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# GRAPH&CHART: SKILLSYOU NEED APP: AN EDUCATIONAL APP IN IMPROVING STUDENTS' PERFORMANCE IN COMMUNICATIVE ENGLISH CLASSROOM PRESENTATION

Rodina Iryuni Binti Shamsudin<sup>1</sup>, Nor Azlinda Binti Hasmin<sup>2</sup>

<sup>1</sup> General Studies Department, Politeknik Sultan Mizan Zainal Abidin, Dungun, Terengganu, Malaysia  
E-mail: [rodina.iryuni@psmza.edu.my](mailto:rodina.iryuni@psmza.edu.my)

<sup>2</sup> General Studies Department, Politeknik Sultan Mizan Zainal Abidin, Dungun, Terengganu, Malaysia  
E-mail: [azlinda@psmza.edu.my](mailto:azlinda@psmza.edu.my)

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## **Abstract**

Our daily lives now depend more and more on mobile applications, and their use is expanding quickly. Some of the most popular mobile application categories are educational apps. They have been utilised extensively in education and serve a variety of functions. It appears that smartphones and tablets, which the majority of students currently own and carry with them, make it simple to access mobile applications. Additionally, it can provide a range of learning approaches to meet the needs of varied students. The name of the mobile application created as a tool for Politeknik Sultan Mizan Zainal Abidin students in Communicative English Classroom is Graph&Chart:SkillsYouNeed app. The goal of the Graph&Chart:SkillsYouNeed app is to help students comprehend graphs and charts and describe patterns and movements so that the students can improve their presentation. This study aims to determine the extent to which students can describe trends and movements after using the Graph&Chart:SkillsYouNeed app. It investigates if the app aids in enhancing students' performance during presentations on that subject. 60 Civil Engineering students from two Communicative English 2 sessions made up the participants. They completed a set of questionnaires with 20 items, and the data was analysed using SPSS version 28. This study showed improvements in how students presented charts and graphs. Additionally, this study demonstrated that using the Graph&Chart:SkillsYouNeed app helped students produce presentations that met the criteria specified by the Polytechnic and Community College Education's Evaluation and Examination Department. As a result of the students' enhanced confidence, the app seems to have a positive effect on their ability to self-study and make effective presentations. Overall, the results of this study show that using mobile applications helps students meet their objectives for giving a good presentation and enhances their performance in learning English.

**Keywords:** Educational application; Graph&Chart:SkillsYouNeed app; Improve; Presentation

## **I. INTRODUCTION**

Currently, using technologies in a classroom setting increase rapidly around the world. Whereby, the use of mobile assisted is on the rise, particularly in language learning. [1] claimed that teachers and educators have a high tendency to utilize mobile-assisted teaching to guide L2 learners for example English. Hence, mobile-assisted teaching and learning can be easier and more convenient for students because they can easily bring a mobile

gadget along with them to study when they are at school [2]. Mobile apps provide convenient and accessible way for students to learn on the go, as students can access the material from their phone or tablet whenever and wherever they have time. This can be especially helpful if the students have a busy schedule or if they are trying to fit learning into their daily routine. [3] found that, the use of technology is practical, effective, and efficient for both language teachers and students in terms of time and energy.

However, learning English for students who have a non-English background is a challenge for the lecturers. The teaching materials used today are limited to printed materials, in the form of handouts, modules, and books which are inefficient to use today. Furthermore, non-interactive teaching materials that are not specifically designed to meet the demands of the relevant curriculum are to blame for the lack of interest in learning English among non-native students.

Therefore, one of the interesting solutions to address this by implementing mobile application. [4] stated that mobile learning application is a type of model that allows students to acquire learning materials anywhere and anytime by using all types of wireless handheld devices. This is in line with the results of research conducted by [5] which claimed that all learning activities are now possible to be carried out through mobile learning application. Nowadays, mobile technologies and mobile applications (apps) are becoming an essential part of learning, including foreign language learning. In fact, mobile learning research shows that the use of cell phones and their applications continues to be beneficial for the learners learning the foreign language.

