same code quality, and has higher compression ratio and better wireless network adaptability, so it has more and more extensive application in the video communication and data storage field [7]. Therefore, the mobile streaming media transmission of video data is compressed with the H.264 compression algorithm, in order to transmit better images and videos with low bandwidth coding for wireless transmission (15-25kbs), or use less bandwidth transporting the same quality of video.

*3) Development of the APP:* The development of APP is based on Android 2.2 operating system, and its development environment is built on PC, based on Windows XP, using JAVA JDK 1.6, Eclipse 3.6, ADT (Android Development Tools) 0.9.7, Android SDK Tools R6 as development tools.

The mobile phone decoding the H.264 video generally depends on the hardware. To break this limitation in development, adopting the method of software decode is adopted to decode the H.264 video. The streaming media solution "FFmpeg" (a open source audio video solution based on Linux kernel) is cutted down and migrated to the Android platform.

## Conclusion

Practice shows that the effect of micro mobile learning especially as an assisted learning style is good in accordance of above ideas.

The design and development of micro mobile learning resources is one of the main research directions of micro mobile learning resources, it directly determines whether the micro mobile learning environment better support the mobile learning activities. Different forms of the micro mobile learning provide a variety of learning style support in the micro mobile learning. However, its existing research also need a great breakthrough, like how to achieve efficient learning for learners to provide pushing resource service, how to make the knowledge, skill points more effectively and continuously connected. Only the micro mobile learning resources are designed and developed more deeply satisfying, learners though the mobile learning efficiently access to more knowledge and skills.

## Acknowledgement

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