

Promoting Self-Directed Learning through G-Suite or Google Classroom at Undergraduate Level - A Study

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Background of the Study

Computer Assisted Language Learning is the general term for the range of processes and activities that employ computers in the teaching and learning of a new language (Stevie n.d). It is often perceived as an approach to language teaching and learning in which a computer is used as an aid to the presentation, reinforcement and assessment of material to be learnt, usually including a substantial interactive element (Davies n.d).

The history of CALL is often divided into three phases:

- Structural CALL
- Communicative CALL
- Integrative CALL

Structural / Behaviourist CALL by Warschauer started in the '50s and developed through the '70s. This marked the era of Stimulus and Response. The computer prompts the student with a question, and the student gives an answer by filling in the blanks or choosing from a given set of choices. The method is based on Grammar-Translation and Audiolingual methods. Language is seen as made up of discrete units which are closely interconnected and interacting according to a predictable and explainable set of rules. Teachers teach grammar rules and repetitively drilled their classes on different ways the rules can be correctly applied. An example of this are the "listen-and-repeat" programs used in language labs.

Communicative CALL became popular in the '80s and '90s. Communicative Approach to language teaching came into being as a reaction to Grammar-Translation and Audiolingual methods. This time, instead of teaching the language—its rules, syntax, phonemes and morphemes—teachers found ways to provide opportunities for students to actually use the language. They gave students tasks that can only be completed by using language. Communication and interaction were important. And because such technology always comes in service of the language paradigm of the day, computers were used to reflect these ideas.

The next phase of CALL is the Integrative Phase which reigns from 2000 onwards. It includes the drills of the structural approach, followed by the skills in the communicative approach. Critics of the second phase say that the skills taught may be limited to the number and types of

situations that may be presented to students. There needs to be an integration of the knowledge presented in the first phase as well as the communicative skills of the second phase.

Integrative phase blended the virtues of previous decades into a technology that, for its part, has found its stride. The development of the Internet and hypermedia that can integrate video and audio streaming, graphic-interactive content, and virtual worlds have redefined how learning is done (Stevie n.d).

Mobile Assisted Language Learning

Mobile Assisted Language Learning (MALL) is language learning that is assisted or enhanced through the use of a mobile device. MALL is a subset of both Mobile Learning and Computer Assisted Language Learning. MALL has evolved to support students' language learning with the increased use of mobile technologies such as mobile phones, MP3 and MP4 players, PDAs and devices such as the iPhone or iPad. With MALL, students are able to access language learning materials and to communicate with their teachers and peers at anytime, anywhere.

Most schools have access to technology. From computers to tablets, students are able to access high quality internet access for teaching and learning purposes. Today's connected classrooms provide both teachers and students easier, faster, and more affordable access to information, learning resources, experts, peers, and a wider community of educators. Teachers and professors are using social media channels like *Facebook* to connect with other schools and individuals who can help them adapt their teaching practices to make the most of the digital tools. On the other hand, students are using digital technologies to connect with other students, not only in their country but across the globe, to engage in self-directed learning in areas of personal expertise and interest (Arora n.d.).

Verso

Verso is an online resource designed for K-12 teachers to maximize impact. Verso makes it quick and easy to boost student engagement, increase classroom collaboration, improve literacy outcomes and develop students' critical and creative thinking while measuring student progress and growth to enable personalisation of learning (*Versolearning.com*).

Verso can be accessed by students through the mobile app installed on their smartphones or tablets, and through the web browsers on their computers at home. All the comments in Verso can be viewed in real time. Not only that, every flip comes with a flip report which measures all participants' engagement, helping the teachers determine who among their students are contributing to the discussion most and who needs more support.

Socrative App

Socrative app offers an interactive environment for students and teachers to share their learning. It is easy-to-use and fun to implement. Teachers can ask questions, conduct polls, and conduct assessments with real-time data displayed during the session. Gauging student understanding and ideas has never been so easy.

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Teachers begin by setting up their classroom and receiving a room number. Students can use their devices to enter the room and interact. Pre-designed questions can be open for students, or the teacher can ask questions and conduct polls. The variety of questions include true/false, multiple choice, short answer, and more.

