Study and Analyse of various Teaching Method Using Perception of E-Learning

Prajapati Harshad N¹, Dr. Bhadresh. P. Patel²

¹ Assistant Professor, College of Computer & Management Studies, Vadu, Ta: Kadi, Gujarat, India ² Principal, Matrushri Gandhi (Bakorvala) B.C.A. College, Modasa, Gujarat, India

ABSTRACT

In this qualitative study author discussed about different types of teaching methods and media selected by faculty in Learning Management System (LMS). In this paper author investigate one hundred thirty students (N=130) through semi-structured interview and find most convenient teaching media. The aim of this study is to evaluate and identify how E-learning is enhanced teaching method (TM) then other in this paper author discuss various media technology.

Keyword: Teaching Methods, Media Selection, E-Learning, Cloud Computing.

1. Introduction

Now a day teaching method enhances using ICT [1]. There are several different ways for teaching technique like delivering lecture using board work, question answer, power point presentation, video of lecture, animated movie, pedagogy, blended learning, e- learning, cloud based learning etc. Cloud based E-learning is the latest technology and it is an adoptable technology now a days, because in the present scenario students are not conscious to attend lectures on time. They would like to study at their suitable time so, E-learning is the teaching method to provide education any time any were to wide mass of students. E-learning is useful to improve students' collaboration, motivation and achievement through provision of contextualized, flexible, dynamic, convenient and situated education environments.

2. E-LEARNING BASED TEACHING MEDIA

2.1 PPT based learning:

Microsoft Office PowerPoint is a well-known presentation tool. Many users have got it as a part of MS-office. Most of them use very less PowerPoint's features. Only few people know that PowerPoint has got standard features that can turn it into a powerful eLearning authoring tool [2] [3]. Consequently one can create true Interactive PowerPoint's presentation. Using various feature like,

- create a Multiple Choice question on 1 slide in PowerPoint 2007
- Create interactive slides were created and displayed in PowerPoint.
- Make a hot spot question in PowerPoint 2007
- You can convert your Interactive PowerPoint to HTML5 with a *PowerPoint-to-HTML5 convertor* like iSpring Pro, in order to let it *play on any tablet like an iPad*.
- By using VBA in PPT: a demonstration of Confidence Based Assessment

2.2 Blended learning

Blended learning is the combination of face to face learning with e-learning. It includes various types of teaching methodologies, materials, learning strategies and tools. It integrates asynchronous and synchronous learning approach [4].

There are many ways to improve student interaction through blended learning, like

- Seminars
- Interview
- Workshop
- Field visit

- Debate
- Collaborative learning

2.3 Smart class room learning

There are such things that make classrooms smarter. Smart Classrooms are integrated with technology for teaching and learning such as:

- Lecture Podium
- Projector
- Computer
- LCD
- Laptop Interface
- Sound System
- Specialized software
- Audience response technology
- Internet
- Networking (LAN)

2.4 Virtual classroom learning

A virtual classroom is an online classroom that provides facility for student to communicate with each another, view presentations or videos, interact with other participants and engage with resources in work groups. The Faculty can deliver interactive Lecture. Students can participate live during the course of the session from a remote site.

2.5 Mobile based learning

The easy affordability and availability of mobile has created space for mobile based learning. Mobile learning is efficient for students. With increasing transportation time between their home and college, students can take advantage of the time they have to wait at bus or railway station, it provides ubiquitous learning.

E-learning with Mobile technology has given some more ways to increase the quality of teaching and learning at all levels [5]. It covers up tablets, mobile phones and smart phones which support easy and fast communication between students and teachers for interactive learning (Mockus et al., 2011).

iPads is also a very important organizational tools cum storage tools for reading lecturer notes, materials and emails which can be access ubiquitously.

Recently a study conducted for students in Kentucky and Tennessee in the United States to examine pre-service teachers' acceptance of M-learning by O'Bannon and Thomas (2015), in that study half of student support use of mobile for educational instructional purpose. However laptop is more powerful tools that support learning is examine by Sad & Goktas-2014.

2.6 Blogs

A blog created for educational purpose is called an edublog. Edublogs support student and teacher learning by facilitating reflection, questioning by self and others, collaboration [6]. Now days the use of blogs has become popular in education institutions including colleges as well as schools also. It can be useful tools for sharing information and tips for students and keeping in contact with parents.

2.7 Facebook

Facebook is also an ideal media to share education videos to collaborate student. However educator and researcher are in two minds whether social media like facebook has little educational value and does not serve any academic purpose. In the worst-case scenario, facebook could even impact negatively on individual performance. (*By Pauline Bugler*).

