M-Learning Application Program: Learning Management to Effectiveness Elderly of Lifelong Learning

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Abstract:- Title for analyzing m-learning application program in learning management to effectiveness elderly of lifelong learning. M-learning application program were a web browser, web server, data warehouse for learning with applications of "key" cycles were general message, career supported, establishment places, social networks, self- assessment, communication expert, gamification, travel, exercise, and operation.

Keywords:- M-Learning Application Program, Learning Management, Effectiveness Elderly of Lifelong Learning

I. INTRODUCTION

The elderly was requirement services to many dimensions of seeking development in an owner. The stated of the society to changed from the past since former consist of knowledge, experience, the worker and lifestyle of type in the parents. Can be admitting a retired after to sixty-year-old. Elderly are like to happiness as physical and mind, economic and society for success of the parents and communities which the last life. [1] Moreover, the element quality of elderly is consisting of the living life in country the exist. The most of elderly people can be founded a club of elderly in local government and career training. Self-care for elderly can be increase of income to enough for eat and habitat with couple. [2] The management of the state social welfare that an important for the public welfare on department to managed type of helper for elderly. [3] Furthermore, on grouping of self-reliance for elderly were to communities context are attitude occur to activity process and learning with the community workers. Mobile learning was enable anytime anywhere learning, because the people carry mobile devices with them most of the time, learning can happen at times and in places that were not previously conducive to education. M-learning applications commonly allow people to select between lessons that require only a few minutes to complete and lessons that demand sustained concentration over a period of hours. This flexibility allows people to study during a long break or while taking a short bus ride. [4] Mobile devices are smartphones and tablets allow users to access digital content in a very personalized manner. Connected mobile devices in the hands of users can improve the educational outcome in a dramatic way. Mobile Technology supports life-long learning very well. Both Internet-based resources and mobile applications are available to language learners, and it has become very easy for learners to use them. Mobile learning can equally well support inquiry, theory-

building, synthesis, critique and reflection. [5] The learning management are an evolving technology in today's society, which provides course creation, delivery, management, tracking, reporting, and assessment of online learning materials. Centralized software application used to incorporate pedagogical features with the uprising technology of virtual learning environments. Distributed ledger technology is a technology that facilitates an expanding, chronologically ordered list of cryptographically signed, irrevocable transactional records shared by all participants in a network. In research for analyzing m-learning application program in learning management to effectiveness elderly of lifelong learning.

II. REVIEWS OF LITERATURE

➢ *Knowledge Warehouses*
Hamid R.Nematia [6] topic of Knowledge warehouses were an architectural integration of knowledge management, decision support, artificial intelligence and data warehousing which the decision support system can be decision to method increase for thinking in organization.

➢ *Ubiquitous Mobile Health of Monitoring System for Elderly*
Saengkhay Somnueang [7] to ubiquitous mobile health monitoring system for elderly (UMHMSE) were designed to monitor the elderly as his mobility, location, health status and fall incidents. The system contains three following components 1) wireless wearable body area of the network (WWBAN) 2) intelligent central node (ICN) 3) intelligent central server (ICS). The WWBAN consist of one or multiple sensors put and adapted to the body of patient. ICN was responsible to collected and processed the data generated by the WWBAN sensor nodes. ICS received sensors data from all the ICN. The data was uploaded to the server. It was stored in elderly database.

➢ *Mobile Learning*
David M. Steigerb [8] mobile learning are m-learning enable anytime anywhere learning. Because of people carry mobile devices with them most of the time, learning can happen at times and in places that were not previously conducive to education. M-learning applications commonly allow people to select between lessons that require only a few minutes to complete and lessons that demand sustained concentration over a period of hours. This flexibility allows

people to study during a long break or while taking a short bus ride.

III. RESEARCH METHOD

M-learning application program in learning management to effectiveness elderly of lifelong learning in the research method was a qualitative method to collections by documentary study and to in-deep interview with 60 experts of learning management on application. The participants they all were purposive sampling and focus

groups of the data. Data analysis was analyzed of the contents analysis in the data and presented.

IV. THE RESULTS AND DISCUSSIONS

M-learning application program in learning management to effectiveness elderly of lifelong learning were a web browser, web server, data warehouse for learning with applications of "key" cycles to shown on figure 1.
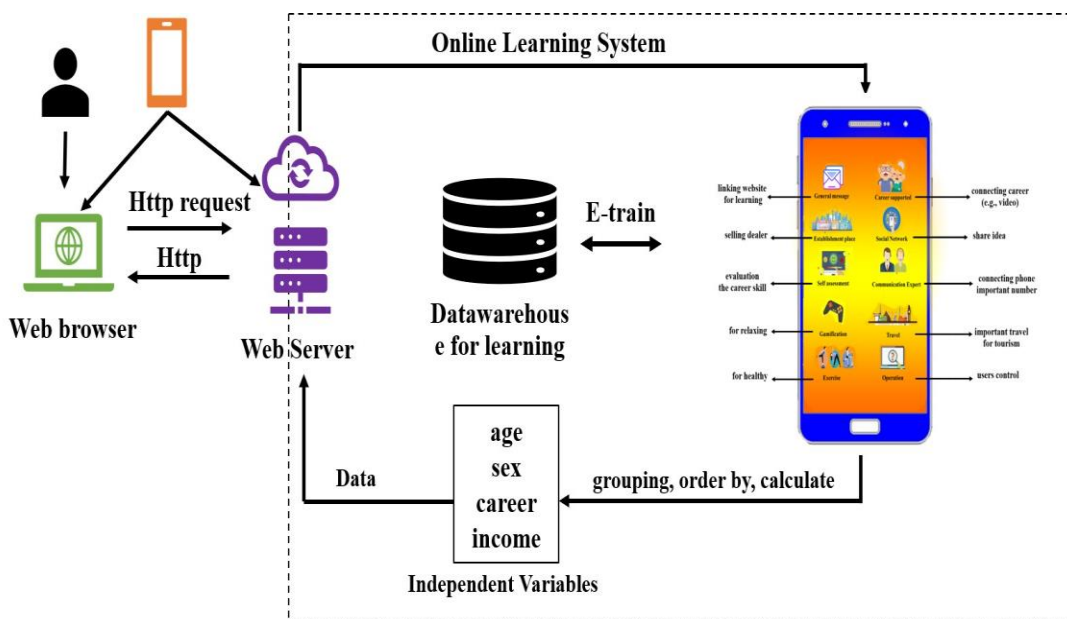

