

Designing a Social Network for M-Learning and Implementing a Prototype

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Abstract

The aim of E-learning is to learn everywhere and at all times. However E-learning has some limitations to reach this goal. M-learning is a new technology that can alleviate the limitations of E-learning by using the mobile devices (i.e. PDA and smart phone) which enables us to learn everywhere and every time. In this paper we will propose a new M-learning system established upon the Web 2.0 techniques. Our system registers the user history and user preferences in his profile in order to exploit them for his subsequent interactions. Our system is therefore recommended to the pertinent contents to user by supposing his knowledge on his mobile device.

Keywords

Social Network, prototype, E-learning, M-learning, Electronics learning algorithm