Graphs displaying student answers will be generated for the teacher during the session, and results can be emailed afterwards. This takes the routine process of assessment and makes it more engaging for students. Showing comprehension of their reading can occur straight through their handheld device, and they are able to receive feedback quickly. Students will love the workflow with this app.

Edmodo

Edmodo is a full-featured social learning platform designed to connect and collaborate within the educational environment. It is a social media network which is not only perfect for teachers and students but also for parents or guardians to receive school related information. It collaborates and connects, shares content, and gives access to homework, school notices, and grades.

Mostly teachers can use *Edmodo* as an online blackboard and inbox. They can post polls, quizzes, and assignment guidelines, and invite students to submit finished assignments. Students can collaborate on projects, asking questions and working together.

There are various ways to use Edmodo as teacher including to communicate with students when they are out of the classroom, provide updates to students who are absent from class, and facilitate project-based learning in classroom by leveraging Edmodo's small-group feature.

G-Suite or Google Classroom

To make teaching and learning productive, collaborative, and meaningful, Google team worked with educators across the country to create *Google Classroom*: a streamlined, easy-to-use tool that helps teachers manage coursework. With *Google Classroom*, educators can create classes, post assignments, grade and send feedback, and view the scores in the same platform.

- Tackle administrative tasks more efficiently

With simple setup and integration with G-Suite for Education, *Google Classroom* streamlines repetitive tasks and makes it easy to focus on what teachers do best: teaching.

- Work anywhere, anytime, and on any device

With *Google Classroom*, teachers and students can sign in from any computer or mobile device to access class assignments, course materials, and feedback.

- The best in learning management

Google Classroom is free for students if the school or college signs up for G-Suite education license. Like all educational tools, *Google Classroom* meets high security standards.

- More time for feedback

Educators can track student progress to know where and when to give extra feedback. With simplified workflows, more energy can be focused on giving students constructive, personalised feedback (*edu.google.com*).

Self-Directed Learning

Approximately 70 percent of adult learning is self-directed. About 90 percent of all adults conduct at least one self-directed learning project a year. Self-Directed Learning (SDL) is a process in which individuals take the initiative, without the help of others in planning, carrying out, and evaluating their own learning experiences. In essence, SDL is an informal process that primarily takes place *outside* the class-room. What qualifies learning as “self-directed” is who (the learner) makes decisions about content, methods, resources, and evaluation of the learning. Individuals take responsibility for their own learning process by determining their needs, setting goals, identifying resources, implementing a plan to meet their goals, and evaluating the outcomes (*TEAL*).

The benefit of SDL is that learning can easily be incorporated into daily routines and occur both at the learner’s convenience and according to his/her learning preferences. It can involve the learner in isolated activities, such as researching information on the Internet; it also can involve the learner in communication with experts and peers, as in a traditional class-room.

SDL can be difficult for adults with low-level literacy skills who may lack independence, confidence, internal motivation, or resources. Not all learners prefer self-directed option, and many adults who engage in SDL also engage in more formal educational programs, such as teacher-directed courses. Within the adult education setting, the teacher can augment traditional classroom instruction with a variety of techniques to foster SDL for individuals or for small groups of learners who are ready and willing to embark on independent, self-directed learning experiences.

In Self-Directed Learning (SDL), the teacher can help the learners to

- conduct self-assessment of skill levels and needs to determine appropriate learning objectives
- identify the starting point for a learning project
- negotiate a learning contract that sets learning goals, strategies, and evaluation criteria
- acquire strategies for decision-making and self-evaluation of work
- develop positive attitudes and independence relative to self-directed learning
- reflect on what he/she is learning
- encourage and support learners throughout the process
- help them recognise their thought processes and strategies

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- offer evidences of successful learning outcomes (*TEAL*)

Need for the Study

Digital Learning plays an important role in today's education. Higher Education Council (HEC) of India insists on using educational technology in promoting teaching and learning at college level. Many colleges have started using educational technology tools like *Verso*, *Socrative Learning*, *G-Suite*, and *Edmodo*.

Objectives of the Study

The objectives of the study are:

- to find if the students prefer technology-based teaching
- to examine the use of *Socrative Learning* app
- to evaluate the use of *G-Suite* or *Google Classroom*

Location of the Study

The location of the study is Chevalier T. Thomas Elizabeth (CTTE) College for Women, Perambur, Chennai.

