

- [2] M. Kiliç, "Vocabulary knowledge as a predictor of performance in writing and speaking: A case of Turkish EFL learners," *Pasaa*, vol. 57, no. June, pp. 133–164, 2019.
- [3] N. Yang, J. Shi, J. Lu, and Y. Huang, "Language Development in Early Childhood: Quality of Teacher-Child Interaction and Children's Receptive Vocabulary Competency," *Front. Psychol.*, vol. 12, no. July, pp. 1–12, 2021, doi: 10.3389/fpsyg.2021.649680.
- [4] A. Langeloo, M. Mascareño Lara, M. I. Deunk, N. F. Klitzing, and J. W. Strijbos, "A Systematic Review of Teacher-Child Interactions With Multilingual Young Children," *Rev. Educ. Res.*, vol. 89, no. 4, pp. 536–568, 2019, doi: 10.3102/0034654319855619.
- [5] S. Papadakis and M. Kalogiannakis, "Mobile educational applications for children: what educators and parents need to know," *Int. J. Mob. Learn. Organ.*, vol. 11, no. 3, pp. 256–277, 2017.
- [6] Y. Song and Q. Ma, "Affordances of a mobile learner-generated tool for pupils' English as a second language vocabulary learning: An ecological perspective," *Br. J. Educ. Technol.*, vol. 52, no. 2, pp. 858–878, 2020.
- [7] M. Makoe and T. Shandu, "Developing a mobile app for learning English vocabulary in an open distance learning context," *Int. Rev. Res. Open Distance Learn.*, vol. 19, no. 4, pp. 208–221, 2018, doi: 10.19173/irrodl.v19i4.3746.
- [8] R. A. Sa'di, M. Yaseen, and T. A. Sharadhah, "Smartphones as a Tool for Expediting English Vocabulary Learning: Teachers' Perceptions of Benefits and Drawbacks," *Int. J. Linguist. Lit. Transl.*, vol. 4, no. 4, pp. 123–132, 2021.
- [9] L. Harger, "The impact of the use of mobile computing on vocabulary learning in the language classroom," 2020.
- [10] K. Demir and E. Akpınar, "The effect of mobile learning applications on students' academic achievement and attitudes toward mobile learning," *Malaysian Online J. Educ. Technol.*, vol. 6, no. 2, pp. 48–59, 2018, doi: 10.17220/mojet.2018.02.004.
- [11] X. Ma and B. Yodkamlue, "The effects of using a self-developed mobile app on vocabulary learning and retention among EFL learners," *Pasaa*, vol. 58, no. December, pp. 166–205, 2019.
- [12] F. H. Zawaideh, "The Effect of Mobile Learning on the Development of the Students' Learning Behaviors and Performance at Jordanian University," *Int. J. Bus. Manag. Invent. ISSN*, vol. 6, no. 3, pp. 1–07, 2017.
- [13] Q. Wu, "Learning ESL Vocabulary with Smartphones," *Procedia - Soc. Behav. Sci.*, vol. 143, pp. 302–307, 2014, doi: 10.1016/j.sbspro.2014.07.409.
- [14] D. Al-Thani, A. Othman, and A.-D. Mohannadi, "A Learn App: Mobile augmented reality vocabulary learning application - Supported through Mada Innovation Program," *Nafath*, vol. 6, no. 18, pp. 26–29, 2021.
- [15] G. M. Santi, A. Ceruti, A. Liverani, and F. Osti, "Augmented Reality in Industry 4.0 and Future Innovation Programs," *Technologies*, vol. 9, no. 2, p. 33, 2021, doi: 10.3390/technologies9020033.
- [16] N. M. A. Brahın, H. M. Nasir, A. Z. Jidin, M. F. Zulkifli, and T. Sutikno, "Development of vocabulary learning application by using machine learning technique," *Bull. Electr. Eng. Informatics*, vol. 9, no. 1, pp. 362–369, 2020, doi: 10.11591/eei.v9i1.1616.
- [17] M. N. I. Opu, M. R. Islam, M. A. Kabir, M. S. Hossain, and M. M. Islam, "Learn2Write: Augmented Reality and Machine Learning-Based Mobile App to Learn Writing," *Computers*, vol. 11, no. 1, pp. 1–12, 2022, doi: 10.3390/computers11010004.
- [18] V. Ganesan, "Machine Learning in Mobile Applications," *Int. J. Comput. Sci. Mob. Comput.*, vol. 11, no. 2, pp. 110–118, 2022, doi: 10.47760/ijcsmc.2022.v11i02.013.
- [19] M. Xu, J. Liu, Y. Liu, F. X. Lin, Y. Liu, and X. Liu, "A first look at deep learning apps on smartphones," in *WWW '19: The World Wide Web Conference*, 2019, pp. 2125–2136.
- [20] "Machine Learning What it is and why it matters," *SAS Insights*, 2022.
- [21] Y. Wang et al., "A survey on deploying mobile deep learning applications: A systemic and technical perspective," *Digit. Commun. Networks*, vol. 8, no. 1, pp. 1–17, 2022, doi: 10.1016/j.dcan.2021.06.001.
- [22] H. Steck, L. Baltrunas, E. Elahi, D. Liang, Y. Raimond, and J. Basilico, "Deep Learning for Recommender Systems: A Netflix Case Study," *AI Mag.*, vol. 42, no. 3, pp. 7–18, 2021, doi: 10.1609/aimag.v42i3.18140.
- [23] R. Bunod, E. Augstburger, E. Brasnu, A. Labbe, and C. Baudouin, "Artificial intelligence and glaucoma: A literature review," *J. Fr. Ophtalmol.*, vol. 45, no. 2, pp. 216–232, 2022, doi: 10.1016/j.jfo.2021.11.002.
- [24] V. M. Putri and E. Delfi, "The Impact of Negative Gadgets on Children's Language Development during the Covid-19 Pandemic," *Int. J. Emerg. Issues Early Child. Educ.*, vol. 3, no. 1, pp. 1–7, 2021.
- [25] H. F. El-Sofany, S. A. El-Seoud, H. M. Alwadani, and A. E. Alwadani, "Development of mobile educational services application to improve educational outcomes using android technology," *Int. J. Interact. Mob. Technol.*, vol. 8, no. 2, pp. 4–9, 2014, doi: 10.3991/ijim.v8i2.3509.
- [26] C. J. Ejyiyi, J. Deng, T. U. Ejyiyi2, A. A. Salako, M. B. Ejyiyi, and C. G. Anomihe, "Design and Development of Android Application for Educational Institutes," *J. Phys. Conf. Ser.*, vol. 1769, p. 012066, 2021.
- [27] M. Xin and Y. Wang, "Research on image classification model based on deep convolution neural network," *Eurasip J. Image Video Process.*, vol. 2019, no. 1, pp. 1–11, 2019, doi: 10.1186/s13640-019-0417-8.
- [28] V. H. Phung and E. J. Rhee, "A High-accuracy model average ensemble of convolutional neural networks for classification of cloud image patches on small datasets," *Appl. Sci.*, vol. 9, no. 21, p. 4500, 2019, doi: 10.3390/app9214500.
- [29] A. Patil and M. Rane, "Convolutional Neural Networks: An Overview and Its Applications in Pattern Recognition," *Smart Innov. Syst. Technol.*, vol. 195, pp. 21–30, 2021, doi: 10.1007/978-981-15-7078-0_3.
- [30] X. Ying, "An Overview of Overfitting and its Solutions," *J. Phys. Conf. Ser.*, vol. 1168, no. 2, pp. 1–6, 2019, doi: 10.1088/1742-6596/1168/2/022022.