

INCLUSION OF E- LEARNING FOR A BETTER DIGITAL WORLD

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ABSTRACT

In the twenty first century, e- learning is the considered as the most successful innovative method of education that helps everyone to stay connected via the internet and share ideas or thoughts for the construction or building of knowledge. e- Learning is active and independent learning, cost-effective and saves time. e- Learning is a kind of blended learning. e- Learning is the most important innovation for the better digital world. e- Learning provides various opportunities to the youngsters, professionals, researchers and academicians to stay connected and cherished the goal of life-long learning. It helps youngsters, professionals, researchers and academicians for constructing and sharing knowledge by the use of various sources like blog learning, mobile learning, discovery learning, simulated learning, online learning and web - based learning, etc. In the field of education, e-learning provides freedom to the students to learn according to their own pace and convenience as par their own choices. This paper is very important that focus on betterment of the digital world through the inclusion of e-Learning that is highly relevant and meaningful in the present scenario. It is highly recommended that government should also take relevant efforts for the inclusion of e-Learning that helps in the all-round development of the individuals in particular and the entire nation in general.

Keywords: *e- learning, online learning and web - based learning, importance of e- learning for better digital world, etc.*

I INTRODUCTION

In the age of information and global competition, people are facing new challenges and opportunities. Such new challenges and opportunities demand the inclusion of such innovative and new technologies to cope up with the massive changes. There is a dire need for the inclusion of e- learning that helps everyone to remain up-to- date and faces the difficulties and complexities of life. e- Learning helps the learners in new kinds of collaboration and offer opportunities to distribute resources more effectively. For the progress of a nation, it becomes quite necessary to harness the e- learning in the field of education. It already has a clear and positive impact on education. The inclusion of e-learning in educational institutions improves the quality of education. e- Learning

provides various opportunities to the students to interact anytime from anywhere through internet. In addition, people are also able to interact with those who are living across the nation both individually or as a group with the use of message boards, instant message exchange and video conferencing. e- Learning is used in different sectors like medicine, agriculture, education, services and business. So, the government should also take relevant efforts for the inclusion of e-Learning that helps in the all-round development of the individuals in particular and the entire nation in general.

Fry and Wild et al. (2002) defined e-Learning as the delivery of training and education via networked interactivity and distribution technologies. Other authors notably **Roffe (2002)**, **Schank (2002)** and **Sambrook (2003)** describes e-learning simply as learning and communication exercises across computers and networks or for that matter any other electronic sources. **Khan (2005)** pointed that e-Learning has been described in various ways as learning using a number of different technologies and methods for delivery e.g. Computer Based Training (CBT), Internet-based training (IBT), Web-based instruction (WBI), advanced distributed learning(ADL), distributed learning (DL), distance learning, online learning (OL), mobile learning (or m-learning) or remote learning and learning management systems (LMS).

The inclusion of e-learning is very essential for every country because it gives every student equal access for improving the quality of learning and also helps in removing the barriers of people with disabilities. e-Learning is a kind of online course that helps in the enhancement of learning. e- Learning provides flexibility in learning that has become accessible to a wider population. e- Learning provides various options to the educators for creation of innovative ideas in education. e - Learning provides the educators with such learning that is more independent, individualized, interactive and interdisciplinary.

II TYPES OF E-LEARNING

2.1 Blog learning: Blog or weblog is a form of informational website that is published on the World Wide Web. It is a kind of personal journal or diary that needs to be updated. Mostly, blog includes all the learners from diverse needs, aspirations, interests, talents for sharing their ideas, knowledge, skills, give discussions on various topics or issues and made possible interaction among the learners across the world. In the year 2009, blogs were usually the work of a single individual, occasionally of a small group, and often covered a single subject or topic. Later in 2010's, blogs with "multi-author" (MABs) have developed, with posts written by large numbers of authors and sometimes professionally edited. Different types of blogs like personal, educational, academic, political, social, religious, travel, environmental, economic, etc. are found on internet.

