ICT REAL UTILIZATION OF E-CONTENT IN A PRESENT SCENARIO

Sachin V. Dave [1], Manoj A Vyas[2]

[1] *Sachin V. Dave, Department of Computer Science, Shree G. K. & C. K. Bosamia College, Jetpur, Gujarat, India*
[2] *Manoj A Vyas, Department of Computer Science, Shree G. K. & C. K. Bosamia College, Jetpur, Gujarat, India*

ABSTRACT

This paper focuses on the e-content development in the changing education concepts and discussed the importance and real utilization. It also covers' different e-content providers in the world, with the development in current trends technologies, eLearning is becoming an important tool to further enrichment of an individual. E-Learning is not an easy learning but its components have the capacity to deliver simple, responsive and transparent services to student community. Electronic Learning can be seen in education and so many domains, where one can interact through computers to get update information. For example, a person living in remote areas can shop good from online and watch live webcast or video lectures offered by colleges or such organizations. by having an internet connection with a Personal Computer .

Keyword: *E – Content, NTPEL, ICT*

1. INTRODUCTION

We have seen several countries under imposing government that are introduced education reforms and becoming developed nations, South Korea, Estonia, Finland are few exemplary states that encourage continuing education programs to develop knowledgebase so as to achieve economic development. 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. The purpose of this study is to focus on education content that usher direction for India to become a developed country from a developing country tag. 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. 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 web.

2. IMPORTANCE OF E-CONTENT DEVELOPMENT

Government of India has introduced several e-Content development programs such as National Programme on Technology Education Learning (NPTEL) by offering free online video lectures in engineering, science and humanity courses. NPTEL is an open courseware initiative collaboratively started by seven Indian Institutes of Technology (IITs) and Indian Institute of Science (IISc). The objective of this programme is to enhance the quality of education in the country by developing more curricula-based video and web courses. Enhanced of IIIT Hyderabad

is offering teacher training program for engineering college faculty giving importance of electronic content for the Indian society. A Certificate program in Information Technology for college students is also being offered to make them industry-ready in the form of using Learning-By-Doing (LBD) methods. National Mission on Education through ICT, another MHRD initiative that concentrates on developing hands-on workshop and remote learning on electronic stream called 'Virtual Labs'. The objective is to cater both post-graduate and under-graduate students who do not have sufficient infrastructure lab facilities in the colleges, can participate in this online hands-on workshops. Considering another example of IGNOU online courses for distance learners that was another high quality experiment inspired many other education institutions to deliver online courses in electronic form for students. The advantage of keeping content on Internet is that helps user to access the information whenever and where ever he want.

3. OBJECTIVES OF THE STUDY

- To study the current challenges in electronic learning.
- To address consequences of electronic content development.
- To study how to generate e-Content for development.

4. NEED FOR OPEN EDUCATIONAL RESOURCES

An Open Course Ware is defined by the OCW Consortium as a free and open digital publication of high quality of University-level education materials. These materials are organized as courses.

 Learning opportunity should be life long and should encompass both education and training.

a. The learning process should centre on the learners, build on their experience and encourage independent and critical thinking.

b. Learning provision should be flexible so that learners can increasingly choose where, when, what and how they learn, as well as the pace at which they will learn.

c. Prior learning, prior experience and demonstrated competencies should be recognized so that learners are not unnecessarily barred from education Opportunities by lack of appropriate qualifications.

d. Learners should be able to accumulate credits from different learning contexts Providers should create the conditions for a fair chance of learner success

5. BENEFITS OF E-CONTENT

Increasingly, organizations are adopting e-Content as the main delivery method to train employees. At the same time, educational institutions are moving toward the use of the internet for delivery, both on campus and at a distance mode. For the instructor, tutoring can be done at any time and from anywhere. Online materials can be updated, and learners are able to see the changes at once. When learners are able to access materials on the internet, it is easier for instructors to direct them to appropriate information based on their needs.

5.1 Speed

Using electronic resources, Search feature has become quicker and faster to extract the page. Integration of information from one to many, cross-search reference

5.2 Content:

E-Resources can contain a vast amount of information, but more importantly the material can consist of mixed media i.e. images, video, audio and animation which could not be replicated in print.

5.3 Storage:

With the increasing storage capacities and multi-variant devices, the ability to store and retrieve large amounts of information has become simple and transparent.

6. CHALLENGES AND ISSUES

The recent statistics reveal that there is a dearth of quality teachers for various education programs in the country. It became a major hurdle in providing quality education to students and achieving socio-economic development of the country. Hence, a set of quality experts contribute to build such content that can be made available on websites of the institutes, accessible to all groups of users. To meet this goal, Government of India has recently issued guidelines for e-Content development (UGC, 2012). Another hassle in manual content is search feature which is of course, dynamic in online resources. Retrieval of vast content is so quick with online search feature in e-Content resources. But the challenge lies in the internet penetration which is little slow in India, though we have occupied third position beating Japan recently. Only 14% e-literacy is observed against 74% of literacy rate among the country population. e-Learning and e-Content both are proportionately related to each other in library domain. Particularly, in distance learning institutions the skills up gradation is becoming compulsory. Essentially, the receiver must also possess thorough knowledge in using these technology based literature and online services. Having insufficient internet bandwidth and power constraints are big challenges in the Indian context. Since the technology depends on expensive tools like server, personal computer, scanner, photocopier etc. thus, selection of automation tools will remove economic inequality among the users. A standard tool that can support all the activities of library in a University by providing not only English content but also content that supports other languages going to play a key role.

7. CONCLUSION

Global village has two important features, information and knowledge sharing through knowledge centers but libraries can also have its own identity and can become leaders in developing knowledge resources. The trend is now switching over to creating eBooks and open access journals where an intellectual property right is becoming a barrier. After the introduction of ICTs, every entity has doubled their tasks. One side, they have to cope up with their day-to-day activities then again maintaining websites which is an additional task. For eLearning programs staff members are participating in online training programs else lot of logistics would have to face. In conventional mechanism, we tried to generate content for publishing papers, books, magazines. Similarly, with introduction of ICTs, it has equal important to generate digital content that will be there forever on the internet. Technology is fast upgrading so the applications based on android can be planned to user friendly approach.

8. SUGGESTIONS

The video lectures that are stored in high end tools may not be accessible to a person who has less configured machines. Thus, integration of such lectures should be accessed by all sets of browsers. Similarly, the audio recordings should also available in several formats for only to download audio lectures instead of video pictures. Interoperability standards that maintain all sorts of software tools on to a common platform must be energized keeping in view of the last mile challenges. The basic level training programs for librarians and teachers will not only help student community but also improve Institutional Infrastructure (Sawant, 2012). E-Content development is important in Distance Learning Institutions. The student doesn't need to commute or spend time for getting access to variety of literature. ELearning provides opportunities at home and can access online library facility from the Universities. Virtual Labs are other phenomenon that started to learn / teach hands-on workshops for engineering students in various software languages. Thus, a student can sit at his home and learn lab facilities.

9. REFERENCES

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