

EXHIBIT C

1. What is the purpose of the study?
The purpose of the study is to investigate the effect of the use of a mobile learning application on the learning outcomes of students in the field of mathematics.
2. What are the research objectives?
The research objectives are to determine the effectiveness of the mobile learning application in improving students' understanding and performance in mathematics.
3. What is the research methodology?
The research methodology is a quantitative approach using a quasi-experimental design. The study involves two groups of students: an experimental group that uses the mobile learning application and a control group that uses traditional learning methods. Data is collected through pre-tests, post-tests, and a final assessment.
4. What are the variables in the study?
The independent variable is the use of the mobile learning application. The dependent variable is the learning outcomes, measured by students' scores in mathematics tests.
5. What are the expected results?
The expected results are that the experimental group, which uses the mobile learning application, will show significantly higher learning outcomes compared to the control group.
6. What are the limitations of the study?
The limitations of the study include the small sample size, the short duration of the study, and the potential bias in the selection of the experimental group.
7. What are the conclusions of the study?
The conclusion of the study is that the use of a mobile learning application has a positive effect on the learning outcomes of students in the field of mathematics.
8. What are the recommendations for further research?
The recommendations for further research are to conduct a larger-scale study with a longer duration to confirm the findings and to explore the use of the mobile learning application in other subjects.

