E-Learning-Future of Education

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Abstract: *This paper studies the e-learning standards in present and future digital age. Because of rapid growth and development of computers and internet in education a large number of e-learning systems developed. Now e-learning is become next generation of education. This paper focuses on what is e-learning, objectives & student approach. As e-learning provides anytime, anything, anywhere learning approach. It can include delivery of just-in-time information, guidance from expert, training.*

Keywords: rapid growth; generation; student approach; anytime; anywhere; anything

1. Introduction

E – Learning is defined as acquisition of knowledge and skill using electronic technologies such as computer and Internet-based courseware and local and wide area networks.

E-learning includes all forms of electronically supported learning and teaching. The information and communication systems, whether networked learning or not, serve as specific media to implement the learning process [1]. This revolution is currently disrupting the early days of schooling; so many of the young arrive at the   door, already knowing how to use a computer and how to interact with a CD/online game. This itself is a challenge to the traditional pattern of educational organization – and
the role of the teacher. So e-learning does effective work of distant learning in education, lectures, and trainings. By implementing e-learning a quality of todays and future education can be improved.

2. What is E-Learning?

E-learning has many definitions by different authors and different researcher:-

- **Elliott Masie**
  The use of technology to design, deliver, select, administer, support and extend learning"
- **Percepsys**
  "Using a technological means (Internet/Intranet/Extranet) to access and manage learning that supports and enhances the knowledge of an individual*"*

Figure 1: What is e-learning?

2.1 Everywhere

We think that 'e' stands for 'everywhere'.E-learning means learning everywhere in whole world this overcome restrictions of classroom.

2.2 Everyone

We think that the letter 'e' also stands for 'everyone'. I shudder to think that workers who have access to computers and network connectivity will benefit from e-learning while those who do not will not. We look forward to innovative companies like HP creating low cost technologies to help make the 'e' truly stand for everyone… rich or poor, knowledge worker or factory worker.

2.3 Everytime

We believe that 'e' is 'everytime' learning.Means you c an learn everytime you want.

2.4 Effective

We think that 'e' stands for 'effective' learning.E-learning proved it has more effective techniques than traditional learning.

2.5 Economical

We think that 'e' proved to be an 'economical'.E-learning providing great support in economics.

2.6 Engaging

We believe the 'e' in e-learning stands for 'engaging'. We view this from both a user's and producer's point of view. For e-learning truly to have value to learners, it must transcend the current 'state of the art' model of 5-7 screens followed by a multiple-choice question. And it must engage the learner at bandwidths that the vast majority of workers have.

2.7 Efficient

We believe that 'e' stands for 'efficient' learning. Efficient learning makes user friendlier with system.

2.8 Easy access

We believe the letter 'e' stands for easy. Specifically, that creating e-learning must be easy. Creating and publishing e-learning is currently way too difficult. The availability of tools that are native to e-learning are sparse. Dreamweaver is a great tool for webmasters, but is quite challenging for us instructional design creative types. Our dream of a development cycle that will take days or weeks instead of months needs still be realized before the 'e' stands for easy. E-learning may involve the use of some, or all, of the following technologies:

- Desktop and laptop computers
- Software, including assistive software
- Interactive whiteboards
- Digital cameras
- Mobile and wireless tools, including
- Mobile phones
- Electronic communication tools, including
- Email, discussion boards, chat facilities and
- Video conferencing
- Virtual Learning Environments (VLEs)
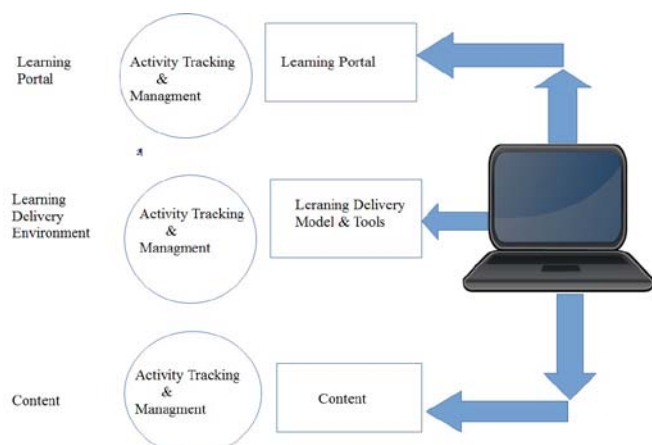- Learning activity management systems

3. E-learning Framework

Figure 2: E-learning Framework.

4. E-learning Objectives

Objectives of e-learning is to provide anytime, anywhere delivery of information through wide array of electronic learning technologies such as virtual classes,video,audio streaming, online communication, online courses, monitoring virtually. Organizations must use e-learning for training because of its anytime, anywhere nature of working and rapid access to data and information. As it destroy barrier of distance trainer and trainee.

5. E-learning Categories

5.1 Easy Learning

E-learning system is like riding bike you can choose your own path towards destination. Anytime access makes it easier.

