



Recommended Apps and Usages

Mobile devices and apps have the potential to increase our productivity and make our lives a bit easier as students, faculty, and staff. There are over 500,000 apps available for iOS and Android devices, so there's a high likelihood of finding an app that does what you need. For each of the category, we've compiled a list of popular apps and their potential uses within the academic context. While paid apps offer premium features, free apps in each category can do the same job. Obviously, this is not an exhaustive list. If you have a favorite app not listed here but would like us to feature in a future app directory, email us at crte@ucmerced.edu. Have fun!

Category	App Name (iOS/Android)	Potential Uses
Cloud Storage	Dropbox Box SkyDrive/Browser	<ol style="list-style-type: none"> 1. Upload all readings, homework, and files for anywhere access 2. Easily switch between computers and mobile devices 3. Share a folder for easy collaboration
Digital Reader	Kobo Kindle GoodReader Stanza	<ol style="list-style-type: none"> 1. Read PDFs and other digital formats with ease 2. Use bookmark feature to track where you left off 3. Take and share notes via social network and email
Taking Notes	Evernote Google/Google Drive OneNote	<ol style="list-style-type: none"> 1. Take notes during class, meeting, or event 2. Draft and develop ideas for essays/reports 3. Keep track of important info (e.g., login/password)
Digital Textbook	Kindle CourseSmart Inkling	<ol style="list-style-type: none"> 1. Access purchased textbooks from anywhere on any device 2. Take and share notes with others
Studying	myHomework gFlash+/Studystack Lino	<ol style="list-style-type: none"> 1. Use myHomework to organize your homework and deadlines 2. Use gFlash+/Studystack to create flashcards for classes 3. Use Lino to organize ideas for paper, project, or reminders
Social Networking	Facebook Instagram HootSuite	<ol style="list-style-type: none"> 1. Solicit help and ideas from friends and peers for homework and projects 2. Communicate with peers and teachers outside of class 3. Collaborate with others on project via sharing resources and discoveries

PARTICIPANT GUIDE

Welcome to the Mobile App Learning Lounge (MALL)! You're in a safe, social, and fun "playground" for sharing and learning about mobile technology. This guide helps you get the most out of your time here.

Room Layout

- The "**show and tell**" area located near the front is where volunteer presenters will give 5-10 minute talks about their favorite app(s)/device(s). Mini-presentations are on-demand throughout the session. Just asked one of the presenters.
- The "**genius board**" located at the front of the room allows participants to share their favorite app(s) and tips/tricks using their mobile devices.
- The other parts of the lounge are "**learning spaces,**" so please find a comfortable seat and explore at your own pace and based on your own interest. There'll be a few volunteer facilitators who will be roaming the room in case you have questions or just want to chat.

Volunteering Opportunity

If you're interested in volunteering at a future MALL event, please complete a volunteer form at <http://crte.ucmerced.edu/mallhelp>



Feedback

We'd love to get your feedback about your experience. You can do so at <http://crte.ucmerced.edu/mallfeedback>

