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ETEC 551
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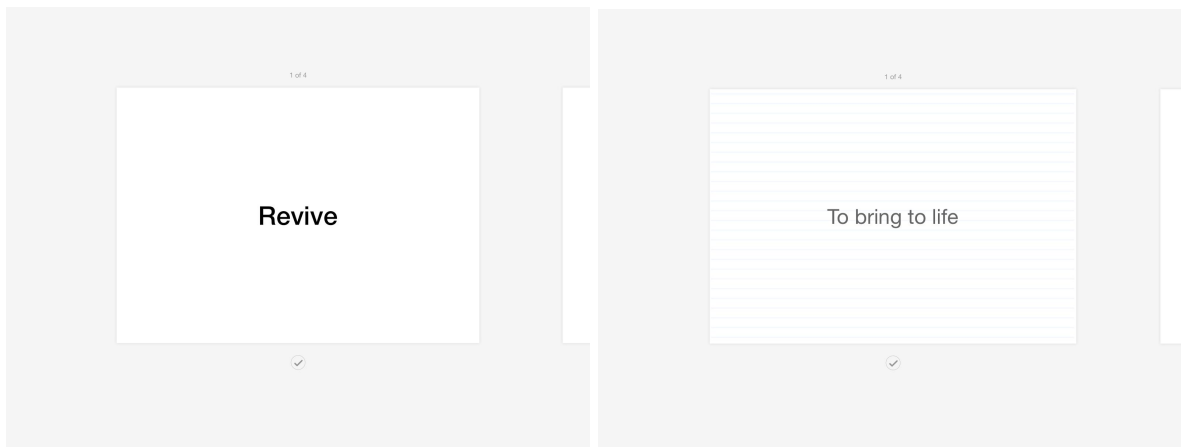
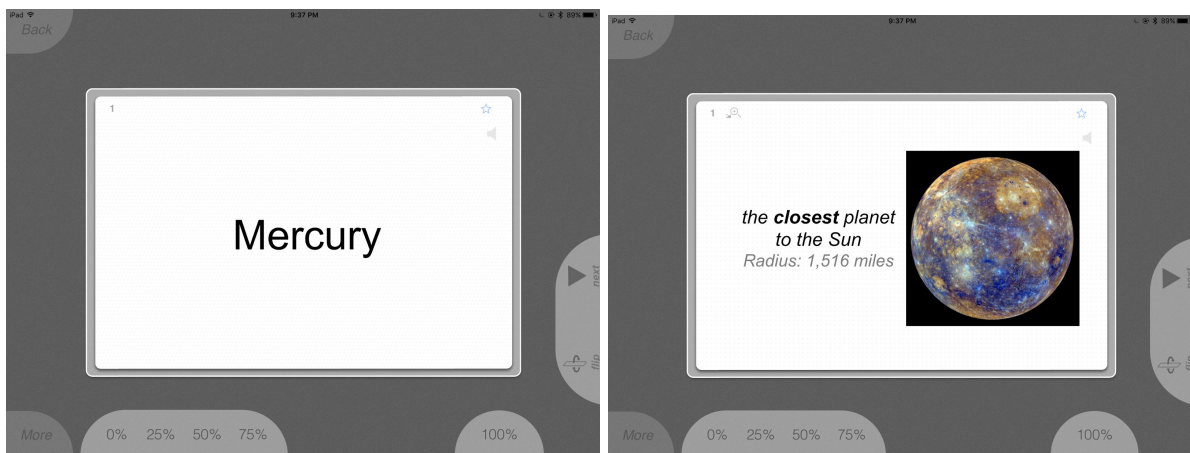
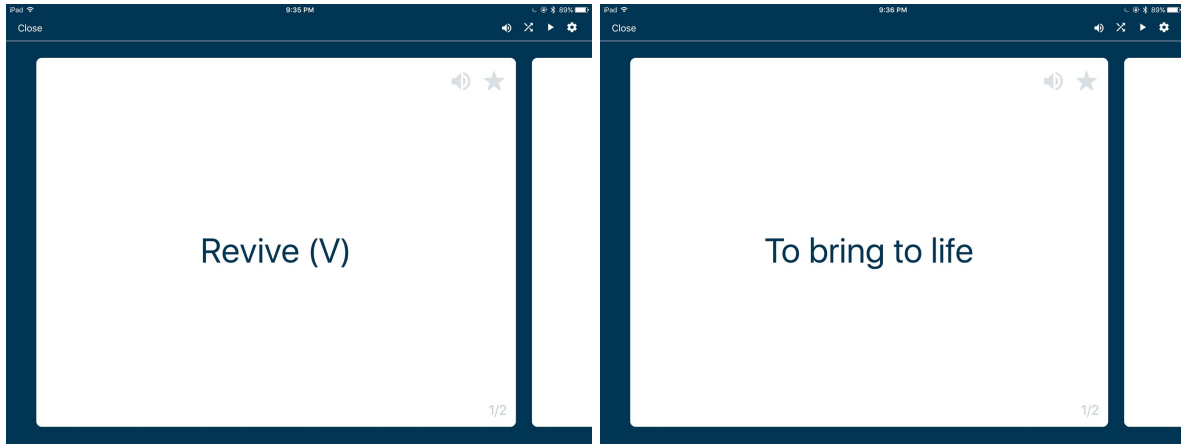
Flashcard Apps Comparison

For this assignment, I chose to compare three apple applications for creating flashcards. The three applications are Quizlet, Flashcards by NKO, and Flashcards by Chegg.

