MOBILE LEARNING IN UNIVERSITY CONTEXTS BASED ON THE UNIFIED THEORY OF ACCEPTANCE AND USE OF TECHNOLOGY (UTAUT)

INTRODUCTION

Mobile Learning

It arises as a result of transferring the use of the mobile phone to classrooms as an additional learning tool, thus promoting training anywhere and at any time.

Research Model (UTAUT)

Created to know the intent to use a new information and communication system within a specific context, regardless of the nature of activities.

MAIN OBJECTIVE

Investigating the factors affecting both technological acceptance and the tendency to use mobile learning strategies among university students.

SAMPLE

Undergraduate students from the University of Huelva. Sampling selection technique → random type stratified in different ranges according to age, gender, field of knowledge and degree year in which they were enrolled.

Instrument and Adjustments of the Measuring Model

Ad-hoc designed instrument valid with 28 items on a 1 to 6-point Likert-type scale with 307 respondents.

RESULTS ANALYSIS

SPSS V21 SOFTWARE

DISCUSSION

Positive assessment for factors related to motivation and the reduction in the time spent performing tasks

Facilitating Conditions

It becomes important to be able to solve the problems and incidents, even though it is the institutional help and support that receives the assessment as being significant.

Social Influence, Self-Management of Learning and Willingness to Use

It was not possible to carry out the relevant analyses due to the lack of reliability of the corresponding sub-scales.

Valid Expected Performance, Expected Effort, Perceived Enjoyment, Facilitating Conditions and Intent to Use.

Conclusion

Social Influence, Self-Management of Learning and Willingness to Use

To be adjusted.

High Predisposition to Use Mobile Devices for Learning Among University Students

The Future

Carrying out longitudinal studies over time.

University teacher training in the use of digital devices, best practice approach, design of experiences, and production of contents for mobile learning environments.