Educational Approaches in E- learning

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Abstract

In this paper we are delighted to be able to support E- learning as an effective tool of learning. E- learning gives an opportunity to the learner to complete his/her education/sessions easily and conveniently. It is a very flexible and self paced method of education.

E-learning is a worldwide service and it motivates adults to learn. The urge to learn can be a result of desire for recognition, self esteem, natural curiosity, enhance the self confidence and the opportunity to self actualize which itself is a learning at its core. E- learning allows a needful based learning. The paper presented throws light on the approaches used to deliver E-learning. Also the technological support is an absolute necessity of e- learning. This paper tries to explain the technology used for delivering these approaches.

Overview:

E learning is developing as a widely used concept of learning in India. E-learning is use of technology to deliver solutions that enhance knowledge and performance. E- learning is an inclusive term that describes educational technology that electronically or technologically supports learning and teaching. It is a technological medium that assists in the communication of knowledge and its development and exchange. It is an education approach that supports traditional subjects.

E-learning can occur in or out of the classroom. It can be self-paced, asynchronous learning or may be instructor-led, synchronous learning E-learning is suited to distance

learning and flexible learning, but it can also be used in conjunction with face-to-face teaching, in which case the term blended learning is commonly used. E- learning includes multimedia learning, technology enhances learning, computer based instruction, computer based training, computer assisted instruction or computer aided instruction, internet based training, web based training, online education, virtual education, virtual education environments. Each of these alternative names emphasis a particular aspect, component or delivery method.

E-learning can occur through numerous types of media that deliver text, audio, images, animation, and streaming video, and includes technology applications and processes such as audio or video tape, satellite TV, CD-ROM, and computer-based learning.

This paper explain the approaches used for delivery of e- learning.

Educational Approaches:

E- learning introduces new experiences of learning and promotes access to knowledge easily and conveniently. The method by which e- learning replaces other learning and teaching approaches is based on technology. Fully online distance learning and the hybrid/ blended learning are such type of approaches. Hybrid/blended learning may refer to classroom aids and laptops, or may refer to approaches in which traditional classroom time is reduced and is replaced with different online learning.

The approaches of e-learning can be categorized as below:

1. **Synchronous**

    Synchronous or asynchronous are two approaches of e- learning. Synchronous learning occurs in real-time, with all participants interacting at the same time. Synchronous communication involves the exchange of ideas and information with one or more participants during the same period of time. It is an effective tool for

ensuring that all learners are familiarized with the learning topics, its tests and assignments are almost simultaneous and can avoid repetition for the tutor. A face-to-face discussion is an example of synchronous communications. Examples can be Skype conversations, or chat rooms or virtual classrooms. Chat rooms and other such forums are an excellent way for students to socialize and to learn as a part as a collaborative team. The intensity of interaction changes as the study progresses.

2. Asynchronous:

Asynchronous learning is self-paced and allows students to engage in the exchange of ideas or information without the dependency of other students involvement at the same time.

It is a student-centered teaching method that uses online learning resources to facilitate information sharing outside the constraints of time and place among a network of people

Asynchronous uses technology such as as email, blogs, wikis, and discussion boards, as well as web-supported textbooks, hypertext documents, audio video courses, and social networking, etc.

This approach does not involve a face to face interaction as stated in the synchronous method of learning. Learner can express his views and exchange ideas through different modes of technology as stated above. Most asynchronous courses have the potential to reach far more students than a traditional course and course-wide updates or modifications can be disseminated far more quickly and efficiently than traditional lecture models. All materials, correspondence, and interactions can be electronically archived. Participants can go back and review course materials, lectures, and presentations, as well as correspondence between participants. This information is generally available at any time to course participants.

3. Linear learning

Linear learning refers to self study which is computer based learning(CBT) or training. It is delivered on computer/ tablet/ laptop/ Smartphone. CBTs offer user-friendly solutions for satisfying continuing education requirements. Instead of limiting

students to attending courses or reading printed manuals, students are able to acquire knowledge and skills through methods that are much more conducive to individual learning preferences.

It typically presents content in a linear fashion, much like reading an online book or manual. Computer based learning is often used to learn static processes, such as using software or completing mathematical equation.CBT is conceptually similar to web based training (WBT). The primary difference is the WBT is delivered via internet through a web browser.

Linear learning provides learning stimulus beyond traditional learning methodology from textbook, manual or classroom based instructions. It offers used friendly solutions for satisfying continuing education requirements. It is often done directly from the instructors material. It is much more favorable to individual learning preferences.

4. Collaborative learning:

Computer-supported collaborative learning (CSCL) uses instructional methods designed to encourage or require students to work together on learning tasks. Collaborative learning is a concept similar to e– learning 2.0.

In the traditional source of learning, the instructor is the principle source of knowledge and skills unlike Collaborative learning. Collaborative approach refers to direct transfer method in computer based learning and training systems. Unlike the linear approach, which often uses instructor's material, Collaborative learning uses Blogs, wikis and cloud based document portals.

Through the Web 2.0 sharing information between multiple people in a network has become much easier and use has increased. It allows students and teachers to work collaboratively, discuss ideas, and promote information.

Classroom 2.0 refers to online multi-user virtual environments (MUVEs) that connect schools across geographical frontiers. Computer-supported collaborative learning (CSCL) allows learners in one school to communicate with learners in another that they would not get to know otherwise, enhancing educational outcomes

and cultural integration. Examples of classroom 2.0 applications are Blogger and Skype.

E-learning 2.0 is a type of computer-supported collaborative learning (CSCL) system that developed with the emergence of Web 2.0. It is based on the school of thought that conventional e-learning systems were based on instructional packets, which were delivered to students using assignments. Assignments were evaluated by the teacher. In contrast, the new e-learning places increased emphasis on social learning and use of social software such as blogs, wikis, podcasts and virtual worlds. This phenomenon has also been referred to as Long Tail Learning. E-learning 2.0, in contrast to e-learning systems not based on CSCL, assumes that knowledge (as meaning and understanding) is socially constructed. Learning takes place through conversations about content and grounded interaction about problems and actions. Advocates of social learning claim that one of the best ways to learn something is to teach it to others

Advantages :

Over a period of years students have been convinced about the advantages of the technique of learning; hence its popularity is increasing in India. Major advantages of the techniques are as below:

1. Most convenient way to perceive degree in higher education.
2. It is the flexible, self-paced method of education to attain degree.
3. Saves time and can be done along with daily works.
4. Can log on and complete their studies any time the student wants.
5. Acquisition of technological skills through practice with tools and computers.
6. No age-based restrictions on difficulty level, i.e. students can go at their own pace

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