"ELECTRONIC TECHNOLOGY PARTICIPATION IN TEACHING AND LEARNING PROCESS: AN ADVANCED MODE OF EDUCATION DISSEMINATION"

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ABSTRACT:

This paper describes the concepts and issues related with e-learning technology. E-learning is a growing field in which new inventions, technologies will introduce almost everyday. In this paper some of the concepts which effects E-Learning like smart desks, laptop revolution, economic crisis and 2D learning are discussed .Internet and computers are the keys to enable and development of e-learning. Therefore ICT(information and communication technology) involvement in these issues is also present in this research paper.

KEYWORDS: Learning.classroom, library, computer, student etc.

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INTRODUCTION:

E-learning refers to all forms of electronically supported learning and teaching. The information and communication systems, whether networked learning or not, serve as specific media to implement the learning process. It will still most likely be utilized to reference out-of-classroom and in-classroom educational experiences via technology, even as advances continue in regard to devices and curriculum.E-learning is effective for the computer and network-enabled transfer of skills and knowledge. E-learning applications and processes include Web-based learning, computer-based learning and digital collaboration. Content is delivered with the help of the Internet, intranet/extranet, audio or video tape. It can be self-paced or instructor-led and includes media in the form of text, image, animation, streaming video and audio etc.This paper describes some of the issues related with it like two-dimensional learning, laptop revolution etc.

[E-Learning –Learning via electronic Technolgy]

ISSUES AND CONCEPTS RELATED WITH TEACHING AND LEARNING:

In following paragraphs some of the issues and concepts related with e-learning are discussed as-

1. Smart Desks for Sci-Fi A Reality In Classroom:

Schools and educational institutes are set for a Star Trek make-over thanks to the development of the world's first interactive classroom by the experts of Durham University. Researchers at the Technology-Enhanced Learning Research Group (TEL) are developing new learning environments using interactive multi-touch desks that look and act like a large version of an

Apple iPhone.The team observed how students and teachers interact in classes and how Information Communications technology (ICT) could improve collaboration. They then set about designing an interactive classroom solution called 'Synergy Net' to reflect TEL's aims of achieving active student engagement and learning by sharing, problem-solving and creating.

2. Laptop Revolution- A great Asset to E-Learning:

Universities around the country are struggling with shrinking budgets, even as they need to cater to the needs of an increasing number of students. New research from North Carolina State University shows that one way to cut down on costs, and simultaneously improve the learning experience, is to have students use the technology they already bring into the classroom. Specifically, the NC State researchers launched a pilot project to gauge the impact of a classroom design that provides wireless Internet access and power outlets to facilitate the use of students' laptop computers. The project revolved around writing classes being taught in the classroom, which required that students bring their laptops to class -- obviating the need for the class to use computer labs.

3. E-learning to classroom Learning:

A reputated professor in the Graduate School of Library and Information Science, says that the value of e-learning has been underrated at the college level, and that some of its methods and techniques can augment traditional classroom learning." Compared to the more traditional educational paradigm – the broadcast model, where knowledge is delivered from professor to student from on-high – e-learning turns teaching and learning into a shared endeavor," she said. E-learning is defined as technology-based learning. Lectures, homework, quizzes and exams are delivered almost entirely or completely online. In some instances, no in-person interaction takes place over the length of the course. A global economy hungry for customized, portable and on-demand educational platforms coupled with the Internet's rise to dominance as the ubiquitous medium of information delivery means that e-learning is increasingly gaining respect as an innovative and viable pedagogical tool, especially for subjects that require multimedia, collaboration tools (wikis, blogs and course-management systems, for example), and other

bandwidth-hungry applications prevalent today. According to Mr. Nirankar Sharma Asst. Prof. Subharti University"E-Learning is the more advanced version of teaching and learning".

4. E-Learning with Economic factors:

The present world's economic woes are opening up new opportunities for innovative forms of education and training such as informal learning, e-learning and blended learning. Faced with shrinking budgets, the use of learning technologies is becoming increasingly attractive for businesses: This was the appraisal articulated by the consultants and training professionals who responded to an impromptu survey undertaken by the international e-learning conference Online Educa Berlin. Many enterprises definitely intend to drive down training costs, according to Sue Martin, Global Certification Portfolio Manager at SAP, but employee qualification nevertheless remains a key factor in enhancing the ability to compete. "Against this background, e-learning could see its greatest upswing in years", the SAP manager asserts. "In times of tight or zero travel budgets and increasing environmental awareness, the importance of learning technologies has to be given a second look."

5. Two-Dimensional Learning:

Viewing two-dimensional images of the environment, as they develop in computer games, leads to sustained changes in the strength of nerve cell connections in the brain. When the researchers presented rats with new spatial environments on a computer, they observed long-lasting changes in the communication between nerve cells in a brain structure which is important for long-term memory. The researchers showed for the first time that active implementation of the environment is not vital to obtain this effect. These results help to understand to what extent digital learning in the brain competes with learning in the physical environment. This is interesting for developing strategies for use of digital media in school. Such strategies can prove a useful antidote to the apathy in children towards the traditional teaching methods.

[Example of Two –dimensional animation E-learning]

Conclusion:

Finally we can conclude that India is a country where education is a passion but there are lots of challenges and threats are standing in front of its success. So it is become so much mandatory to solve these problems to get success in future. E-Learning provides a way to overcome these problems. Two dimensional learning is an effective method of spreading information worldwide.

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