

E- Learning: Meaning and Barrier of its Implementation



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Abstract

E-Learning is the use of technology to enable people to learn anytime and anywhere. E-Learning can include training, the delivery of just-in-time information and guidance from experts. It has become an increasingly popular learning approach in higher educational institutions due to the rapid growth of Internet technologies. E-Learning allows users to fruitfully gather knowledge and education both by synchronous and asynchronous methodologies to effectively face the need to rapidly acquire up to date know-how within productive environments. There is also present various limitations in E-Learning. This review work discusses on various E-Learning Objectives, methodologies and tools and limitation of E-Learning. The main focus of e-learning methodologies is on both asynchronous and synchronous methodology. The paper looked into the three major e-learning tools .The paper also looked E-Learning limitation in particular related with technologies, personal issues, comparison with traditional campus learning, design issues, and other issues .Finally the paper suggests that synchronous tools should be integrated into asynchronous environments to allow for "any-time" learning model and also given a remark that E-Learning needs to improve from various barriers.

Keywords: E-Learning, Media, Barriers, Literacy, Networking

Introduction

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. This often involves both out-of-classroom and in-classroom educational experiences via technology, even as advances continue in regard to devices and curriculum. E-learning is the computer and network-enabled transfer of skills and knowledge. E-learning applications and processes include Web-based learning, computer-based learning, virtual education opportunities and digital collaboration. Content is delivered via the Internet, intranet/extranet, audio or video tape, satellite TV, and CD-ROM. It can be self-pace or instructor-led and includes media in the form of text, image, animation, streaming video and audio.

It is commonly thought that new technologies can make a big difference in education. In young ages especially, children can use the huge interactivity of new media, and develop their skills, knowledge, and perception of the world, under their parents' monitoring, of course. Many proponents of e-learning believe that everyone must be equipped with basic knowledge in technology, as well as use it as a medium to reach a particular goal and aim. In the 20th century, we have moved from the Industrial Age through the Information Age and now to the Knowledge Age. Knowledge and its efficient management constitute the key to success and survival for organizations in the highly dynamic and competitive world of today. Efficient acquisition, storage, transfer, retrieval, application, and visualization of knowledge often distinguish successful organizations from the unsuccessful ones. The ability to obtain, assimilate, and apply the right knowledge effectively will become a key skill in the next century. Learning is the key to achieving our full potential. Our survival in the 21st century as individuals, organizations, and nations will depend upon our capacity to learn and the application of what we learn to our daily lives.

Meaning of E -Learning

E-learning is an education via the Internet, network, or standalone computer. E-learning is basically the network- enabled convey of skills and knowledge. E-learning refers to using electronic applications and processes to learn. E-learning applications and processes include Web-based learning, Computer-based learning, virtual classrooms and digital collaboration. EL is when content is delivered via the Internet, intranet/extranet, audio or video tape, satellite TV, and CD- ROM. E-learning was first called "Internet-Based training" then "Web-Based

Training" Today you will still find these terms being used, along with variations of E-learning. EL is not only about training and instruction but also about learning that is tailored to individual .There are six core aims of the e-learning programmed concern, they are

1. Practitioner confidence and skills
2. Learner access and choice
3. Flexible, customizable systems and tools
4. Enabling, cost-effective technical infrastructures
5. Enabling, responsive e-learning policies and processes
6. Institutions using e-learning to widen participation, deliver flexible opportunities, support work-based learning.

Types of E-Learning

There are two types of e-learning

1. Synchronous
2. Asynchronous

Synchronous

e-Learning means interaction of trainer and trainee at the same time over the internet .Synchronous technologies also allow people to interact with peers and experts. Synchronous E-learning is like a virtual classroom that duplicates the capabilities found in a real classroom. A virtual classroom provides:

1. A place to Meet:

Trainer and trainee use their computers to go to a virtual meeting place instead of a classroom.

2. Take Attendance

A list of trainee is recorded.

3. Lecture

Trainer can choose from a variety of synchronous technologies including:

- a. Slide presentation
- b. Audio and video conferencing
- c. Application sharing (A trainer can also let the trainee take control of the application to practice performing tasks.)
- d. Shared whiteboard (group of people communicate by typing comments, drawing, highlighting and pointing)

4. Interaction with Trainee

Students can indicate when they want to speak by virtually raising their hand. Teachers can let students speak through audio and video conferencing. Teachers and students can use instant messaging and chat.

5. Quizzes

Teachers can present questions to students.

Asynchronous

e-Learning allows the student to complete the Web based training on his own time and schedule, without live interaction with the trainer. People learn anywhere at any time There is complete flexibility with asynchronous training, which comes in two forms, Discussion Groups and self-paced.

Self-Paced Courses

People can get the training anywhere at any time. This can include just-in-time training where a person gets exactly the training he or she needs to perform a task. Self-paced courses are created with e-learning authoring tools. Self-paced courses can be delivered in many ways including:

1. Internet
2. Intranet or Local Area Networks
3. CD-ROM or DVD

Facilitated Asynchronous

Training involves a trainer and group of trainee, but the interaction is not in real time. The trainer will post assignments on a Web page, which typically includes online reading or research conducted on various Web sites. Trainee communicate with each other through threaded discussions (also known as online bulletin boards), and submit their homework to the trainee via e-mail. A facilitated asynchronous is a very efficient way to provide expert answers to a large group people. A single answer to a common question can benefit many.