Many applications have been developed for mobile platforms. Over the last few years, these applications have been the focal point not only of technical interest. Many applications have been developed for educational purposes providing interactive and engaging learning environment that help students understand and retain information better [6]. Browsing sites such as Android Apps at the Google Play Store shows the lists of learning applications for English learning, Languages, Grammar, Effective Presentation and Pronunciation. Thus, having a mobile application that facilitates students learning languages, grammar and conducts an effective presentation would be a helpful tool for them.

Referring to the explanation above, it is clear enough that integrating technology like Internet - based application did bring some benefits for foreign language learning. In line with this, the researcher would like to integrate Graph & Chart: SkillsYouNeed App in teaching English for polytechnic students whereby students can freely retrieve the app whenever and wherever they want to enhance their language focus, as well as writing and speaking skills. This app is a helpful tool that can facilitate English language learning for polytechnic students, allowing them to access notes, exercises, slide presentations, and videos. Fulfilling the needs of the students to use mobile applications

are significant as it can be a powerful tool in promoting active learning among the students compared to traditional teaching methods. Traditional teaching often rely on a one-sided approach and makes students to be passive in learning English [7].

In the context of learning English, by developing Graph & Chart: SkillsYouNeed App, it allows students to explore different types of charts and graphs, experiment with different visualizations and test their knowledge through quizzes and activities, give opportunities to the students to interact and engage meaningful and authentic contexts and provide the students with valuable opportunities for hands-on learning and practical application. Mobile apps able to provide a great resource, for students to practice English in and after class that provide extra support to students, including grammar and vocabulary exercises, audio and video content, and interactive games and quizzes. [8].

## II. LITERATURE REVIEW

Mobile phones are one of the most pervasive instruments in life today. In recent years, teachers have been exploring the use of smartphones and other mobile devices in education on account of their useful features, affordability and popularity [9]. Integrating these technologies into the classroom is an area where many possible advantages exist. It is a very popular device all over the world. And they have grown as a part of everyday life, participating to plenty of roles such as communication, entertainment, productivity and education. In addition, mobile applications and internet connectivity are measured as part of mobile technologies which suggest an additional dimension of learning by leading learners to discover ideas and knowledge when interacting with other users on social networking sites through smartphones and tablets [10].

Technology also has changed the way how teachers teach, and students learn, and has unlocked new opportunities for collaboration, communication, and in education especially teaching and learning English language. The rapid change in technology has had a significant impact on the process of educating students [11]. Education has become more dynamic and interesting because of technology, which is one of the most significant ways it transformed our education. Teachers can develop more dynamic and engaging learning experiences that can attract students' attention and help in

information retention by utilising educational software, apps, and other digital resources. A report by [12] has mentioned that the portability and information approachability provided by mobile devices have played a significant part in the enhancement of English language and learning.

Smartphones, tablets and laptop are referred to as "mobile" in the perspective of technology because of their portability and capability in providing a good communication and quick information access from any location in the world. Anything that can move fast and instantly from one location to another is said to be mobile. According to [13], mobile can be defined as something that can be transported easily. Therefore, the Graph & Chart: SkillsYouNeed App is designed to help students to study independently by their own at anywhere and anytime especially in improving presentation skill. [14] has stated in her study that mobile phones app is ubiquitous and easily portable, and that means the learners can use this app anytime they want. It has been agreed that technology permits students to discover information they need as this latest technology becomes an aid to accelerate their knowledge and give lots of advantages in learning foreign language and speaking skills. Mobile apps, as stated in [15], can be an excellent alternative to conventional teaching methods for English as they keep students engaged and inspired both inside and outside of the classroom. Mobile apps give students a convenient way to study English on the move, at their own pace, and in a setting that suits their individual learning needs.

