

E-CONTENT DEVELOPMENT: A CLASS ROOM ANYWHERE – ANY TIME

Pooja Mistry¹, Prof. Rameshwari Pandya²

¹Pooja Mistry, Department of Extension and Communication, Faculty of Family and Community Sciences, The Maharaja Sayajirao University of Baroda, Vadodara, Gujarat, India

²Prof. Rameshwari Pandya, Department of Extension and Communication, Faculty of Family and Community Sciences, The Maharaja Sayajirao University of Baroda, Vadodara, Gujarat, India

ABSTRACT

E-learning is now emerging as the advance paradigm for education with emergence of internet, and e-Learning has increasingly become the promising solution that continuous to grow day after day and substantial benefits and offers unique opportunities for people who might otherwise have limited access to education and training. It incorporates innovative and creative approaches to instruction and provides unprecedented access to resources and information. E-learning through students gets qualitative and recent data and education information. Thus, India is developing countries need of more usage of e-learning.so that distance educator also take their benefits. Students and Teachers can learn anywhere -any time according their interest.

Keyword: E-learning, Internet, Education - E – Learning, Class room, Technology

1 INTRODUCTION OF E-LEARNING

The simplest definition of e-learning is the use of internet technology to facilitate learning. It can be accessed in many ways via- PC, digital TV, DTH or mobile phones. It has many benefits by allowing one to get the knowledge according to one's needs whenever and wherever it is required. With more systematic support the new generation learners find them equipped with unlimited information.

1.1 E-content

Digitized printed text, graphics etc. may be defined as digital content. It is also known as e-content which can be transmitted over a computer network e.g. internet. It can be carried out in CD ROMs, DVDs and Pen-drives etc.

We have seen several countries under colonial regime that are introduced education reforms and becoming developed nations. Education programs to develop knowledgebase so as to achieve economic development. Jain, Kaur & Babbar (2007) emphasizes that both education and knowledge are becoming important successful indicators for the nation development. In fact, the country which has more potential information is going to play leader role than other countries. Exploitation of education is slowly emerging in India because of large population, poverty, illiteracy, which are some constraints. The traditional education system in India was able to serve only a small section of people who were rich and could afford to receive education. Yet, Kerala could achieve higher percentage of education or total literacy. The transformation from conventional methods of education to using of Information and Communication Technologies (ICTs) was a wake up phenomenon. Because ICTs were capable of providing instant and wider access to electronic content that is interest to the people. In the past, the information seekers physically commute to libraries, but the current ICTs are enabling the knowledge seekers, students to find the required information at their door step. A Desktop Personal Computer, Lap top or a Tab with internet connection is able to provide huge amount of global information. With the Internet, people not only accessing information but also communicating with each other. Subject experts are sharing their knowledge through intranet.

In India, globalization has generated a good vibration and life for higher education. The new era of technology enabled education or 'eLearning' is displacing the outdated traditional methods of learning. eLearning is also a broader term than 'on-line learning' and 'm-learning' The uniqueness of eLearning is that, it provides the learner

the opportunity to learn anytime, anywhere. eLearning is the only method of learning, where three distinct learning styles of auditory learners, visual learners, are incorporated.

Technology enabled learning is evolved through a combination of hardware, software, media delivery system and communication systems including networking. eLearning benefits the society by offering integration of all institutions, access to best faculty and quality study material, avoidance of human bias, dust free learning, individualized instruction, learning in experience, unique fast learner - slow learner mechanism, flexibility, cost effectiveness, zero opportunity cost of time etc.

E-learning is a very important tool to assist and facilitate teaching and learning process. It provides tool for learners to be in contact with peers and teachers outside the classroom. It also empowers learners to manage their own learning and in the most appropriate way of each learner. Example of learning is Reading watching, discussing, sharing knowledge and experiences. Through e-learning learner can have access to a wide range of learning resources and learning can occur anywhere, any time .

2. IMPACT OF E-LEARNING

- a. Their effectiveness is closely related to how the technology is used as an educational tool. Students learn best with e-learning when interactively engaged in the content. Using technology can motivate students, particularly under-achieving students, to learn.
- b. Teachers report that tutorials in subjects such as math and science significantly improve student performance. Word processing software improves writing skills.
- c. Providing technology on its own has little impact on achievement. Substantial effort must be put into infrastructure, teacher training, curriculum development, assessment reform, and formative evaluation.
- d. Teachers as well as students gain confidence, self-esteem and renewed motivation in e-learning environments.

