"Analysis of E Learning and Tools"

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Abstract :

E-learning (or eLearning) is the use of electronic educational technology in learning and teaching. The concept of E-learning is very broad. e-learning is broadly synonymous with information and communication technology (ICT) in education, EdTech, learning technology, multimedia learning, technology-enhanced learning (TEL), computer-based instruction (CBI), computer managed instruction, computer-based training (CBT), computer-assisted instruction or computer-aided instruction (CAI), internet-based training (IBT), flexible learning, web-based training (WBT), online education, virtual education,.. It make the learning procedure more flexible anduser friendly. Becauseof theflexiblenatureofE-learning, it hasgotmore demand among thepeople ofourcountry andthe demand is increasingdaybyday

**IndexTerms** – **E-learning, Tools, Technology Used in Education.**

I. INTRODUCTION

Quite simply, e-learning is electronic learning, and typically this means using a computer to deliver part, or all of a course whether it's in a school, part of your mandatory business training or a full distance learning course.

In the early days it received a bad press, as many people thought bringing computers into the classroom would remove that human element that some learners need, but as time has progressed technology has developed, and now we embrace smart phones and tablets in the classroom and office, as well as using a wealth of interactive designs that makes distance learning not only engaging for the users, but valuable as a lesson delivery medium.

e-Learning Framework:
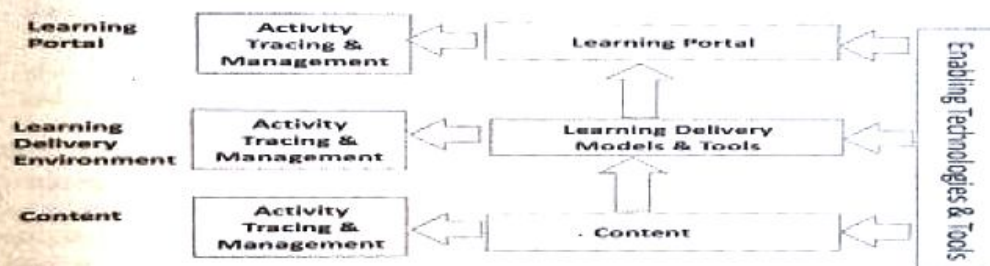
Traditional Learning vs. eLearning

	Traditional Learning	eLearning
Classroom Discussions	The teacher usually talksmore than the student	The student talks at least asmuch as or more than the*teacher*
Learning Process	The learning is conductedwith the whole classparticipating; there is almostno group or individual study	Most of the learning processtakes place in groups or by*the individual student*
Teacher's Role	The teacher is the authority	The teacher directs the*student to the information*
Location of Learning	The learning takes placewithin the classroom and theschool	The learning takes place with*no fixed location*

E-Learning Methods

1. Mobile Learning

Mobile learning is defined as "learning across multiple contexts, through social and content interactions, using personal electronic devices." A form of e-learning distance education, m-learners can use mobile device educational technology in many locations at their time convenience. M-learning is convenient in that it is accessible from virtually anywhere. Sharing is almost instantaneous among everyone using the same content, which leads to the reception of instant feedback and tips   Mobile devices (such as a Pocket PC) in the classroom can be used to enhance group collaboration among students through communication applications, interactive displays, and video features.

2. Facebook

Face book can be used by the instructor to share course resources, fire up discussions, promote collaboration, improve relationships between students, incorporate an array of learning tools (such as videos, images, boards, chatting and private messaging), and use it in conjunction with other social media platforms

3. Adobe Edge Animate

On August 1, 2011, Adobe announced the development of Edge as a new multimedia authoring tool currently; there are several methods for using Adobe Edge Animate content in e-learning. The first method is to use the Adobe Captivate App Packager to embed animations insideAdobe Captivate projects. The second is the Leara Elevate interface, which is the only option to allow synchronized narration on all devices.

4.Notability

Notability is a fully-featured note-taking app for mobile devices and the desktop. It supports text, images, and audio recordings, and contains a sketch pad that lets you not only draw new images, but also mark up images, Web clips, and clip art that you import.

5. Kahoot

Kahoot is a game-based classroom response system – for schools, universities and businesses.Create and play quizzes, discussions or even surveys (which we call Kahoots) using any device with a web browser... including a laptop, iPad, iPhone, iPod, Android, Chromebook, Windows Phone or PC and more

Through a simple 'drag & drop' creator tool (using any device), build quizzes with embedded imagery and video, based on educational content. oin using any device with a web browser. Answering questions in real time through an easy-to-use interface

Limitations of e-Learning

- Computer literacy and access to equipment. Any e-Learning system involves basic equipment and a minimum level of computer knowledge in order to perform the tasks required by the system. A student that does not possess these skills, or have access to these tools, cannot succeed in an e-Learning program.
- Some topics are not appropriate for e-Learning. Certain subjects that require physical exertion and practice, such as sports and public speaking, are not good candidates for e-Learning. However, e-Learning can be a useful companion to traditional.education for teaching background and technical information

CONCLUSION

As e-learning is definitely a growing field in the educational and training market and e-learning standard is a new emerging area, there are many challenges in implementation of undergoing technological changes and developments.Finally we conclude that synchronous tools should be integrated in to asynchronous environments to allow for "Any-time" learning model

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2