people) had access to mobile technology. However, disadvantages of mobile learning is inadequate technology, a risk of distraction from learning by using a device that can be used for multiple purposes, and the potential for breakdown in barriers between personal usage of the mobile device and professional or educational use (Walsh, 2015).

As cited by Mehdipour & Zerehkafi (2013), from Gorgiev, Gorgieva, Smrikarov (2014), Mobile learning or m-learning is the new type or stage of E-learning (electronic learning). By nature the M-Learning is a form of existing D-Learning (distance learning) and E-Learning. Historically the distance education has more than one hundred years of experience and traditions. It's main characteristic is the distance and time separation between teacher and students. Earlier, E-learning has give changes in teaching and learning style especially in higher music education.

Mobile learning refered any teaching and learning that happens with the use of mobile devices and platforms. Mobile learning devices include electronic gadgets like mobile phones, laptops, monitors etc. Mobile learning can perhaps be defined as 'any educational provision