3. BENEFITS OF E-LEARNING

- 3.1 **Information and Communication Technology (ICT)** is now revolutionizing teaching and learning process. E-learning is to supply the workforce with an up-to-date and cost-effective programme that yields motivated, skilled, and real knowledge workers.
- 3.2 **Information is available anywhere, anytime and to anyone.** The development of the 3Ws (WWW) and high-speed desktop computers have made learning available to people 24x7 hours in a week around the globe. Thus, teacher educators became enable to distribute training and critical information to their students easily and conveniently.
- 3.3 **Just-in-time access.** Web-based products allow instructors to update lessons and materials across the entire network instantly. This keeps content fresh and consistent and provides an immediate access to learners the most current data. Information can be retrieved just before it is required, rather than being learned once in a classroom and subsequently forgotten. E-learning provides better consistency of learning than traditional classroom learning.
- 3.4 **Improved co-operation and interaction** among learners, trainees and teacher educators. It create an interactive online environment including case studies, story-telling, demonstrations, role-playing, simulations, online references, personalized coaching and mentoring, discussion groups, project teams, chat rooms, e-mail, bulletin boards, tips, tutorials and wizards.
- 3.5 **Distance education can be more stimulating** and encourage more critical reasoning than a traditional large instructor-led class because it allows the interactions that can take place in small group similar class room settings.
- 3.6 **It is self-paced learning.** Students can learn on their own-pace.
- 3.7 **e-Learning is student centered.** The learner is the core of any e-Learning system. Materials and activities are designed with the needs and interests of the learner in mind. Students assume control of their learning experience and use it to suit their own specific needs.

- 3.8 e-Learning is self-directed and self-paced.** Learners control the amount of time they spend on any particular topic. This allows learners to spend additional time on difficult items before moving on or to skip material they already understand. This “individualized” approach usually allows learners to complete their education and training faster than in traditional courses.
- 3.9 e-Learning is interactive and hands-on.** The use of a variety of multimedia in e- Learning increases student involvement and reinforces the learning experience. This leads to increased retention and a stronger grasp of the subject at hand.
- 3.10 e-Learning is flexible.** Learning can take place anytime and anywhere, as long as the necessary equipment is accessible. The logistics and expense of face-to-face education and training can be extremely limiting when students are separated by distance. e-Learning also allows physically or otherwise challenged students to more fully participate.
- 3.11 e-Learning provides consistent and effective training.** All of the target learners can participate simultaneously and receive the same information, reducing the variability introduced through multiple sessions in different locations.

4. LIMITATION OF E-CONTENT

Although e-Learning has many benefits for students and organizations alike, it also has limitations.

- Computer literacy and access to equipment. Any e-Learning system involves basic equipment and a minimum level of computer knowledge in order to perform the tasks required by the system. A student that does not possess these skills, or have access to these tools, cannot succeed in an e-Learning program.
- Some topics are not appropriate for e-Learning. Certain subjects that require physical exertion and practice, such as sports and public speaking, are not good candidates for e-Learning. However, e-Learning can be a useful companion to traditional education for teaching background and technical information.
- Students themselves can be a limitation to e-Learning. The flexibility and student-centered nature of e-Learning requires a high level of student responsibility. A successful e-Learning student must be well organized, self-motivated, and have good time management skills. What you get out of an e-Learning program is directly related to the amount of effort you put in.
- There are significant barriers to teachers in developing countries that need to be overcome including their lack of ICT skills and ICT-related pedagogical skills.

5. CONCLUSION

Deploying advanced higher education institute, school and colleges equipped with modern e-learning facilities is one of today's urgent needs in developing countries. Students highly accept social networking tools to be a main platform of e-learning, and students need more interactive learning environment that allows that greater chances to manage and control their online learning environment. E-learning is to have a meaningful role in higher education as well as school education, it is important that education focus on attitudes and their expectation with regards role of e-learning.

6. REFERENCES

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