Samples of the Study

The samples of the study are III B.A. (English) students of Chevalier T. Thomas Elizabeth (CTTE) College for Women, Perambur, Chennai.

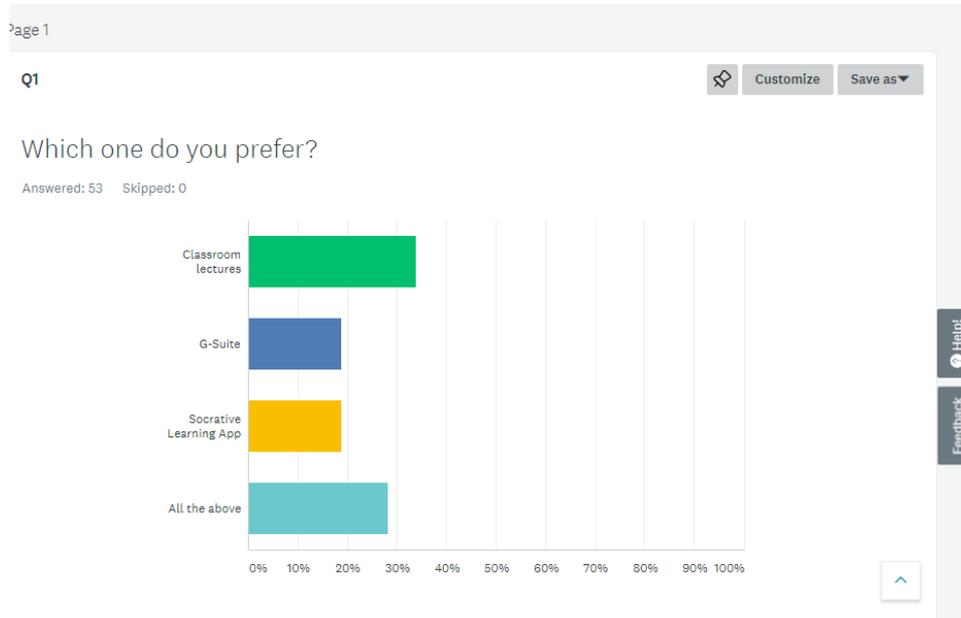
Research Tool

- A survey questionnaire with 10 multiple-choice questions is designed using *Survey Monkey*.

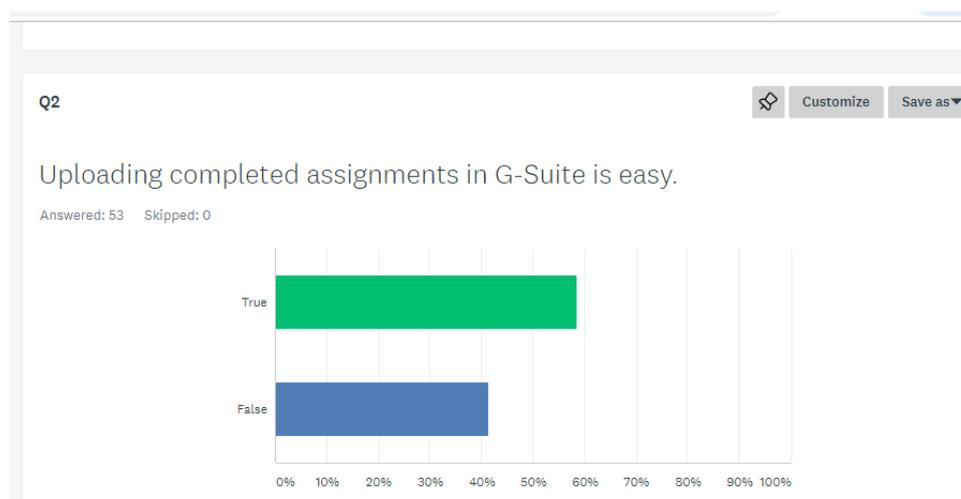
Steps Involved in the Study

- III B.A. English students who use *G-Suite* or *Google Classroom* as a part of their regular learning are chosen as the samples for the study.
- The survey questionnaire with 10 multiple-choice questions (designed using *Survey Monkey*) is sent to the samples through their class *WhatsApp* group.
- The samples click on the link and complete the survey questionnaire.

