How do you like them apps?

It’s no secret that technology is changing the way students engage with education. A recent study showed that 47% of GenZ and 41% of millennials like to use apps and games to learn. So while all those personal devices in your classroom may seem like a distraction, they’re just the ticket to help you keep students engaged with educational apps. Our informal survey of college students showed us some of their most commonly downloaded apps.

**Duolingo**
Learn foreign languages with a gamified UI that keeps users motivated while completing personalized reading, writing, speaking, and listening exercises in more than 30 languages.

“Interactive and super entertaining!”

**WolframAlpha**
Uses algorithms, AI, and a vast knowledge base to answer/analyze almost any question, with surprising accuracy. Detailed instructions teach you how to get there on your own.

“...a great way to learn, because the flashcards are based on my specific study needs.”

**SoloLearn**
Huge collection of free coding content for beginners and pros in 13 different coding languages. Peer support community helps users learn concepts and trends or refresh existing knowledge.

**Khan Academy**
Courses in over 40 subject areas, plus test prep, college & career help, and more. Remotely complete assigned videos, articles, and interactive exercises designed just for small screens.

“...helps me keep up on my current classes and come in ahead for upcoming classes.”

**Quizlet**
Helps students practice and master content by creating their own flashcards and study sets, or selecting those created by students in anything from subject areas to standardized test prep.

“...a great way to learn, because the flashcards are based on my specific study needs.”

**YouTube**
It’s everywhere, and that includes students’ mobile devices. Don’t befooled, though — the video-sharing site is among the top preferred learning methods of GenZ students.

**Grasshopper**
Beginners’ coding app teaches JavaScript with quick games and puzzles. Real-time feedback helps users collect achievements and move up through progressively challenging levels.

“Addictive!”

**TED**
Over 3,000 videos cover everything from cutting-edge tech to evolving world views. Academic, visionary, and celebrity presentations are easily downloaded to incorporate into lesson plans.
A few Pearson apps to check out

**Learning Catalytics**
Interactive response tool to encourage team-based learning and help students develop critical thinking skills while capturing feedback and offering a real-time analytics.

**Pearson eText**
Organizes all your Pearson eTexts — including MyLab™ and Mastering™ — in one place. Add notes, highlights, and bookmarks from your mobile device so you can learn on the go.

**PearsonPrep**
Follow a customized study path, get prioritized practice with your own or auto-created flashcards, and check progress to decide when you’re ready for exams.

**Pearson Writer**
Check notes, outlines, and bibliographies on the go, receive instant editing feedback, and get 24/7 research support to improve your writing.

**Revel™**
Read, practice, and study anytime/anywhere, set notifications so you never miss a due date. Course materials and full texts available offline, with auto-synced progress on all your devices.

**Smarthinking**
Research-based, on-demand, tutoring with mobile access to drop-in live sessions, paragraph submissions, and writing archives to boost achievement, retention, and learning.

**StatCrunch**
Web-based statistical software package for analyzing and loading data, calculating basic summaries, and constructing simple graphs.

Discover how integrating technology can enhance the learning experience at [pearson.com/student-apps](http://pearson.com/student-apps)

Dare to learn. Dare to change.
Digital learning removes the limits from education, giving us the freedom to provide a learning experience anytime and anywhere, and opening doors that excite and inspire us to overcome our most difficult challenges.