Objectives of E-Learning

E-Learning represents an innovative shift in the field of learning, providing rapid access to specific knowledge and information. It offers online instruction that can be delivered anytime and anywhere through a wide range of electronic learning solutions such as Web-based courseware, online discussion groups, live virtual classes, video and audio streaming, Web chat, online simulations, and virtual mentoring. E-Learning enables organizations to transcend distance and other organizational gaps by providing a cohesive virtual learning environment. Companies must educate and train vendors, employees, partners, and clients to stay competitive and E-Learning can provide such just-in-time training in a cost-effective way. Developing and deploying effective E-Learning programs may require products and services supplied by a variety of vendors, leaving one to connect the dots. One way to start is to define the goals of the desired learning solution. Definition of the goals of an E-Learning solution is driven by the following factors:

Perform Task Analysis

Determine the tasks to be taught, identify subtasks and other elements involved, and identify the knowledge, skills, and attitudes required to complete the tasks efficiently and effectively.

Perform Training Needs Analysis

Identify the target audience for the training. Identify the shortfall in knowledge, skills, and attitudes of this audience and determine what the target learners need to know.

Review Existing Capabilities

Review existing methods and infrastructure for providing training or meeting learning needs.

Determine Expectations

Identify concrete expectations and/or ROI requirements from the desired E-Learning solution. The development of an E-Learning strategy begins by setting goals. What will the E-Learning strategy accomplish? Without a true understanding of the goals of the E-Learning strategy, it will be difficult, if not impossible, to be successful. Before implementing E-Learning, organizations need to set common goals or objectives. Common goals and objectives include the following:

To Reduce Learning Costs As

a small business owner, you know that online transactions cost a fraction as much those requiring paper or staff. It's the same with E-Learning because

there are no papers, no delays, and no travel expenses. To reduce the time required for effective learning Electronic learning is sometimes called "just-in-time" learning. Such learning enables employees to take what they have just learned from their computer screens and apply it to the tasks at hand.

To Motivate Employees

E-Learning is considered an effective way to keep up with new technology, to generate new ideas, and to keep your workforce fresh and inspired.

To Improve Flexibility of Course Delivery

smaller businesses don't have the staff to manage their training and development initiatives. E-Learning technologies can overcome these administrative restrictions.

To Expand the Capabilities of the Business

Small organizations need to get more out of their high-potential employees. E-Learning helps employers take these employees to a higher level of contribution. Other goals and objectives include the following:

1. To reduce the need for classroom training
2. To track employee progress
3. To track training effectiveness (or absorption)
4. To link training with Knowledge Management
5. To reduce time away from the job
6. To improve job performance
7. To support business objectives
8. To make learning available anytime, anywhere

Many organizations justify their E-Learning initiatives after the fact by eliminating related jobs or reducing training-related travel expenditures. Although these are viable cost savings, they should not be the sole motivation for an E-Learning initiative. E-Learning must demonstrate that employees are learning more efficiently and retaining more of the curriculum compared with in-class training.

Barriers for E-Learning Implementation

Intensive Training to School Teachers

Training should be given in order to create a learning environment that will itself train and encourage students on the one hand to turn the learning experience into useful, practical and personal knowledge.

Awareness and Workshop

In rural area students and parents are novice to e-learning and web based learning. So the demonstration, seminars & workshops needs to be conducted for society in order to understand the importance of it.

Bandwidth Limitations

Limited bandwidth of Internet connection gives slower performance for sound, video and intensive graphics, causing long waits for downloads that can affect the ease of the learning process. Improved bandwidth will help the teacher to solve his problem.

Effect on Teachers

Web based learning will lead to reduction in manpower as per as teachers are concerned. This will lead to oppose by teacher's organization.

Access

Every school will not have equal opportunity to information because of access issues. The schools with fewer budgets will always face this

REMARKING : VOL-1 * ISSUE-8*January-2015 problem. This is the major problem as per as India is concerned, as there is big gap between poor & rich communities in India.

Literacy

The literacy rate in rural areas is poor as compared to its urban area. Because of agricultural based economy and most of the population lives in rural area. The reason is insufficient availability of educational facilities.

Literacy

Unavailability of skilled people is a crucial problem. It is found that expert people are not interested in working in rural areas due to inadequate wages. They are interested in work at district level or metro cities.

Availability of Technology and Electricity

Technical resources such as computers and related devices are essential for e-learning. In rural areas it is difficult to avail and use these resources due to transportation and financial problems. Electricity is essential for IT. Now a days we are facing the problems of lack of electricity not only in rural areas but urban areas also. This may affect the implementation of e-learning system.

Finance

For making an e-learning system setup, large finance is required. It is very difficult in rural areas small organizations /trusts to avail the finance for such work from Government and Nongovernmental (GO & NGO) organizations.

Conclusion

E-Learning is found to be highly emerging knowledge tool today. It has wide scope in developed as well as in developing countries. The areas which are undeveloped and not so educated get attraction of E-Learning. E-Learning provides a method of delivering knowledgeable contents through CD, DVD, multimedia and other tools. The main constraint identified in this process is availability of proper bandwidth, willingness of E-Learners and some sort of skill set to deliver the material to learners. Overall, 48% providers found E-Learning is beneficial to rural gentry for knowledge, better job opportunities, and promotions and to learn new developing technologies in the market. Specially focusing towards rural areas it helps in developing people's social and mental ability. Although some negative consequences are also observed in flourishing E-Learning in rural areas because of lack of awareness, unwillingness, illiteracy and lack of proper infrastructure, yet it has a broad scope in near future and we believe that it will definitely help poor gentry to fill the gap between educated developed cities and rural undeveloped areas.

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