The Graph & Chart: SkillsYouNeed App is developed to assist students in managing their oral presentation and to help them to establish their needs and understanding in learning English language. Students can construct a better script when organizing for their presentation with the help of the application. This app is developed with notes, practices, and videos on how to be better in delivering presentation. By all these features, it will benefits students in more understanding the topic and by that it will help them to enhance their confident level in doing the presentation. This app can help students to learn at their own pace. One finding from a study by [16] said that the best benefits gained by students from learning technology is encourage their motivation and confidence level. In addition to that, self-study can be taught by persistently finishing off the online course and from that students will also be more responsible for their studying [17].

The Graph & Chart: SkillsYouNeed App is also created to drill students to be more accountable for their education in which students can have their own time to learn the language. Students should be more responsible to make sure that they can cope themselves with the study if they are left behind in class. A study by [18] in his study on students' attitude towards the use of mobile phones in learning English shows that students have a very positive attitude towards it. Indirectly it shows that mobile app can help learners to train broadly and grow their English language abilities without depending merely on learning resources at their institution [19]. Besides, in an informal learning situation, they maybe want to improve their language skills by using an education app such as The Graph & Chart: SkillsYouNeed App which is concerned with language teaching such as grammar and vocabulary notes in the app together with the notes and tips on how to do a good presentation that in line with the syllabus and it can help teacher to achieve course objectives.

Hence, The Graph & Chart: SkillsYouNeed App can be a valuable tool for lecturers and students to enhance teaching and learning activities by offering various advantages such as accessibility, flexibility, and interactivity activities. It also provides a new and innovative approach to teaching and learning that can enhance student engagement and performance and provide teachers with new tools to facilitate effective learning experiences. This challenge involves altering teaching methodology and new teaching-learning models in order to expand the training standards to ensure students can achieve the goals in learning English language with the mobile applications [20]. Therefore, lecturers must be ingenious in their hunt for alternative and seek to develop educational innovation so that the teaching process can be carried out efficiently. To stay up with these developments, educators have to change and develop their teaching approaches. In order to create fresh educational ideas and exchange best practices, they can also cooperate with other academics, organisations, and business associates to raise educational standards and better student learning outcomes by exchanging information and resources. Thus, The Graph & Chart: SkillsYouNeed App was created as one of mobile learning tools that can be used to help lecturers teach in versatile and also help students to learn at their own pace especially in improving their presentation skills.

### III. RESEARCH METHODOLOGY

The main objective of the study was to identify the effectiveness of Graph & Chart: SkillsYouNeed App to help students in delivering better presentations as the students are facing problems in analyzing graphs and charts, to examine the perceptions of students after using this app as mobile learning application and whether it can certainly help the students enhancing their confidence level in delivering presentations when presenting data and ideas. Hence, this research used quantitative descriptive research methods whereby according to [21] this research involved the process of collecting, analyzing, interpreting, and writing the results of a study.

#### A. Research Instruments

A set of questionnaires was developed to examine whether Graph&Chart:SkillsYouNeed App helps in enhancing and improving students' presentation performance and skills in the DUE50032 Communicative English 3 classroom. The questionnaires were designed based on a four-point Likert Scale, (1=strongly disagree, 2=disagree, 3=agree and 4= strongly agree) to obtain reliable results. Researchers have administered a pilot test to 20 respondents and made few changes to improve our questionnaires and run a reliability test by using SPSS to obtain the Cronbach Alpha value of the questionnaires. Results of the reliability test showed the questionnaires have reached Cronbach Alpha value  $\alpha = \geq 0.95$  which indicate excellent internal acceptable consistency. Hair et al. (2010) stated that a value of 0.70 is generally agreed upon as an acceptable value, whereby value as low as 0.60 may be acceptable for exploratory research. Additionally, George and Mallery (2003) recommend a tiered approach consisting of the following: " $\geq .9$  – Excellent,  $\geq .8$  – Good,  $\geq .7$  – Acceptable,  $\geq .6$  – Questionable,  $\geq .5$  – Poor, and  $\leq .5$  – Unacceptable". Based on the Cronbach Alpha value, researchers have distributed the questionnaires to the respondents and responses were keyed in SPSS (Version 28.0) for the accurate data before analysing to get the results for the study.