Fig 1:- M-learning application program in learning management to effectiveness elderly of lifelong learning

M-learning application program in learning management to effectiveness elderly of lifelong learning were the knowledge warehouses in architectural integration of knowledge management, decision marking, artificial intelligence and data warehousing can be decision to method increase for thinking in organization. Data is storage into system and integration in the part of structure organization of presentiment which list of number detail. However, the most of data requirement can be use asset knowledge, new knowledge, physical knowledge in the present and storage divided by type. In addition, value of average is integrated model structure of knowledge architecture that facilitate in transfer knowledge, and write coding for shared in organization with applications of "key" cycles were to;

➢ General message as opening website the message of content can used the linking on the website for reading message on icon message of the smartphone. Moreover, message can be accessing to data on real-time.

➢ Career supported for opening media electronic use online digital on youtube. Also, the presenting online video for select factor (e.g. career, income, material, area, time) to result of specific media. User input data and play video which divided by type of learning user from selected data.

➢ Establishment places for searching and selecting establishment places, Then, the result showed that places to promoted of elderly markets.

➢ Social networks for sending and sharing media electronic linking a YouTube, in which a user login for Facebook by electronic mail and share comment the text or picture an online data.

➢ Self- assessment to assessment general questionnaire of content.

➢ Communication expert as typing word such as greeting, exercise or travel, food or healthy. Elderly can be sending message from admin with interactive real-time called 'Chat bot'.

➢ Gamification were playing game which collecting score of non-time limit. Then, application showed high final score. Which, the elderly can be relaxing by self.

➢ Travel as need to exercise at home, can be open media electronic online by smartphone for playing video on YouTube type of step by step.

➢ Operation is detailed to operation by recommended data total of ten menu.

According Kukulska-Hulme [9] mobile learning call is m-learning enable anytime anywhere learning because of people carry mobile devices with them most of the time, learning can happen at times and in places that were not previously conducive to education. M-learning applications

commonly allow people to select between lessons that require only a few minutes to complete and lessons that demand sustained concentration over a period of hours. This flexibility allows people to study during a long break or while taking a short bus ride. Maria Virvou [10] the phone to use mobile handsets to share ideas, information and resources in a virtual space. Software can synchronize work across devices, so students can pick up on a mobile device where the left off on a desktop computer and vice versa, thereby ensuring continuity of the learning experience. is research framework into part one consists of users, web browser, web server call user input (data). The part two is independent variables consists of age, sex, career, income call group elderly from occur into data. The part three is smart learning elderly system from occur grouping, order by and calculate of data. The part four is data warehouse for learning is data to keep input database for e-train such as video, picture, detail factors and data the other. [1] Then, the system can online learning process of real-time and connection to internet anytime on smartphone. In addition, the research framework uses to support learning online for elderly in lifelong learning model with owner. E-learning is media of learning to develop for practice and train of education by self-owner. The development model was the process for assessment such as data, file, video, picture and sound media. Smart learning elderly system is mobile application for media learning or application program for searching knowledge and concerning the news such as healthy, local wisdom, digital economy and household industry for people occur an income in communities. The design and development m-learning call online learning system for elderly completing three detail as development to learning management on system, consist of three part e.g. admin, user and member. Which, admin can be add, delete and edit for member registration login to system that user or member can be to learn media electronic online and the system is divided between menu such as electronic online, contact expert, the news, travel, game, exercise and place of entrepreneur. System can be storage data login by user any once for member and general member. Then, it is analyzed requirement use of media electronic online to learning in the next time and recommended media an interesting by content. Assessment use mobile tool for send message or login web board online or social network of online learning system for elderly.

V. CONCLUSION

M-learning application program in learning management to effectiveness elderly of lifelong learning were the Knowledge warehouses in architectural integration of knowledge management, decision marking, artificial intelligence and data warehousing can be decision to method increase for thinking in organization. M-learning application program were a web browser, web server, data warehouse for learning with applications of "key" cycles were general message as opening website the message of content, career supported for opening media electronic use online digital on youtube, establishment places for searching and selecting establishment places, social networks for sending and sharing media electronic linking a youtube, self-assessment to assessment general questionnaire of content, communication expert as typing word such as greeting, gamification were playing game which collecting score of non-time limit, Travel as need to exercise at home, can be open media electronic online by smartphone for playing video on YouTube type of step by step, and operation is detailed to operation by recommended data

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