Data Analysis and Interpretation

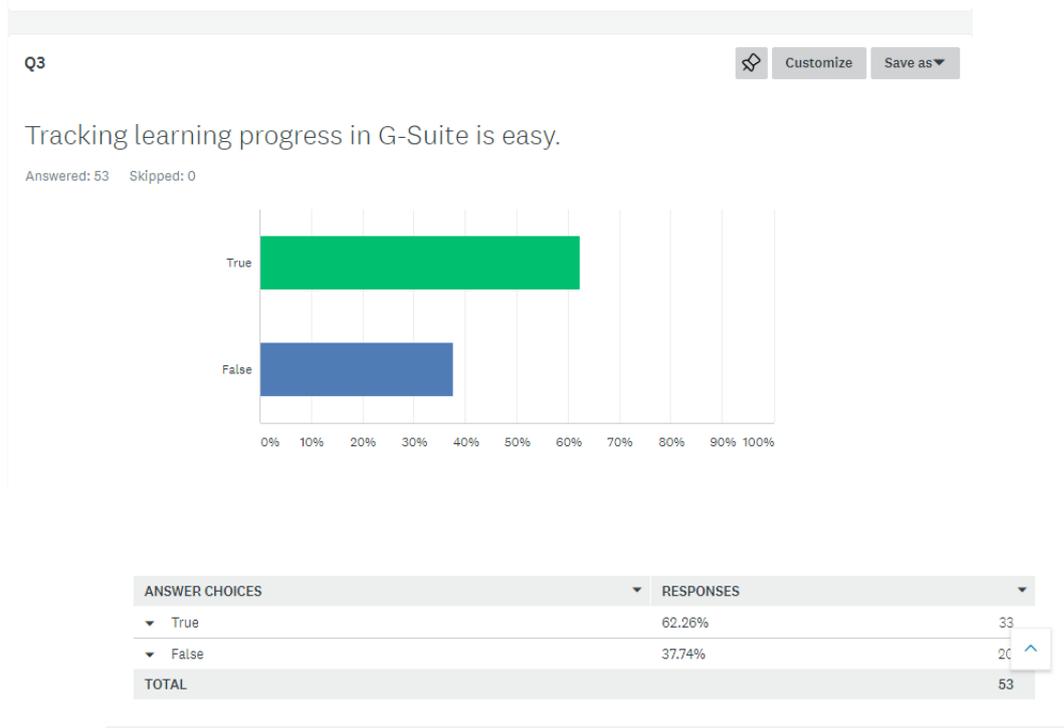


- Out of 53 students, 18 students (34%) like classroom lectures.
- 10 students (19%) prefer *G-Suite*.
- 10 students (19%) like *Socrative Learning app*.
- 15 students (28%) prefer classroom lectures, *G-Suite*, *Socrative Learning app*.
- 18 Students (34%) prefer classroom lectures.



ANSWER CHOICES	RESPONSES	
True	58.49%	31
False	41.51%	22
TOTAL		53

- Out of 53 students, 31 students (58%) state that uploading completed assignment in *G-suite* is easy.
- 22 students (42%) state that uploading completed assignment in *G-suite* is difficult.



- Out of 53 students, 33 students (62%) state that tracking lesson progress in G-Suite is easy.
- 20 students (38%) state that tracking lesson progress in G-Suite is difficult.

Q4

What do you like the most in G-Suite?

Answered: 53 Skipped: 0

RESPONSES (53) WORD CLOUD TAGS (0)

Apply to Selected Filter by tag Search responses

Showing 53 responses

3/2/2019 2:36 PM View respondent's answers Add tags

Paperless assignments
3/2/2019 12:57 PM View respondent's answers Add tags

It easy to upload our assignment and whn we want to read again the same assignment which we dome before r able to read in G-suit.
3/2/2019 12:05 PM View respondent's answers Add tags

All notes are available in exam timings.Easy to submit our assignments
3/2/2019 11:52 AM View respondent's answers Add tags

Qn. 4. What do you like the most in G-Suite?