#### B. Participants

The participants of the research were from two classes of Semester 4 Civil Engineering students of Politeknik Sultan Mizan Zainal Abidin. There were 60 students used as the research participants, answering a set of questionnaires consisting of 20 questions. All these students are taking communicative English Courses throughout their three years of study in Politeknik Sultan Mizan Zainal Abidin. In completing all the courses, it is

compulsory for them to complete various assessments including presentation.

#### C. Data analysis

The questionnaire was designed using Google Form, which provided a link for the participants to answer the questions. The data that was obtained from the online questionnaire then were collated onto a data spreadsheet and analysed. Descriptive statistics such as percentage of frequency, mean and standard deviation were used to summarize the results, and the findings were presented using tables.

### IV. RESULT AND DISCUSSION

#### A. RESULT

Table 1

Items	Mean	Std. Deviation
I was able to understand graph and chart when using this app (notes, practices, sample of graph and chart analysis, sample of videos and etc)	3.55	0.57
I was able to analyse and organize content of my presentation efficiently using this app.	3.58	0.53
Using this app allows me to review and reinforce my knowledge of graphs and charts whenever I need to.	3.53	0.54
Interacting with this app makes me have a better understanding on topics learned.	3.58	0.53
Understanding contents present in this app allows me to improve my vocabulary skills as well as upgrade my presentation skills.	3.53	0.54
Using this app enables me to understand and interpret graphs and charts clearly and precisely.	3.45	0.53
Using this app has gained me a better understanding of how to effectively communicate data and ideas to others.	3.55	0.57

*Note: 4- Strongly agree, 4- Agree, 2- Disagree, 1- Strongly Disagree*

The use of mobile applications like Graph&Chart:SkillsYouNeed App can bring significant changes to the way languages are taught and learned. This application can provide an engaging and interactive learning experience for students, which can help them to learn more effectively and enjoyably. Despite making teaching and learning more fun and enjoyable experience, it is essential for mobile applications to fulfil the element related to the content. Hence, the content should also be appropriate for the level of the learner and be presented in a way that is easy to understand. Therefore, understanding the content of Graph&Chart:SkillsYouNeed App is the main component that leads students in achieving the Course Learning Outcome (CLO) set in DUE 50032 Communicative English syllabus. Analysis based on Table 1, understanding the content of Graph&Chart:SkillsYouNeed App, the results illustrate (Item 1,  $M=3.55$ ,  $SD=0.57$ ) students were able to understand graph and chart when using this app whereby the students can access notes, practices, sample of graph and chart analysis and sample of video which presented in this app. Besides, this app supported students in analysing and organising content of their presentations (Item 2,  $M=3.58$ ,  $SD=0.53$ ) as well as it allowed the students to review and reinforce their knowledge in graph and chart (Item 3,  $M=3.53$ ,  $SD=0.54$ ) whenever they need to. Moreover, it helped students to have better understanding on topics learned (Item 4,  $M=3.58$ ,  $SD=0.53$ ). In addition, the app content helped the students to enhance their vocabulary skills plus upgrade their presentation skills (Item 5,  $M=3.53$ ,  $SD=0.54$ ). Students believed that this app can certainly help them to develop their understanding and interpretation of graphs and charts in a clear and concise manner (Item 6,  $M=3.45$ ,  $SD=0.53$ ) and this app also has helped students gain a better understanding of how to effectively communicate data and ideas to others using graphs and charts (Item 7,  $M=3.55$ ,  $SD=0.57$ )

