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Title- **Perception, Practice, and Peril of Mobile Technology in Access of Science e-content by Senior Secondary School Learners and Teachers: An Exploratory Study.**

### **Abstract**

Mobile technology has established its significance in the present societies as it has been touched almost all aspects of human life irrespective of gender, age, educational level of the individual, region, religion, caste, socio-political, cultural as well as economic status. It connects local to global and vice-versa. Moreover, technologies become a popular choice when it caters the needs of the majority and become affordable to nearly all. Similarly, when technology reaches everyone, it also brings good and bad to them as almost all technologies have two sides. It is the user who decides which sides he/she prefers.

The present study tried to understand the perception, practice, and peril of mobile technology concerning senior secondary school science stream learners, post-graduate science teachers as well as heads of school. It established the main stakeholders' experience on one platform regarding what they perceive, use, and the effect of mobile technology on them. The study has found that most of them perceive MTD can be beneficial in general for accessing online services, in education as well as science education in particular. They actually use mobile technology in their day-to-day online activities, especially for learning as well as using it as a teaching aid. Most of the stack holders found its use for audio-visible demonstration during learning and teaching as it is more engaging.

Moreover, teachers, as well as the head of school, promotes and use mobile technology in teaching and learning. Similarly, the majority of learners use mobile technology in their educational activities and prefer to use it in school as well as in-classroom if allowed. However, most of them revealed that they do not have the permission of MTD in school or the classroom. Furthermore, most school teachers and heads of school do not like smartphones/tablets in the hand of learners present on the

school campus or in the classroom. They do not even like to have any guidelines to be prepared by the government to allow smartphones/tablets in school.

The study reveals that there has been a considerable gap between the availability of online learning platforms and online gaming platforms. In other words, online learning platforms are not as diverse as online gaming. Moreover, most of the online learning platforms are paid, few of them provide free services; on the other hand, most of the online gaming platforms are free. However, these gaming platforms have many behavioural effects on users; in fact, some of the online games are already proved their psycho-social effects (Depression, introvert behaviour) on users.

The study also reveals the various health, educational as well as psychological effects on learners, teachers, and heads of school, respectively. Many of them complained regarding wastage of time, distraction, difficulty in concentration during learning, and teaching due to the use of MTD. Moreover, they also experienced a disturbance in sleep, eye-related problems, headache, pain in the neck, back, and wrist due to smartphone/tablet use.