- Videos uploaded by teachers help in understanding the lessons better
- Easy to read and upload assignments
- Submitting assignments online saves time
- Easy to track information and notifications in *G-suite*
- Uploaded lessons and assignments can be referred during exam preparation

Q5

What do you hate the most in G-Suite?

Answered: 53 Skipped: 0

RESPONSES (53) WORD CLOUD TAGS (0)

Apply to Selected Filter by tag Search responses

Showing 53 responses

some time...data not support...and it was struggle for us and we unable to submit our assignment before the due date...we unable do in offline..
3/2/2019 7:40 AM View respondent's answers Add tags

Nothing
3/2/2019 7:18 AM View respondent's answers Add tags

The due date n the attachments which is to be attached is hard
3/1/2019 10:45 PM View respondent's answers Add tags

Qn. 5. What do you hate the most in G-Suite?

- Assignments with due date
- Consumption of more data while watching videos
- Assignments shown as ‘missing attachment’ even after uploading correctly

Q6 Save as ▼

What do you like the most in Socrative Learning app?

Answered: 53 Skipped: 0

RESPONSES (53) WORD CLOUD TAGS (0)

Apply to Selected ▼ Filter by tag ▼ 🔍 ⓘ

Showing 53 responses

<input type="checkbox"/> Re doing the quiz	3/5/2019 10:32 AM	View respondent's answers	Add tags ▼
<input type="checkbox"/> Quizzes.. we can do those quizzes for several number of times	3/4/2019 5:44 AM	View respondent's answers	Add tags ▼
<input type="checkbox"/> This app makes learning fun, the videos and quiz are very interesting.	3/3/2019 5:43 PM	View respondent's answers	Add tags ▲
<input type="checkbox"/> The quice questions			

Qn. 6. What do you like the most in Socrative Learning?

- Helps in preparing for objective-type questions
- Understanding and remembering the lesson concepts
- Solving quizzes as many times as possible
- Doing quick revision before the exam

Q7

What do you hate the most in Socrative Learning app?

Answered: 53 Skipped: 0

RESPONSES (53) WORD CLOUD TAGS (0)

Apply to Selected Filter by tag Search responses

Showing 53 responses

<input type="checkbox"/>	So far nothing	3/3/2019 5:43 PM	View respondent's answers	Add tags
<input type="checkbox"/>	I don't hate	3/3/2019 5:16 PM	View respondent's answers	Add tags
<input type="checkbox"/>	I don't hate	3/3/2019 5:15 PM	View respondent's answers	Add tags

Qn. 7. What do you hate the most in Socrative Learning?

- Quizzes can be done only when the teachers log-on to the classroom.

Q8

Besides G-Suite and Socrative Learning apps, have you used any other app for learning? If yes, mention the name(s) of the app(s).

Answered: 53 Skipped: 0

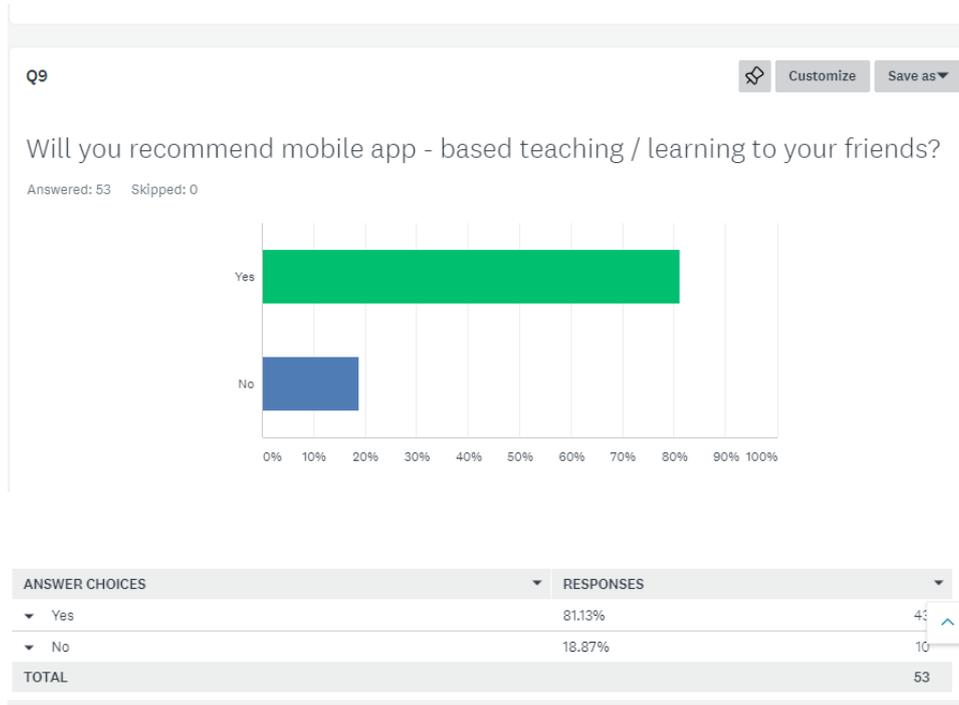
RESPONSES (53) WORD CLOUD TAGS (0)