Table 2

Items	Mean	Std. Deviation
I can overcome my anxiety when doing presentations after using this app.	3.30	0.56
Using the app is more practical than reading from textbooks	3.55	0.50
I can easily retrieve study materials, notes, practices and video with this app	3.57	0.53
Using the app can make my learning a more exciting and enjoyable	3.53	0.50
I can easily access the information wherever and whenever I have time.	3.60	0.53
Using the mobile app was easier than browsing the web.	3.55	0.53
This app improves the quality of my communication performance.	3.48	0.50
I can practice creating and interpreting graphs and charts at my convenience and use it to refresh my memory before a presentation.	3.51	0.57

*Note:* 4- Strongly agree, 4- Agree, 2- Disagree, 1- Strongly Disagree

Students may have different experiences when using new tools to assist their learning. Therefore, students' perceptions towards the Graph&Chart:SkillsYouNeed App are significant in measuring its effectiveness in assisting their learning. It is important to consider students' feedback when developing educational tools to ensure that they meet the needs and preferences of the intended audience. Based on the table 2, (Item 1,  $M=3.30$ ,  $SD=0.56$ ) students felt that Graph&Chart:SkillsYouNeed App is efficient in overcoming their anxiety when doing their presentation. Whereas students also agreed that this app is more practical than reading textbooks (Item 2,  $M=3.55$ ,  $SD=0.50$ ). This supports the app characteristics which ensure students can access the material whenever and wherever the students have time (Item 5,  $M=3.60$ ,  $SD=0.53$ ). With the app being accessible at any time and from anywhere, (Item 3,  $M=3.57$ ,  $SD=0.53$ ), the students can easily retrieve study materials and they can have more flexibility in how and when they engage with the

material. In addition, students believed that, this app can make their learning a more exciting and enjoyable (Item 4,  $M = 3.53$ ,  $SD = 0.50$ ) by browsing the lists of notes, exercises sample of videos and learn how to present data. On the other hand, students also felt that using Graph&Chart:SkillsYouNeed App as a mobile application was easier than browsing website (Item 6,  $M = 3.30$ ,  $SD = 0.56$ ). On top of that, students considered by practicing creating and interpreting graphs and charts is a great way to prepare for presentation (Item 8,  $M = 3.51$ ,  $SD = 0.57$ ), and by doing so, students can make sure that they have a clear understanding of the graphs and charts that they are presenting and definitely improve the quality of their communication performance, (Item 7,  $M = 3.48$ ,  $SD = 0.50$ ) particularly when it comes to presenting data and information.

Table 3

Items	Mean	Std. Deviation
Using the app helped me boost my confident in learning English.	3.43	0.50
I was more confidence in communicative English class after using the app	3.48	0.50
The learning materials in this app helps me build my confidence level and overcome my anxiety and uncertainty in English class.	3.47	0.53
The app gives me confidence knowing that I can retrieve information wherever I need.	3.48	0.50
This app is a helpful tool to assist me in reducing my stress during presentations and I can deliver my idea more effectively.	3.47	0.62

*Note: 4- Strongly agree, 4- Agree, 2- Disagree, 1- Strongly Disagree*

Self-confidence plays a crucial role in a student's ability to manage difficulties and overcome obstacles. Instead of being crippled by frustration or failure, resilient students are able to bounce back quickly when there is something that can trigger their ability in learning. After analysing Table 3,

based on the students confidence level after using Graph&Chart:SkillsYouNeed App, (Item 1,  $M = 3.43$ ,  $SD = 0.50$ ) as well as (Item 2,  $M = 3.48$ ,  $SD = 0.50$ ) it revealed that this app helped students boost their confident in their communicative English skills while learning English in class. Hence, Graph&Chart:SkillsYouNeed App was designed to help students learn and improve their English skills. By providing learning materials and an easy-to-use interface, the app was able to help students feel less stressed and more confident in their abilities. This can be seen in finding for item (Item 3,  $M = 3.47$ ,  $SD = 0.53$ ), quizzes, notes, sample of analysis in the app helps to overcome students' anxiety and uncertainty in English class. Presenting in front of others can be a nerve-wracking experience but having tools and resources available like this app help students make a big difference (Item 5,  $M = 3.78$ ,  $SD = 0.62$ ) and able to convey information easily and understandable. Besides, the convenience of having app like this in their phone or mobile devices (Item 4,  $M = 3.48$ ,  $SD = 0.50$ ), gave them confidence knowing that they can access the information they need at any time, whether they are in class or on the go.