2.2 Game Based Learning: It is defined as a kind of game play on which learning outcomes depends. It is basically the combination of two things i.e. education and entertainment. It is suitable for all learners having different age-group, talents, interests and from any field. Such type of learning helps the learners in solving various problems of life while playing games. Game based learning helps the learners in learning different concepts, various subjects, knowing about different cultures or events etc. Game types include board, card,

and video games. Game based learning are described as training games, simulation games, games for health, exergaming (used for exercise), art games, language games, news games (used in journalism), productivity games, etc. are found on internet.

2.3 Mobile Learning: It is a form of learning that can be performed in an educational system and is also called as m-learning. Learning can be done with the support of mobile devices and it is a continuous access to the learning process. Learning can take place by the use of various devices like phone, laptop or tablet. It is useful for those learners whenever they are not at a fixed, predetermined location. It provides different learning opportunities to the learners. It makes a greater transformation in the educational world. Electronic PDPs enable learners to easily audit, record, store books, communications, audios & videos, games, learning software and reflect on their learning anytime and anywhere (Cesarini, 2009) . Learners can access all internet resources, dictionaries, learning software, games, videos, audios, text, etc. through mobiles.

2.4 SWAYAM: It is an online course established by the government of India. Initially, SWAYAM (study webs of active learning for young aspiring minds) was launched in October 2014 with three MOOCs by the newly appointed Prime Minister of India, Narendra Modi. But it was not launched at that time. Finally SWAYAM was supposed to be launched on 15 august (2016). It provides a MOOC (Massive Open Online Courses) platform that would bind Indian higher education, both online and offline. It offers number of courses, ranging from high school to post graduate level to the students from different universities and students take huge advantage from such courses.

2.5 Educational Software: Variety of educational software are found on computers for studying different subjects like science, mathematics, music, geography, history, environmental science, dictionaries, anatomy, languages, encyclopaedia etc for the purpose of broadening the knowledge. These soft wares wholly revolutionize the field of education and contribute to lifelong learning.

2.6 MOOC: Massive Open Online Courses has established by British Council and are available free on future learn website. It is a UK's social learning platform, wholly owned by the Open University, UK with the benefit of over 40 years of their experience in distance learning and online education. These courses draw on the British Council's expertise in online learning.

2.7 Virtual learning communities: It is also known as 'virtual classroom' or 'computer-supported knowledge-building community' or 'online classroom'. Virtual learning communities is similar to a physical classroom to some extent in which the instructor tries to made appropriate interaction among the students through various skills and share knowledge that helps to build a community. In Virtual learning communities, the learners from different countries interact through specific media, potentially crossing geographical and political boundaries in order to pursue mutual interests or goals.

2.8 Simulated Learning: Simulation is a generic term that refers to an artificial representation of a real world process to achieve educational goals through experiential learning. Simulation is a technique for practice and learning that can be applied to many different disciplines and trainees. Simulation-based training techniques, tools, and strategies can be applied in designing structured learning experiences. Simulation-based learning can be the way to develop health professionals' knowledge, skills, and attitudes, whilst protecting patients from unnecessary risks. Simulations are also found in the form of games.

2.9 Blended learning: Blended learning is a term increasingly used to describe the way e-learning is being combined with traditional classroom methods. It represents a much greater change in basic technique than simply adding computers to classrooms and creates a fundamental change the way teachers and students approach the learning experience. For example, a student might attend classes in a real-world classroom setting, and then supplement the lesson plan by completing online multimedia coursework. Tools and platforms that complement blended learning include LMSs and mobile devices such as tablets and smart phones.

