

ISBN : 978-93-85526-79-4



RAJMATA JIJAU SHIKSHAN PRASARAK MANDAL'S



ARTS, COMMERCE & SCIENCE COLLEGE

LANDEWADI, BHOSARI, PUNE- 411039

(Affiliated to Savitribai Phule Pune University and Approved by Govt. of Maharashtra)

DEPARTMENT OF COMPUTER & BCA

ONE DAY STATE LEVEL CONFERENCE

ON

"CURRENT TRENDS IN IT"

(CTIT 2016)

ON 22nd APRIL 2016



Principal Prof. Ashok Patil

Rajmata Jijau Shikshan Prasarak Mandal's
Arts, Commerce & Science College, Bhosari, Pune - 39

Prof. Kiran Chaudhari, Vice Principal
Convener

Prof. Sushma Nagre
Organising Secretary

Prof. Rohini Bhoware
Organising Co-ordinator



**RAJMATA JIJAU SHIKSHAN PRASARAK MANDAL'S
ARTS, COMMERCE & SCIENCE COLLEGE**

LANDEWADI, BHOSARI, PUNE - 411 039.

(Affiliated to Savitribai Phule Pune University and Approved by Govt. of Maharashtra)

**ONE DAY STATE LEVEL CONFERENCE ON
"CURRENT TRENDS IN I.T."**

On Friday, 22nd April 2016

Certificate

This is to certify that Prof./Dr./Mr./Mrs./Miss. Prof. Sarika R. Patil
of JSPM'S JIMS Tathawade College/Institute
has participated / presented a research paper / delivered address / chaired session / as a resource person
during the conference.


Convener


Principal

AN OVERVIEW :-E-LEARNING BASED ON CLOUD COMPUTING

Prof.Sarika R Patil
JSPM's JIMS Tathwade
Patil.sarika417@gmail.com

Prof. Prashant More
JSPM's JIMS Tathwade
prashantme85@gmail.com

Abstract- The popularity of learning on the internet, the construction of perfect web-based learning environment has become one of the hot points on researching remote education. It is envisioned that, in the near future, cloud computing will have a significant impact on the educational and learning environment, enabling their own users (i.e., learners, instructors, and administrators) to perform their tasks effectively with less cost by utilizing the available cloud-based applications offered by the cloud service providers. This paper discusses the use of cloud computing in the educational and learning arena, to be called "Education and Learning as a Service" (ELaaS).

Keywords:- Cloud Computing, ELaaS,

1. Introduction :

Current world is internet world. Almost all the people uses internet for accessing different services. In Cloud Computing various cloud customers insense consumer demand variety of services as per their run time needs over the internet. So it is the job of cloud computing to benefit all the demanded services to the cloud consumers. But due to the availability of finite resources it is very difficult for cloud providers to provide all the demanded services in time. Cloud computing is a complete fresh technology.

In both academia and industry, cloud computing has been recently attracting significant momentum and attention as one of those opportunities that could prove to be of immense benefits and empowering in some situations, due to its flexibility and pay-per-use cost structure, for organizations. In the educational and learning arena, this will be called "Education and Learning as a Service" (ELaaS).

The major advantages of e-learning are:

- Flexible
- Reduces usage of paper, cost and Time
- Improves communication and interactivity.
- Eco-friendly because of the virtual env.
- Avoids travelling
- Can store multiple topics at the same time which will provide suitable environment for teachers and students to shift from one topic to another
- Learners can register and take their course in their account at any time and at any place.
- E-learning system provides training through internet in a geographically large scale.
- Students can manage and fix their learning goals.

2. **Cloud Computing :** Simply cloud computing provides anytime / anywhere services that can be accessed from any device in such a way that user is not responsible for where the services or applications are located or how it maintained or updated, all this and more will be the responsibility of cloud computing service providers such as Google and Amazon EC2, etc... Cloud computing not only saves the money needed for upgrading many labs' hardware or purchase many software licenses but also it relieves the user from periodic maintenance operations. It also provides a high level of security and privacy
3. **Related Work :** A Systematic literature review is a means of identifying, evaluating and interpreting all available research relevant to a particular research question, topic or phenomenon of interest

ASM's International E-Journal on 'Ongoing Research in Management & IT'



PRESENTED BY



E-ISSN – 2320-0065

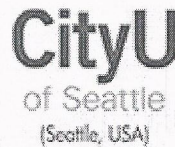
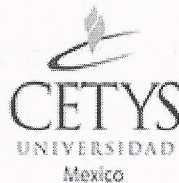
INFORMATION TECHNOLOGY