## B. DISCUSSION

Based on the result of the analysis, the main findings found that TheGraph&Chart: SkillsYouNeed app is serves as a learning or educational tool that helps learners in understanding the content of topics and how to make a good presentation. This application is designed for teaching and learning process that could be a powerful tool for helping students acquire new knowledge and skills in presentation and could be particularly valuable for those who are seeking flexible and convenient options for accessing educational content. [22] in their study found that the development of technologies in teaching & learning process can help students enhanced their effectiveness in learning foreign language and gained positive feedback from the learners. The same view also shared by [23] that mobile apps have the potential to revolutionize the way learners approach the process of education and choosing the right app that can change the way they looked at the process of learning especially in making the presentation. When setting up new mobile applications, essential component that needs to be focused is to identify whether the contents of the apps could be better than other physical sources so that students can utilize it at maximum level. According to [24], to make sure students can utilize the use of the app to the highest level, teachers and educators must design an

attractive learning material with useful contents and need to follow the topics of study. The nature of digital technology eases students' contribution in language learning activities that can allow rapid development of speaking, listening, reading, and writing skills.

These statements are associated with the findings that verify students have better understanding in topics learned when they use The Graph&Chart:SkillsYouNeed App. This app provides students with access to learning materials anytime, anywhere, which can increase their exposure to the content and help reinforce their understanding, especially in presentation. It also can provide interactive learning experiences that engage students and make the learning process more enjoyable and effective. Students' cognitive skills can be developed, and their self-learning can be supported as the teachers try to vary the teaching learning process by transferring all the important knowledge to the interesting features in this app. Communicative English class can become a very interesting, active and playful class with lots of ideas if students are taking full responsibility with their study. By using this app, students can learn independently because they can explore the content utterly and improve their ability in learning English especially in enhancing their presentation skills. [24] in his study said that mobile app allows learners to take control of their own learning and choose when and where they learn that suits their individual needs and preferences.

From the result also, it is proven that students have the positive perception toward The Graph&Chart:SkillsYouNeed App as the alternative in English learning. [25] said in their study that students show positive opinions when they are using technology in foreign language classrooms, and it is creating a fun and enjoyable environment for them to learn. This positive response shows that the app can be used by students anytime they want and can be considered as the right choice that can be used in Communicative English Classroom especially under the topic of Graph and Chart. There are many aspects should be taken into considerations when this app is chosen as a instrument to help students improving their presentation skills and learn a new language This app is not only help student to improve their presentation skills but also gives the difference vibes in learning language with all notes, practices and interesting examples that provided in this app. Learning a new language can be challenging, but incorporating interesting examples and opportunities for practice can make a big difference. Additionally, improving presentation skills can benefit individuals in a wide range of personal and professional settings, so it is great that this app can offer support in that area as well. The Graph&Chart:SkillsYouNeed App works in enhancing students' communication skills

and help them to focus in the understanding on the topic of the presentation and allows them to get a better result in presentation.

This app can become a hi-tech device which not only assist students in understanding the content of the syllabus but also to aid them in overcome their stress when learning the topic. Besides, with this mobile app, students can access educational materials especially this presentation topic anytime, anywhere, without having to carry physical books or rely on a desktop computer. Additionally, mobile apps can often offer a more streamlined and user-friendly interface compared to a website, making it easier for students to navigate and engage with the content. [26] said that with a mobile app, learners can often choose the content and pace of their learning, which can be especially helpful for home-schooling and students with difficulties or different learning styles. The similar view shared by [15] that mobile apps can be considered as a good supplement to the curriculum as this apps can offer students the flexibility to learn and to access educational resources and materials anytime and anywhere, at their own pace.