Apply to Selected Filter by tag Search responses

Showing 53 responses

<input type="checkbox"/>	Edmodo	3/2/2019 11:52 AM	View respondent's answers	Add tags
<input type="checkbox"/>	Edmodo	3/2/2019 11:48 AM	View respondent's answers	Add tags
<input type="checkbox"/>	no	3/2/2019 11:48 AM	View respondent's answers	Add tags

- Students have used Verso and Edmodo other than *G-Suite* and *Socrative Learning*.



- Out of 53 students, 43 students (81%) recommend mobile-app based learning to their friends.
- 10 students (18%) do not recommend mobile-app based learning to their friends.

Q10

Why do you like / hate mobile app - based teaching / learning?

Answered: 53 Skipped: 0

RESPONSES (53) WORD CLOUD TAGS (0)

Apply to Selected Filter by tag Search responses

Showing 53 responses

It's very easy and interesting
3/4/2019 5:44 AM [View respondent's answers](#) [Add tags](#)

What I like about It is , its easy to access. A fun way of learning. In today's world we spend so much time on social media so instead ofor wasting our time it's much profitable to use my time for learning more through these learning apps. What I hate about these apps is some times they don't work properly .
3/3/2019 5:43 PM [View respondent's answers](#) [Add tags](#)

Qn. 10. What do you like / hate about mobile-app based teaching / learning?

- Promotes independent learning
- Interesting to view lesson-based materials
- Videos and PPTs are useful in understanding lesson concepts

- Useful to remember and understand
- Fun way of learning
- Easy access
- Less tedious than handwritten assignments

Major Findings

- Mobile-app based learning promotes independent learning.
- Self-Directed Learning is promoted by educational tools like *G-Suite* or *Google Classroom*.
- *G-Suite* or *Google Classroom* helps the students learn anytime, anywhere.
- *G-Suite* and *Socrative Learning* create a fun way of learning.

Recommendations

- Assignment tracking can be made easy in *G-Suite* or *Google Classroom*.
- *Socrative Learning* quizzes can be made available to the students even if the teacher is offline.

Limitations of the Study

- Samples are chosen from only one college.
- The sample size is limited to 53 students only.

Scope for Further Research

- Further research can be conducted to find if mobile-app based learning helps the students in improving their test scores.
- The research can be extended to various colleges which use mobile-app based learning at undergraduate level.

ANNEXURE

Survey Questionnaire

1. Which one do you prefer?
 - a) Classroom Lectures
 - b) G-suite
 - c) Socrative Learning App
 - d) All the above
2. Uploading completed assignments in G-Suite is easy.
 - a) True
 - b) False
3. Tracking learning progress in G-Suite is easy.
 - a) True
 - b) False
4. What do you like the most in G-Suite?
5. What do you hate the most in G-Suite?

6. What do you like the most in Socrative Learning app?
7. What do you hate the most in Socrative Learning app?
8. Besides G-Suite and Socrative Learning apps, have you used any other app for learning? If yes, mention the name(s) of the app(s).
9. Will you recommend mobile app-based teaching / learning to your friends?
 - a) Yes
 - b) No
10. Why do you like / hate mobile app - based teaching / learning?

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