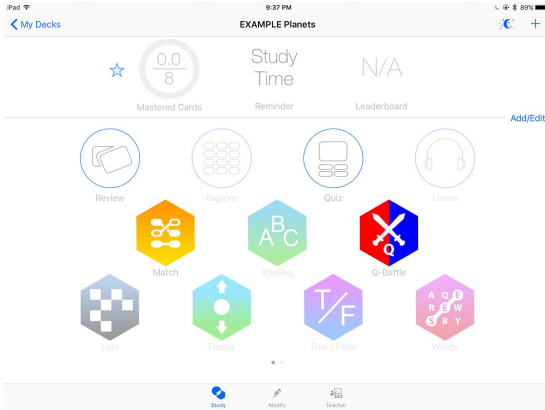
These three tools solve the problem of student lacking good study habits because they introduce an application that students can use to help them memorize and master information for an exam. These applications also allow students to no longer have to hand-write their information or carry around a big stack of flashcards that could become easily misplaced or damaged.

In education, these applications can be recommended or required by the teacher to the students as preparation for an upcoming exam. These applications can be used at any grade level and for any subject. One example of their use could be a high school History teacher requiring the students to create flashcards for important events, battles, or dates in history. Another example could be an English teacher assigning students to create flashcards for literary devices, their definitions, and examples. Flashcard use in education remains, and these applications allow students to create their cards with ease and access them everywhere.

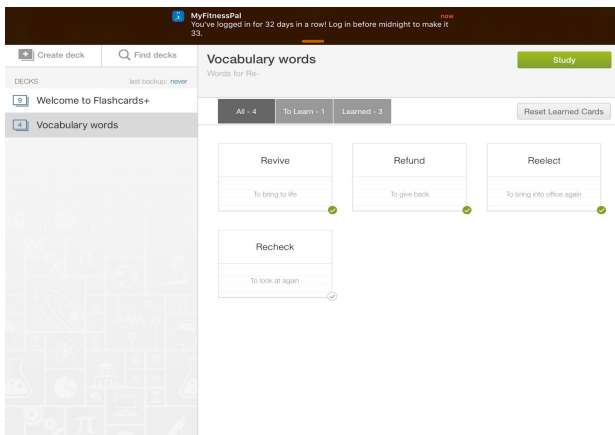
Among these three applications, similarities and differences exist. All three applications have a flashcard format where you can type in information. All three applications also have a voice function that allows the user to hear the information that is on the card.



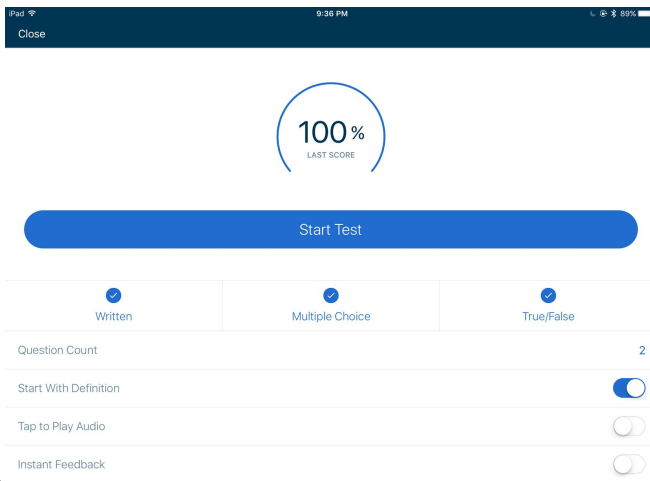
The major differences among these applications are the graphics and the study tools/games. Flashcards by NKO has many more interactive games to study than the other two applications who only have a study and quiz mode.



NKO



Chegg



Quizlet

Some interesting features of these applications include testing the learner's knowledge/mastery of the words. Flashcards by NKO goes to another level and allows the

learner to practice through an interactive Vs. game with an opponent. All three applications allow for matching and recall practice.

These tools are all free but do require the user to sign-in. This can be done through the creation of a free account, or by signing up through Google or Facebook. These tools are very user friendly. The interfaces are clear, simple, and easy to follow. All three applications have short tutorials that can be accessed at any time by the user.

These tools have great potential for students who wish to be organized and make use of flashcards as a study tool. Flashcard applications will save students the time of handwriting their own and carrying them around. Overall, these applications can be used by students at all levels of the educational system.