



TECHNOLOGY VS TEACHER

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Abstract

As time passed and changed we humans and entire ecosystem also changed and evolved into new era of 21st century but something which didn't show any drastic change is the teaching method but now, With the advent of Internet and world wide web (www), the access to information has become very easy and the entire world is moving towards digitization. In twenty first century students learn in a global classroom and not necessarily within four walls. They are more inclined to find information by accessing the Internet through mobile phones and computers, or chatting with friends on a social networking site. The advancements in technology and the plethora of powerful and innovative digital devices and tools have a great potential to improve educational outcomes. Educators must understand that the use of digital content and devices will improve teaching and learning and thus enhance educational opportunities and benefit the Millennial. No sooner will the technology be replacing the need of teacher's requirement to equip students with the Tool of knowledge, it will a monopolistic control on system of education. This paper of E-content development and digitalization of education system is meant to understand the meaning and standards of E- content, learning objects, designing and development of digital resources for teaching and learning.

Key Words: *E-Content, Teacher's, Digital Education.*

Methodology Applied

- Primary source: The research is done through gaining knowledge through learning the India's growth in the recent trends through news, journals, YouTube, Etc. A survey was also done through Google form for knowing the preferences of students, when given a choice of e-learning and classroom learning.
- Secondary source: Secondary data is collected from books, magazines, journals, different websites to develop the theory.
- Convenient data: Data is also collected as per the information given in the coursera, YouTube contents.

Objective:

- a) To make familiar about the presence of E- content and digital education.
- b) Advantages of it over formal education system at present.
- c) How to create content?
- d) Penetration of digital education in formal education system.

Introduction

The world is rapidly evolving and new inventions are notified every day. Changes are the primary key for success!, in all the spears .Man evolved from apes, computers from fixed to movable, telephones to smart phones and so on. Changes took place in every sector and now it's making it diversion towards the field of education through the means of E-content and digital education. Electronic content (e-content) which is also known as digital content refers to the content or information delivered over network based electronic devices or that is made available using computer network such as internet. The mix of digital learning along with classroom learning will enhance the grasping power of students and proportionally develop the knowledge of students. Imagination will be taken to next level of enthusiastic world rich of potential knowledge.

Why digital education or digital content?

When we take our history and see - the kids of King and higher authority were only allowed to gain knowledge from Guru (teacher) and slowly time changed and the system of formal Education came into



picture but, this system is also having a drawback that is the restriction of knowledge in closed walls and closed books present in huge library. The other back fall of this system is to gain the Superior quality of knowledge with all perfection one will have to pay the huge sum.

In order to get redressal the internet has come up with the concept of " E- CONTENT AND DIGITAL EDUCATION ", students have now grown smarter and know the time value, and they prefer short, crisp and up to mark explanations . When they use content videos time is b

Steps in creating e-content

There are mainly 7 steps in creating a content and they are explained in the given paragraphs:

1. Analysis

It is usually the first step when it comes to eLearning development process. At this stage, you should be able to analysis the learning content, profiles of the people you are targeting, and the objectives of learning. Once you take up the course, pay attention to the kind of tasks that are meant to be accomplished. Based on that information, a proper instructional strategy is created to be able to come up with an excellent way of presenting the content.

2. Creating the Instructional Design Document (IDD)

The IDD is a high-quality plan of the whole instructional approach of the course. Some of the most common procedures at this stage include solving problems, scenarios, and avatars. In this stage, it is also decided how the content will be broken down—whether it will be into courses, screens, or even modules. In a situation whereby several courses are supposed to be created, each course has to be created using a unique Instructional Design strategy. In this stage, you should be done with all the visual and instructional elements. Therefore, your web designers should be well- informed before they begin the job.

3. Scripting

In this stage, the content to be used for each course is finalized and divided into modules. Then, the content to be used on each screen is decided. The document used for scripting is usually a word document, but a PowerPoint presentation also works well.

4. Prototype Development

In this stage, you are presenting the whole course using a few slides. The content on screen and audio are finalized. All decisions that are based on the presentation of the content on the screen, interactivities to be applied, colors, images, and animations are all finalized at this point. During this stage, there is a lot of writing, rewriting, and revisions that are actually taking place. The prototype should be working on the eLearning content management system. Finally, it is essential to ensure that your web development team has done enough research on the popular CMS available in today's market. For better reference, this article shows a great comparison of the most popular CMS.

5. Developing the Course Without Including Audio

In this stage, a practical course without audio is submitted to the stakeholders. The stakeholders are allowed to make changes to the content and narration. Once it is approved, the next step of creating audio begins. It is very costly to create an audio file and then recreates it with any iterations.

Therefore, the audio file is created only when the audio script is final.

6. Developing the Course With Audio

The moment the audio script is final, the final course is sent to the stakeholders for approval. The quality of the audio and the pronunciation are essential and have to be perfect. The audio developed has to be in sync with onscreen text and animations.



7. Creating the Learning Management System Version

The first 6 stages in this article are mainly creative. The final stage, which is the creation of the Learning Management System version, is more mechanical and technical. The stakeholders have the responsibility of checking if the course is AICC/SCORM/XAPI compliant. Once it is compliant, it is ready to be hosted on the learning platform and go live. The technic is in charge of doing that.

Areas using e-learning

The E-learning market is bifurcated into various categories like primary and secondary supplemental education, higher education, test preparation, reskilling and online certification market, and language and casual learning. The current user base of the e-learning platform consists of students and working professionals. Primary and secondary supplemental education is dominated by students whereas the reskilling and online certification category is dominated by working professionals, and the test preparation category is dominated by both students and working professionals. The E- learning market is catered by a variety of players ranging from small and medium players to large corporations. It is seen that the test preparation category has the presence of small and medium-sized enterprises whereas the reskilling and online certification category is dominated by large corporations. During the period of the pandemic when most of the people preferred to stay at home, it was seen that trend of casual learning such as music, storytelling, drawing, etc. started emerging and became very popular in recent times. Though this section is yet to be organized, it is anticipated that with more penetration of the digital revolution, this section will play an important role in the growth of the e-learning market.

Conclusion and Recommendations

E-content creation and utilization is proved to be the free knowledge gaining platform and a better version of learning by visualizing, there is no restrictions on age to gain knowledge in this platform.

The merged version of e-content and formal schooling system will bring a reformation in education and students will be more elastic and increase their grasping power.