2.8 WhatsApp

Now a day's WhatsApp is most using service in social media. It is a my favourite way of communication between students and all other. In our college author create a group of each class and communicate with them and share meaning full information. I some times ask such question of ASP.NET in our BCA sem-6 group and student reply it. More than 1.5 billion people in over 180 countries use *WhatsApp* to stay in touch with friends and family, anytime and anywhere (*www.whatsapp.com*). *WhatsApp* enable student a facility to exchange messages, images, audio or video [7].

2.9 V R based learning

Education and technology are interconnected. Today's more and more students want in a part-time or distance education to continue their education, VR has attracted considerable attention in learning, training and traditional education. VR based learning provide operators to bring together all disciplinary resources in a common playground. The VR base multimedia platform has productively demonstrated great potential of education and training [8].

2.10 Simulation

Simulation is a method for practice and learning that can be applied to many different disciplines and trainees. This method is highly interactive and relies upon audio, video, graphics. There are such custom simulations games or video which could very good include 3D components. Hypotheses

3. METHODOLOGY

Many institutions in present scenario transforming their learning management system (LMS) to e-learning. Commencing this analysis the important learning graph is created here that show effectiveness and acceptance of teaching method. The use of teaching method among them best method justify the work of faculties and perception of method by students.

Data Collection and Analysis

Our implementation is divided in two stages. **First** stage regarding the uses of teaching methodology in colleges and **second** stage regarding a teaching method preferable by students.

For achieving the research objective author work through semi-structured interview and prepare a questionnaire for students (N=130) of College of computer & Management Studies-Vadu and KIRC-Kalol, which instruction media is used in classroom. The interviews continuous from 15 to 20 minute based on participants' regularity, knowledge and level of e-learning integration.

After collection of data author make statistical analysis and their results are tabulated in Table-1 and a column chart-1 representing a teaching method using in class room.

Teaching Methodology	Teaching Method using in class room (%)
Lecture	63
Question & Answer	39
Demonstration	14
Overhead projector	5
Board	76
Dictation and notes	48
Discussion	42
Audio-Video	27
E-Learning media	24

Table-1: Teaching Method usage in class room

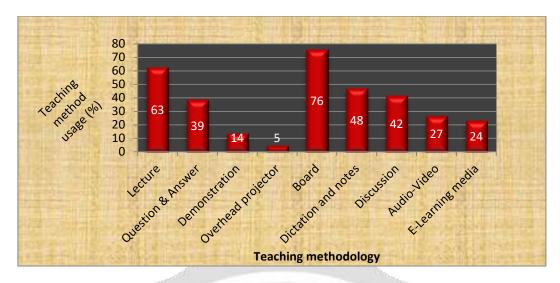


Chart-1: Teaching Method usage in class room]

As per the above tabulated result white/black board, lecture talk, question answer, dictation notes and e learning methodology gives highly used compare to overhead projector, watching video film and demonstration methodology.

The second stage of our implementation is to find methodology preferred by students. After completion of our first stage gating information regarding a various teaching method followed currently, then author work on second phase and in this phase after collecting data and analyse it author come to a know that e-learning is preferred method by students. Here table- 2 and chart-2 shows analysis of gathered data.

Teaching Method	Teaching Method Preferred by Student (%)
Lecture	19
Question & Answer	21
Demonstration	26
Overhead projector	9
Board	55
Dictation and notes	
Discussion	48
Audio-Video	44
E-Learning media	73

Table-2: Teaching Method Preferred by Students]

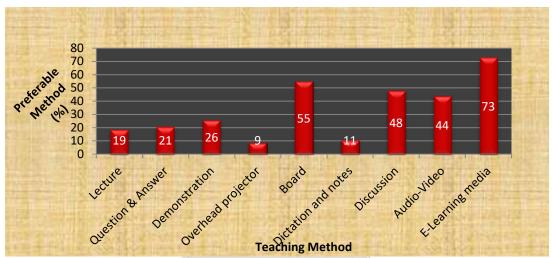


Chart-2: Teaching Method Preferred by Students

4. EXPERIMENTAL RESULTS

Choosing the right method is depend upon the proper need analysis of media, selection of right delivery media impact effectiveness and cost benefit for institution. As a result after analysing teaching method and media usage in class room like lecture, question-answer, demonstration, OHP, board, dictation and notes, discussion, audio-visual and e-learning author find that e-learning based teaching is most preferable method by student. Several institutions place higher priority to e-learning based technology use in traditional classrooms for many reasons.

5. CONCLUSION

E-learning is most significant alternative to today's educational perspective. It has recently emerged as a compelling paradigm for education service. Here is a experimental survey is done to collect the required data for the use of teaching method in College of Computer & Management Studeis, Vadu and Kalol Institute of Technology. The survey becomes helpful to review the preferable teaching method

For this research survey author cover two college's students to fulfil research objective. In further research author survey and analyse more colleges of University and also try to cover cloud base e-learning intended for effective learning by efficient use of resources.

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