2.10 Social and collaborative learning: Collaborative learning is an e-learning approach where students are able to socially interact with other students, as well as instructors. In essence, learners work together in order to expand their knowledge of a particular subject or skill. In e-learning environments, this is typically done through live chats, message boards, or instant messaging. Collaborative learning is based upon the principle that students can enrich their learning experiences by interacting with others and benefiting from one another's strengths. In collaborative learning situations, students are responsible for one another's actions and tasks which encourage teamwork as well.

III ADVANTAGES OR BENEFITS OF E-LEARNING

Following are the advantages or benefits of e- Learning:

3.1 The technique of e- Learning is flexible when issues of time and place are taken into consideration. Every student has the luxury of choosing the place and time that suits him/her.

3.2 It has the efficacy of increasing knowledge and qualifications with the ease of access to a huge amount of information.

3.3 In e-Learning, discussion forums are used for providing opportunities for relations between learners. It also helps in deteriorating barriers that hinder participation including the fear of talking to other learners. it also helps the learners to interact with other learners, as well as exchange and respect different point of views. It also improves the relationships that enhance learning.

3.4 E-learning is cost effective in the sense that there is no need for the students or learners to travel. It is also cost effective in the sense that it offers opportunities for learning for maximum number of learners with no need for many buildings.

3.5 It is the process that takes into account the individual learners differences. Individual learners differences exist and few learners prefer to concentrate on some parts of the course, while others are prepared to review the entire course.

3.6 There is a lack of academic staff, including instructors or teachers as well as facilitators lab technicians etc. in e- Learning.

3.7 In the process of e-Learning, the learners learn the things according to their own pace, speed and abilities.

3.8 It is a very efficient way of delivering courses online.

IV DISADVANTAGES OR LIMITATIONS OF E-LEARNING

In spite of some advantages of e-learning, it also has some disadvantages which are given below as:

4.1 It is that process of education in which learners feel loneliness or remoteness, as well as lack of interaction or relation. Therefore, e-Learning requires very essential skills for managing time to reduce such effects.

4.2 e-Learning proves to be less effective in clarifications, explanations, as well as interpretations. The traditional method of learning proves to be more effective with the use of the face to face interaction with the instructors or teachers.

4.3 In communication skills, e-learning proves to be less effective and has some negative effects also. Academicians have an excellent knowledge in academics; they may not possess the needed skills to deliver their acquired knowledge to others.

4.4 In e- Learning tests are possibly done with the help of proxy and this will not be very easy. It is also difficult to control the cheating habits of the students.

4.5 There is more chance of plagiarism, inadequate selection skills, as well as the ease of copy and paste in E-learning.

4.6 In the process of education, it may also deteriorate institutions' role socialization role and also the role of instructors and the directors.

4.7 The technique of e-learning is not adopted by all fields or disciplines in the field of education. For example, pure scientific fields that include practical cannot properly studies through e-learning. It is believed that the technique of e-learning is more applicable in humanities and social science other than the medical science and pharmacy, where there is the need to develop practical skills.

4.8 It may also lead to the heavy use of some websites that will bring about unanticipated costs both in time and money.

V RECOMMENDATIONS

5.1 In e- Learning, such platforms should be established that can be navigated easily and fully functional.

5.2 It is highly recommended that the government should take comprehensive efforts for providing e- learning in rural or remote areas.

5.3 There should be the establishment of number of tools that help create interactive courses, standardize the learning process and/or inject informal elements to otherwise formal learning processes.

VI CONCLUSION

Despite e- Learning, no better forum is available to address the ever-increasing challenges and opportunities of present age of information and global competition across cultures and national borders. e- Learning provides an essential platform that can encourage cooperative and collaborative interaction both for the instructors or learners. e- Learning has the ability to harness such emerging technologies that provides more options for learners to remain updated and stay connected with course content as well with other learners through such emerging technologies. Today, e- Learning is used in different sectors like medicine, agriculture, education, services and business. It helps in improving the employee's skills and the economic benefits. So, the government should also take relevant efforts for the inclusion of e-Learning that helps in the all-round development of the individuals in particular and the entire nation in general.

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