



Eduplay Dashboard Application

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ABSTRACT

As the use of technology evolves in education, an extensive range of new smart devices and digital applications is becoming available to academics. Eduplay Dashboard is an example of such technologies, which can help educators to improve the learning experience of their students inside and outside of the classroom. This app allows access to mediate and self-access services, as well as databases, online quizzes, go live, create game, slide presentation and etc. The project provides Mobile and Web-based application tools (apps) that allow online access for different users - students, instructors, and administrators. In addition, the app provides integrated all the existing free game based interactive learning platform and presentation tools into one center control.

KEYWORDS: Mobile learning, mobile application and service, teaching and learning, Software Development

1 INTRODUCTION

The emergence of smart device technologies and mobile applications is offering educators new platforms to engage students with class material and facilitate classroom discussions. The continued surge by students to adopt smart devices as an integral part of their educational experience is also forcing educators to adapt their teaching styles in utilizing these new technologies. Thus, Eduplay dashboard application is a hub that integrated all the existing free games based interactive learning platform such as Kahoot, Padlet, Quizlet and others. Eduplay dashboard also collects all presentation tools such as Powtoon, Prezi, Visme and others into one control center.

Eduplay Dashboard application contains three main interfaces include learning tools where there are 20 interactive learning platforms in which user can choose and then create their own quizzes and content in a second, play anywhere, anytime on their own. The second interface is presentation tools that also contains 20 types of presentation platform such as that you can choose and create your own slide in a second, use anywhere anytime on your tablet or PC. Eduplay Dashboard can help user to get familiarize with variety interactive learning and presentation tools.

2 OBJECTIVE

The purpose of this study is to explore the level of acceptance of Mobile Learning among students and lecturers.

3 SIGNIFICANCE

Eduplay Dashboard applications can be created and played on the go. It is also make searching easier in one stop centre.

4 METHODOLOGY/TECHNIQUE

Method of analysis used is descriptive and uses questionnaire as a research instrument. The questionnaire was used to show the level of acceptance of using Eduplay Dashboard Applications. The participants in this study were Polytechnic students and lecturers. They were 32 students of Diploma Islamic banking and finance and three lecturers from Polytechnic Metro Johor Bahru.

5 DISCUSSION

Overall, most of the students pointed out that they prefer using Eduplay Dashboard applications because they are meaningful, especially for student who always need such applications because it takes a more time to find the learning and presentation tools platform for performing assessment task with Eduplay Dashboard searching easier because all learning and presentation tools already in one control center. Furthermore, they declared that they like using Eduplay Dashboard applications due to their educational benefits. They find it more fun and interesting during learning when using Eduplay Dashboard.

The feedback from lecturers towards using Eduplay Dashboard applications were positive and similar to some extent. There was no contradiction among them. They explained that using Eduplay Dashboard applications have a lot of advantages in terms of access to information and convenience, they can ask their students to play on the go quizzes. They also agree that through Eduplay Dashboard application can encourage more effective use of interactive learning tools.

6 CONCLUSION

In conclusion, this application provides an easier platform to search the provided learning and presentation tools, save time and there have many choices. Eduplay Dashboard can help more student and lecturer to be more active and creative in their assessment task using this application.

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