



## Top apps for learning: what students say

These '*digital tools and apps [students] find really useful for learning*' are taken from free text responses to the Jisc 2019-20 Digital Student Experience survey (*n=11707 non-null responses*). Responses were coded for type before reporting.

The *types of app* are given in descending order of popularity. The top three or four *apps* in each type are also given in descending order. So 'online learning resource' was the most popular *type of app* (after coding), and 'YouTube' was the most popular online learning resource within this coding group. These present only a snapshot: dozens of other examples were recorded.

Online learning resource	YouTube, Khan Academy, Coursera
Quiz and test	Quizlet, Kahoot, Socrative
Online (re)search	Google, Google Scholar, JSTOR
Learning environment	Blackboard, Moodle, Canvas*
Note-making	OneNote, Notability, GoodNotes, Evernote
Writing	Word, Grammarly, online dictionaries
Revision Aid	Anki, Forest, Peerwise
File management	Google Drive, Google Docs, OneDrive
Referencing	Mendeley, Zotero, Endnote, RefWorks
Coding	Nelson, Stack Overflow, Wolfram Alpha
Social media	LinkedIn, Facebook, Bilibili, Twitter
Presentation	Powerpoint, Prezi, Slido
Design	Adobe (Creative Studio, Photoshop, Illustrator)
Data analysis	Excel, SPSS, NVivo
Collaboration	Padlet, Trello, Collaborate
Video conferencing	Teams, Zoom
Communication	WhatsApp, Slack, Messenger

\*Note that most university learning environments have a local 'brand' name, so the order should not be taken as significant in this case.

The full report from Jisc can be downloaded here: <https://www.jisc.ac.uk/reports/student-digital-experience-insights-survey-2020-uk-higher-education>