



UNIVERSITI
MALAYSIA
KELANTAN



CRI 2021

CARNIVAL OF RESEARCH AND INNOVATION
VIRTUAL INTERNATIONAL EDITION

e-PROCEEDING

CARNIVAL OF
RESEARCH & INNOVATION
(CRI 2021)
VIRTUAL INTERNATIONAL EDITION

In conjunction with



INTELLIGENT 2021
POLITEKNIK KOTA BHARU

I N T E R N A T I O N A L
VIRTUAL INNOVATION CHALLENGE
(INTELLIGENT2021)

&



CREATIVE INNOVATION CARNIVAL
(CIC) 2021

20 – 21 SEPTEMBER 2021
UNIVERSITI MALAYSIA KELANTAN, MALAYSIA

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**SUBMIT A MOBILE APPLICATION FOR ASSIGNMENT DUE DATES MANAGEMENT:
A MOBAGOGY****Siti Afiqah Binti Zainuddin**Universiti Malaysia Kelantan, Kelantan, Malaysia
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Highlights: SUBMIT is a mobile application specially design for student and lecturer to better manage their assignment and task due dates in one place. The apps provide freedom for student and lecturer to access the important information such as task/assignment, its due dates, location for the task submission, contact directory and many more important information that is accessible anytime and anywhere from a mobile phone. No more missed task submission and penalties, student and lecturer can only focus on completing the task and submit the completed work before its due.

Key words: Mobagogy, mobile application, e-learning, task management.

Introduction

E-Learning is commonly known as a contemporary platform that consists of many types of computers and electronic media applications which used as communication instruments. The users of e-learning are not limited to any type or class. As long as the users have access to any devices with embedded technology, everyone can be e-learning users (Aziz et al., 2019). In modern society, it is well known among educators and students. A primary reason for this is the students can attend online classes at any time and from any location utilising E-Learning.

Mobile application usage in teaching and learning activities is one of a common type of e-learning (also known as mobagogy). Teachers and students explore better opportunities and discover new challenges as a result of the introduction of mobile learning technologies into teaching and learning activity (Karabatzaki et al., 2018). Mobile learning is a technology that is ubiquitous in nature, wireless, highly portable, and equipped with multimedia capabilities, adding a new dimension to the delivery of education (Karabatzaki et al., 2018 and, Melhuis and Falloon, 2010).

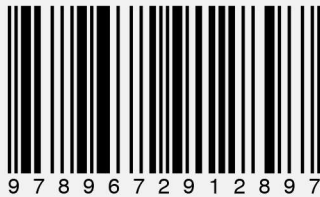
Content

There are several factors for the inclination in the usage of mobile applications in teaching and learning activities in class. Prior to its adoption in class, the usage of mobile applications is popular among e-commerce enterprises. They used to create mobile applications to reach new customer segment. This is because the mobile application successfully attracts excitement for the potential customers to buy their products and services just from a few clicks from their phone. The incorporation of mobile applications in classrooms has not far departed from this scenario. New generation alpha students and lecturers can be easily attracted to this medium of teaching and learning as it capable of creating excitement for them. Perhaps, in earlier study conducted by Litchfield et al. (2007) shows the education community has been interested in these medium mainly because they are capable of providing a number of gaming experiences which is a common entertainment experience nowadays.

With advance software and web-based application available in the market, development of mobile application is no longer complicated as before. The innovator or creator of the application can easily improve the application's features and functions to makes the application suitable for teaching and learning activities. With each new version of this application, new features that make them more convenient and affordable are introduced, and new apps that make our lives easier are constantly released by the developer. As a result of these developments, educators and researchers have begun to employ this technology to promote teaching and learning (Karabatzaki et al., 2018 and, Murray and Olcese, 2011).

In addition, Murray and Olcese (2011) opine the use of mobile devices has the potential to change how we learn by making the traditional classroom more interactive and engaging. It allows lecturers to teach without regard for time or place, allowing learning to continue after class or outside of the classroom in places where learning naturally occurs. It also enables lecturers to connect with students on a more personal level via devices they use on a daily basis, while sensing technologies enable learning to be personalized and tailored to the individual learner. Students will be more appreciated and easily attached to the learning environment. In some cases, mobile learning also allows students to participate in problem-solving exercises and complete game-oriented and open-ended project work. This experience helpful to increase engagement and participation in conducting tasks.

e ISBN 978-967-2912-89-7



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