5.2 Mingled learning

E-learning basically mixture of virtual classroom and real classroom it makes e-learning mixed learning. This mingle box provide many feature as a part like online communication, face to face, courses etc.

5.3 Societies

Because of globalization e-learning has become part of society. Means it has become social learning.

5.4 Information Management

As e-learning is developed for learning online. So it provides platform for people to share their knowledge and information.

5.5 Education Links

EL now providing a great support in educational field, because of its shearing nature. Also it introduced terms like Keyboard, Mouse learning by eliminating traditional Pen, Paper learning.

5.6 Online Courses

This is an important category of e-learning because of its feature of online interaction between instructor and trainee. They both satisfied on it because it destroy barrier of distance between them.
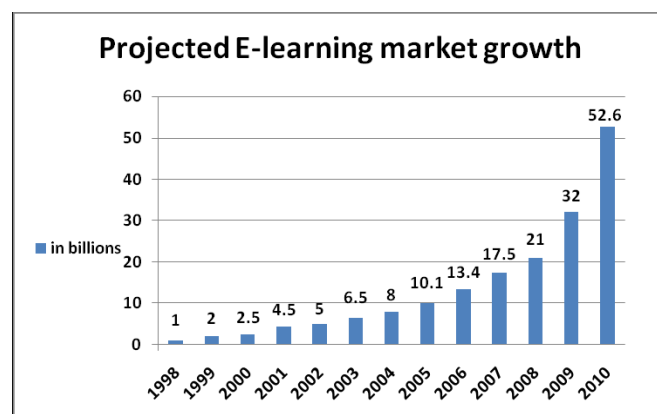
6. E-learning Growth in Market

Figure 1: Year-wise E-learning market growth [7].

7. Student Approach

10/9 students has approach towards digital learning or learning rather than paper and pen. Reading from books is not effective as visual learning. Students wants to spend their time on internet so e-learning is the best option for them. Following approach we have introduced new term:-

E-G (E-Group) study which gives student feel of social network .E-g study focuses on comment and answer in group.

Student's wants very interactive and clean interface for pages learning has many factors that makes it user friendly.
Following figure shows student requirements for interface.
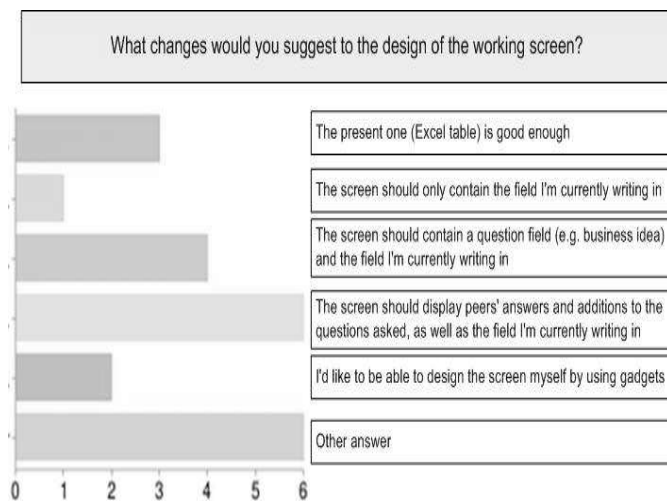
Figure 3: Student proposals for improving the interface [2].

8. Obstacles in E-learning

a) Human
- Organizational
- Cultural Resistance
- Instructional
b) Technological
- Bandwidth
- Interactivity
- Technology support
- Development costs

9. E-Learning Advantages

- **Access:** Making training more available to learners.
- **Cost:** Reducing training costs.
- **Content**: Increasing the scope of offerings.
- **Relevance**: Making training more meaningful to people's work.
- **Speed**: Responding to constant change and rapid product innovations.
- **Efficiency**: Avoiding scheduling of classroom training and booking instructors.
- **Empowerment**: Putting the responsibility for learning in the hands of learners.
- **Business**: Using fast, effective learning as a competitive weapon.
- **Convenience**: Letting time-pressured students learn at the best time and place.
- **Connection**: Connecting learning data to other systems, such as HRIS.

10. Strengths of the Indian e-learning services

The main strengths of the Indian e-learning services industry are:
- English speaking, highly qualified and techno savvy manpower

- Safe Electronic Environment – Official recognition for Digital Signatures and E-transactions
- Lower costs of human capital when compared to developed countries
- Strong and buoyant domestic education industry that facilitates up-gradation of skills and introduction of new products [3].

11. Conclusion

E-learning is one of the most world changing system which has great impact on world. Future world is completely based on E systems.
E-learning is among the most important explosion propelled by the internet transformation. This allows users to fruitfully gather knowledge and education both by synchronous and asynchronous methodology to effectively face the need to rapidly acquire up to date know-how within productive environments. E-learning delivers content through electronic information and communications technologies (ICTs). According to [1].

Any-time, any-where learning makes it a great discovery in the world.

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