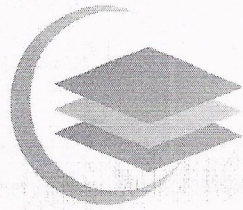
In Association With

IN ASSOCIATION WITH



SAVITRIBAI PHULE
PUNE UNIVERSITY
(Pune, India)





International Conference on 'Ongoing
Research in Management and IT'
incon-2016
8th - 9th January 11th edition
Pune, India

AUDYOGIK SHIKSHAN MANDAL, PUNE, INDIA

PRESENTED BY



IN ASSOCIATION WITH



Certificate

This certificate is awarded to

Prof. Kamlesh Arun Meshram

For Paper Submission/Presentation in
ASM's "International Conference on
Ongoing Research in Management and IT"
at the ASM Campus, on the topic titled

"A Review of Mobile Applications Usability Issues
And Usability Models For Mobile Applications InThe
context of M-Learning"

Dr. Sandeep Pachpande

Dr. Sandeep Pachpande
Chairman
ASM Group of Institutes

Dr. Asha Pachpande

Dr. Asha Pachpande
Founder Secretary
ASM Group of Institutes

A Review of Mobile Applications Usability Issues and Usability Models for Mobile Applications in The Context of M-Learning

Mr. Kamlesh Arun Meshram

JSPM'S

Jayawant Institute of Management Studies,
Tathawade,

Pune, Maharashtra, India

Kamlesh.meshram2007@gmail.com

Dr. Manimala Puri

JSPM'S

Jayawant Institute of Management
Studies, Tathawade,

Pune, Maharashtra, India

manimalap@yahoo.com

ABSTRACT :

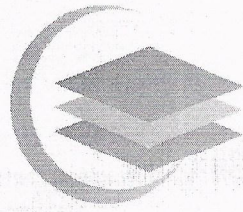
The purposes of the present study are to describe the usability issues of mobile learning applications based on existing usability models, and to discuss implications for the future research in this area. This paper has three aims: First aim is to provide a past overview of mobile learning concept and new advancement in the process of Teaching-Learning. Secondly it discusses the Usability issues and review of usability models for mobile applications in context of mobile learning in the higher education. Third aim is to review evidences getting from review of literature. The review of usability issue for mobile applications and review usability models will help the researcher newer aspects for designing m-learning application. Mobile learning is gaining its recognition as it is accepted to be an effective Teaching-Learning technique of delivering lectures and acquiring knowledge as its main strength is ubiquitous learning. Usability issues play an important role in M-Learning in the context of higher education. These Usability Issues have prompted many researchers to further research on mobile learning due to its potential in making teaching and learning more effective and promising. Finally, this paper reveals usability issues and significance of usability Model in the context of higher education.

Keyword : Mobile Learning, Usability Issue, Ubiquitous Learning, M-Learning Application, Usability Models

Introduction :

Mobile phones have become a popular device in people's daily life up to business. Statistics show that nearly 4.4 billion mobile connections will exist by 2017 worldwide and the number is increasing every day. Trends in the Information Technology (IT) and purchasing policies indicate that individuals use their personal phone for work (Sean, 2006). Mobility business has become main stream and it is predicted that there will be more than 1.3 billion mobile workers by Stacy *et al.* (2011). This situation has caused mobile applications to emerge as corporate IT initiatives that need to support the organizational functions.

Usability is defined as the capability of a product to be understood, learned, operated and be attractive to users when used to achieve certain goals with effectiveness and efficiency in specific environments (Bevan, 1995; Hornbæk and Lai-Choong, 2007; International Organization for Standardization, 2002). Usability of a product is normally demonstrated through its interfaces. To ensure software products could meet this quality, a number of usability guidelines and standards have been introduced. They however are generic rules to guide the design and implementation for web and desktop applications. Usability guidelines for mobile applications are still lacking and relatively unexplored and unproven (Azham and



International Conference on 'Ongoing
Research in Management and IT'
incon-2016
8th - 9th January 11th edition
Pune, India

AUDYOGIK SHIKSHAN MANDAL, PUNE, INDIA

PRESENTED BY



IN ASSOCIATION WITH



Certificate

This certificate is awarded to

Prof. Kamlesh Arun Meshram

For Paper Submission/Presentation in
ASM's "International Conference on
Ongoing Research in Management and IT"
at the ASM Campus, on the topic titled

A Comparative Study of E-Learning & Mobile learning in Higher
Education - Indian Perspective.

