

E-Learning

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MEANING OF E-LEARNING

- E-learning is a term that covers many approaches, which have in common the use of ICT.
- The letter 'e' in e-learning stands for the word 'electronic'. Several terms are used to describe learning environment namely; *Online-learning, Blended learning, Cyber-learning, Distance learning, Mobile learning, Computer assisted learning, Technology-based learning, Technology-enhanced learning, E-learning. E-learning is a technique of delivering educational content through Digital Interactive Television, Video-conferencing, audio-conferencing, Internet/Intranet, Worldwide Web, Video/Audio tapes, Video-on-demand, CD-ROM/DVD-ROM etc.*

DEFINITION

E-learning provides faster learning at reduced costs, increased access to learning and clear accountability for all participants in the learning process. Thus E-learning is the delivery of knowledge through digital means over the internet, either to replace or to augment face to face teaching with a computer based virtual learning environment.

- E-Learning is “the effective learning process created by combining digitally delivered content with learning support and services.


According to Open and Distance Learning Council, UK

SriDevi defines that “the use of multimedia technologies and the Internet to improve the quality of learning by facilitating access to resources and services as well as remote exchange and collaboration.”

HISTORY OF E-LEARNING

The history of E-learning can be categorized in the following stages.

- **Instructor-led Training Era (pre-1983):** Before computer was widely available, Instructor-led training (ILT) was primarily training method. ILT allowed students to get away from the office to focus in their studies and to Internet with their instructor and classmates. However, ILT usually meant high cost and downtime during office hours.
- **Multimedia Era (1984–1993):** Windows 3.1, CD-ROM, Power point, were the technological advancement of the multimedia era. In an attempt to maintaining more transportable and visually engaging computer-based training (CBT) courses were delivered via CD-ROM. The anytime, anywhere availability CD-ROM also provide time and cost savings.

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- **First-Wave E-Learning (1994–1999):** As the Web evolved, training providers began exploring how this new technology could improve training. The advent of e-mail, Web-browsers, HTML, audio/video, JAVA began to change the face of multimedia training.
 - **Second Wave E-Learning (2000 onwards):** Technological advances include JAVA/ID network applications, rich streaming media, high bandwidth access, advanced Website design are revolutionized the training industry. Today information learning technology via Web can be combined with real-time mentoring, improved learner-service and up-to-date engaging, “born on the web” content to create a high effective, multimedia-learning environment.

OBJECTIVES OF E-LEARNING

The following are the objectives of E-learning.

- All students and teachers will have access to information technology in their classrooms, schools, communities, and homes.
- All teachers will use technology effectively to help students achieve high academic standards.
- All students will have technology and information literacy skills.
- Research and evaluation will improve the next generation of technology applications for teaching and learning.
- Digital content and networked applications will transform teaching and learning.
- Distance education provided the base for E-learning's development.

NEED OF E-LEARNING


- Huge knowledge gaps demand an educational system reform.
- Globalization of business is resulting in manifold challenges.
- Social and demographic changes direct education toward older target groups.
- E-Learning emphasizes continuous learning and promotes “just-in-time” learning, a boon for busy executives and professionals.
- E-learning is more cost effective than traditional learning.
- Increase interactivity (As all the study materials are prepared in advance including white boards (equivalent of black boards in the class), hence the teacher spends more time with students.
- Employees can be trained on a variety of skills and technologies conveniently and cost effectively.

TYPES OF E-LEARNING

- **Synchronous E-Learning:** Synchronous means events occurring at the same time. Synchronous E-Learning establishes contact between instructors and students at the real time. Examples of Synchronous Learning are live radio/live interactive television broadcasting, videoconferencing, teleconferencing, chatting, on-line seminar etc.
- **Asynchronous E-Learning:** The term asynchronous means events not occurring at the same time. So, Asynchronous E-Learning doesn't establish contact between instructors and students at the real time. Examples include extraction of knowledge through CD or DVD or video or audio tapes or through web pages. Correspondence through E-mail falls under this category.


ADVANTAGES OF E-LEARNING

- E-learning provides opportunity both formal and informal learning communities.
- Learning resources can be relatively easily developed using a variety of standard packages, hence more compact and durable.
- In E-Learning one can make use of and link into, other relevant resources available on the Internet.
- E-Learning provides flexible delivery of content material over Internet for 24x7 hours a day.
- Online delivery of reading materials is relatively cheap, as there are no printing and distribution costs.

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- E-learning provides flexible communications to students and tutors communicate to each other both in real time and asynchronously across the globe.
 - E-learning enables both one to-one and one-to-many combinations.
 - Contents can be updated quickly and in time
 - Users can be exposed in modern technique in teaching-learning process.

ISSUES AND CHALLENGES OF E-LEARNING

- **Sociological Issue:** The development and growth of E-learning depends on the social status of the country. The pace of E-learning varies from developed country and underdeveloped one. Besides, the regional variance and the level of education also play an important role in this regard.
- **Demography Issue:** The demographical change is another important factor for the enhancement of E-learning. The quality of people and their education standard helps to bring the development of E-learning. The revolution in this regard may take place with the youngster having exposed to computer and Internet environment.
- **Technological Issue:** The success of E-learning depends on the sound infrastructure. Networking and connectivity are two important elements in the infrastructure. The accessibility of e-content can be successful if and only if sound technological infrastructure exists. In this case availability of Internet plays a vital role in the context of E-learning.

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- **Geographical Issue:** E-learning reduces the geographical distance between learner and source of educational authority. Distance learning is one important area, which is getting tremendously flourished with the help of availability of e-learning resources. Besides, anybody from any where can take up a course and complete it with the help of online facility like online examination, availability of course materials, downloading relevant materials etc.
 - **Psychological Issue:** The psychological distance of pursuing higher studies at higher stage can be made possible using the help of E-learning and its initiatives. It is possible to complete higher studies/ course to those who are at higher age and may be engaged in pre-occupied activities.
 - **Copyright Issues:** Copyright is the real hindrance to the development of E-learning. It is true that the objective of the E-learning is to impart knowledge and disseminate information. There is no general educational exemption for the use of copyright materials. Permission must be taken from the author of the e-learning modules or the publisher as the case may be. This is sometimes called clearing copyright.



Any Question?



Thanking you