From the results, students also agreed that it helps them to boost their confident level in communicative English skills especially in making a presentation. With an interesting video and knowledgeable notes provided in the app, it really helps students to retrieve the information whenever they need. [27] said that the challenges or problems that language students experience in learning speaking may differ from each other. Speaking anxiety, limited background knowledge, low participation, and mother-tongue use are the problems that students frequently encounter. However, [28] said that the used mobile app as one of the learning materials in class will positively create a different environment among students and leads to a better understanding in doing the assessment in class especially in making presentation. Learning through mobile app has become one of the approaches for students to get knowledge to learn on their own paced and not too depend much on their lecturer.

The development of The Graph&Chart:SkillsYouNeed App is based on whether students can change their attitude towards English learning. When students are willing to use a mobile app for learning, it often indicates that they are motivated and ready to take control of their own learning process. By using a mobile app, students can learn at their own pace, anywhere and anytime, which can be an amazingly effective way to improve their English language skills. This mobile apps can provide students with a wide range of learning materials, from vocabulary drills to reading and writing exercises, as well as interactive tools such as quizzes and games. This can help keep students engaged and motivated, while also allowing them to track their progress and

identify areas where they may need additional practice or support. Based on the findings, it is believed that the acceptance of The Graph&Chart:SkillsYouNeed App as the education material has grown greatly and indirectly it contributes to positive changes on students' perspective towards English learning, especially in presentation. It also shows that this app really helps students in improving their confidence level in making a presentation. Overall, the positive signal of the Graph&Chart:SkillsYouNeed App as a learning tool is a promising sign, and it's exciting to see how technology can be used to enhance and improve the learning process for students.

### CONCLUSION

In conclusion, the effectiveness of a mobile application to its users is one of the most important elements to consider when designing a mobile application. In this situation, the users are among DUE 50032 Communicative English 3 students who have problems understanding and interpreting graphs and charts. For the past semesters, students' achievement and performance in graph and chart presentation was not excellent thus lecturers involved in teaching this course have taken the initiative to ensure students are able to achieve better results in the assessment. The idea to develop Graph&Chart:SkillsYouNeed App as an alternative for students' learning because of the rapid increase in technology and e-learning during Covid-19 pandemic. Additionally, in today's world, technology has become an integral part of our lives, and the ability to interpret and communicate data effectively is crucial which is essential in many fields, including engineering. This has triggered the lecturers to consider of an educational tool related to technology that cater students' need in order to ensure that everyone can benefit from the app as well as improve their understanding on the topic learned ultimately and the way they are organizing the content related to presentation successfully. Thus, from the findings, it is believed that Graph&Chart:SkillsYouNeed App has the ability to help students interpreting and communicating data effectively, be responsible for their improvement in English learning and assist students develop their speaking skills in a fun and engaging way. Therefore, learners have to take this opportunity to mobile applications in improving their learning styles and presentation skills. By using such app, students can practice and improve their skills in a safe and supportive environment, without the fear of embarrassment or judgment and should be ready to

receive any information from the mobile application in this case Graph&Chart:SkillsYouNeed App.

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### AUTHOR'S INFORMATION

<p><b>First Author:</b> <b>Rodina Iryuni Binti Shamsudin</b></p> 	<p>General Studies Department, Politeknik Sultan Mizan Zainal Abidin, KM8 Jalan Paka 23000 Dungun Terengganu E-mail: <a href="mailto:rodina.iryuni@psmza.edu.my">rodina.iryuni@psmza.edu.my</a></p>
<p><b>Second Author:</b> <b>Nor Azlinda Binti Hasmin</b></p> 	<p>General Studies Department, Politeknik Sultan Mizan Zainal Abidin, KM8 Jalan Paka 23000 Dungun Terengganu E-mail: <a href="mailto:azlinda@psmza.edu.my">azlinda@psmza.edu.my</a></p>