Dr. Sandeep Pachpande

Dr. Sandeep Pachpande
Chairman
ASM Group of Institutes

Mrs. Asha Pachpande

Dr. Asha Pachpande
Founder Secretary
ASM Group of Institutes

A Comparative Study of E-Learning and Mobile Learning in Higher Education – Indian Perspective

Mr. Kamlesh Arun Meshram

JSPM'S

Jayawant Institute of Management Studies,
Tathawade, Pune, Maharashtra, India

7620228842 / 9850228842

Kamlesh.meshram2007@gmail.com

Dr. Manimala Puri

JSPM'S

Jayawant Institute of Management
Studies,

Tathawade, Pune, Maharashtra, India

09325093752

manimalap@yahoo.com

ABSTRACT :

E-Learning and M-learning are the modern tools in Higher Education. This research paper focuses on insights of e-learning and m-learning. Recently there has been ample use of mobile technology and e-learning tools in education, although the technology is still evolving. The question is why the sudden interest, especially in countries like India where still many students gets dropouts after their schooling. But at the same time India has huge market for smart phones is concerned. Twenty first century declared to be the age of information and communication technology. This is the time when more people everywhere are involved in acquiring new knowledge and skills. We cannot work in the society without on-line technology. Online technology is also entered in the field of education. E-learning and M-learning have become extremely important buzz words of the educational technological revolution; each characterising a whole raft of ideas and resources for the tech-savvy teacher. But the two terms are not always used correctly, with some confusion about the differences between them and where they overlap. And in more complex terms, thinking about the differences between E-learning and M-learning can be particularly useful for teachers who use technology in the classroom, as it can help them to pick out which techniques are best for which education scenario. The present paper was based on secondary sources of data highlighting the comparison of concept, characteristics, advantages, disadvantages, similarities and differences between E-learning and M-learning.

Keyword : Mobile Learning, E-Learning, ICT, Pedagogical, Ubiquitous Learning

Introduction :

This paper focuses impact of e-learning and m-learning on higher education in India, e-learning and m-learning content preparation and presentation tools, application of eLearning in various types of methodologies used in higher studies, pros and cons of eLearning and mLearning. This paper gives insights and future aspects of both eLearning and mLearning in the context of Higher Education in India. Since the Indian knowledge industry is entering into the take off stage, the strategy of survival of the fittest holds good. E-learning with M-Learning plays an important role in the educational development of any nation. In India education system evolving rapidly, many private universities has been formed in recent years. A State universities and private universities in India are offering different courses for modern

OVERVIEW OF EMERGING TRENDS IN CLOUD COMPUTING SECURITY AND FUTURE CHALLENGES

Prof.Sarika R Patil
JSPM's JTC Tathwade
Patil.sarika417@gmail.com

Abstract-Today's world is internet world, almost all people uses internet for accessing different services. Cloud computing is asset of IT services that are provided to customer over a network on a leased basis and with the ability to scale up or down their service requirement. Cloud computing services are delivered by third party provider who owns infrastructure. It is an emerging IT service model paying its way into the business world understanding of cloud differs from people to people. Cloud computing is a way different from traditional computing. In traditional approach the organization needs to set up large server's storage devices and lot of other equipments to support business. There are various research challenges privacy, data security, interoperability and reliability. This paper contains key research challenges present in cloud computing and future issues.

Keywords:- Cloud Computing, Services, research challenges

1. INTRODUCTION

Today's world is internet world. Almost all the people uses internet for accessing different services. In Cloud Computing various cloud consumers demand variety of services as per their dynamically changing needs over the internet. So it is the job of cloud computing to avail all the demanded services to the cloud consumers. But due to the availability of finite resources it is very difficult for cloud providers to provide all the demanded services in time. Cloud computing is a complete new technology. It is the development of parallel computing, distributed computing grid computing, and is the combination and evolution of Virtualization, Utility computing, Software-as-a-Service (SaaS), Infrastructure-as-a-Service (IaaS) and Platform-as-a-Service (PaaS). Cloud is a metaphor to describe web as a space where computing has been preinstalled and exist as a service; data, operating systems,

applications, storage and processing power exist on the web resources include network,

server, storage, application, service and so on and they can be deployed with much quick and easy manner and least management and also interactions with service providers. Cloud computing can much improve the availability of IT resources and owns many advantages over other computing techniques. Users can use the IT infrastructure with Pay-per-Use-On-Demand mode; this would benefit and save the cost to buy the physical resources.

E-learning services have evolved since computers were first used in education. There is a trend to move towards blended learning services, where computer-based activities are integrated with practical or classroom-based situations. There are various approaches to E-learning. Computer-based learning (CBL), refers to the use of computers as a key component of the educational environment i.e. a classroom where computers are used for teaching purposes. Computer-based trainings (CBTs) are