

A Study On Perception Of People About Digital Learning

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Abstract: -

In the era of sustainable growing technology, there is a vast growth in digital learning. Technology has taken over the traditional learning mode to digital learning and made it more flexible for all. This research will help to know people's perception towards digital learning. We will also know how it has helped different age groups to learn new things with one click. A researcher has made questionnaire and circulated among different age groups by Google forms and analyzed the responses by using Pie charts and Bar Graph by Percentage Mode.

Key Words: Digital Learning, Perception, Digital Pedagogies

I.Introduction

"Digital learning" is the 2010's buzz word for educational technology, i.e. defines learning that uses technology in one way or another. As with any synonym, it may convey a slightly different meaning. Educational technology conveys both the idea of learning through technology (computer-based training, simulations, serious gaming, micro worlds, etc.) and learning with technology (e.g. using productivity or cognitive tools). Digital learning also may include digital literacy, i.e. teaching young people how to use technology and develop all sorts of 21st century skills. E-learning is a sub branch of digital learning which has been practiced fromlongtime.

The 21st century has brought about a massive change in the world of education. Gone are those days when teaching was limited only within the confines of a classroom. The internet has brought about a paradigm shift in the fundamental way in which learning is done. It has taken learning beyond the hallowed wallsof the universities and into the palms of everyone.

Though there are numerous examples of the usage of machines and tools in education throughout history, e-learning in the modern sense of the term is a relatively new concept. Slide projectors and television-based classes have been in use since the 1950s. However, one of the first instances of online learning in the world can be traced back to 1960, at the University of Illinois, USA. Though the internet wasn't invented back then, students began learning from computer terminals that were interlinked to form a network.

Digital Learning Today: Today, more than ever before, technology plays an important role in society. It is changing and will continue to change every aspect of how we live. It is changing the way we

communicate, the way we do business, how we learn and teach, and even it's changing the way our brains work.

Because the arrival of technology, the learning environment is changing. Students have more options than they ever would have imagined. In olden days, people used to only learn at a classroom. But today, people just need a computer and WIFI. They learn when it is convenient for them, at home or a coffee shop. As the skills, knowledge, and needs of the student change, so does the role of the teacher.

From slate tablets to horn books and chalkboards to filmstrips, technology has always played a role in how students receive and transmit information. Ballpoint pens, headsets, videotapes, photocopiers, Scranton's, and countless other technological innovations have all been "the next best thing" that will help students learn and ease the sting of learning.

We have reached the stage where digital learning is the norm rather than an innovation. We use computers and digital tablets, mobile phones and AI to teach and learn. With these tools, teachers and students in all corners of the world have the opportunity to learn, collaborate, share, experiment, and ask questions. They also have a duty to learn how to use the very technology purported to help them.

Digital learning has certainly opened many doors for people across the world, all from behind the screen of a desktop, laptop, tablet, or smartphone. It has even created the opportunity for students to learn from robots.

Digital learning lifts some of the constraints of traditional learning of time, place, space, and pace so students can learn in meaningful, personalized ways. It's more than just sitting in front of

II. Research objectives

- 1) To know Perception towards Digital learning module.
- 2) To know how Digital learning has open multiple doors of skill learnings.
- 3) To know whether Digital learning meet the learning style or needs of people.
- 4) To know whether Digital learning is an effective and quality way of learning.
- 5) To know difficulties faced by people while learning in Digital

Terminologies:-

Electronic and digital era-

Electronic era commenced with the use of wireless electronic communication over 100years ago. Transmitting telegraph messages and the radio are among the important applications of this technology. The messages were passed through the air, invisibly, on radio waves. Since then the technology use has moved from radio, to recordings, to movies, to television, to computers, to CDs, CD ROMs & the Internet. This technology was very useful to convey instant urgent messages and well as to make people be aware current local and international news. This has become an informal but effective form of education.

E-Learning: E-Learning (short for electronic learning) is an umbrella term that refers to all types of training, education and instruction that occurs on a digital medium, like a computer or mobile phone. E-learning can deliver “new” information not contained in traditional sources, effectively reinforcing other course information through offering examples, explanations, assessments, and exercises. In this way, online instruction can potentially enhance learning compared to what can be accomplished using a classroom only approach

However, there are also potential disadvantages or limitations of online learning. For example, one study concluded that asynchronous e-learning was not effective as a standalone method to deliver technical training for information technology professionals. Learners in the study commented that e-learning eliminates classroom interaction time, where a significant amount of “real learning” takes place as users assimilate information, utilize software, apply knowledge to problem solving, and interact with the instructor and other learners. Other potential problems of e-learning that have been identified in previous research include a

sense of learner isolation; learner frustration, anxiety, and confusion; higher student attrition rates the need for greater discipline, writing skills, and self-motivation; and the need for online users to make a time commitment to learning. Based on these considerations, some research has stressed the importance of using a “blended learning” approach. Blended learning is a hybrid instructional approach that combines elements of e-learning with the traditional classroom environment. It involves starting with learning objectives and then selecting the best combination of delivery methods to meet those objectives.

Asynchronous Learning: When learners participate in an online learning course at different times, it is known as asynchronous learning. This might also be called eLearning or web-based training (WBT). Asynchronous learning allows learners to go through a course at their own pace and on their own schedule

Distance Education Or Distance Learning: Distance Education/Learning occurs when students and their instructors are in different geographical locations and the instruction occurs on an electronic device, such as a computer or mobile phone. The learning can occur in a synchronous environment, in which all participants are connected at the same time or in an asynchronous environment, when participants are engaged in learning at different times.

III. Research Methodology

(Descriptive type)

The purpose of the research is to study the vast growth of in Digital learning. The data is gathered randomly based on the gender, age group and various professions. On the basis of objectives and Literature review questionnaire has been prepared.

Population

Through the questionnaire prepared we were able to get response from 108 respondents. The main aim of selecting respondents from various fields is to get opinion from diverse group of people so that result can be generalized and evaluated on the vast group of population.

Data collection method

Survey Method, A team of researcher has made questionnaire and circulated among people by Google forms and analysed the responses by using pie charts and bar graphs by Percentage Method. This survey has been conducted by random sampling of age group 15 years and above.

Sampling unit: 108 samples.

Sampling method: Non probability sampling (convenience, snow ball)

3. Data Analysis:

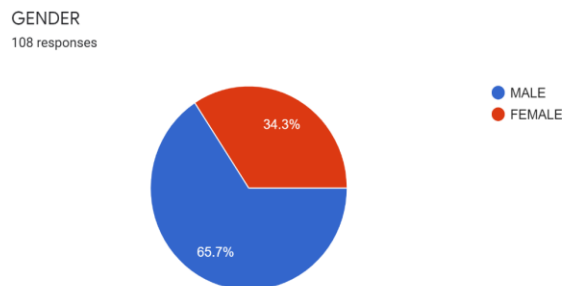


Chart-1

Conclusion: From the above graph we could conclude that around 66% are male respondents and around 34% are female respondent's.

OCCUPATION
108 responses

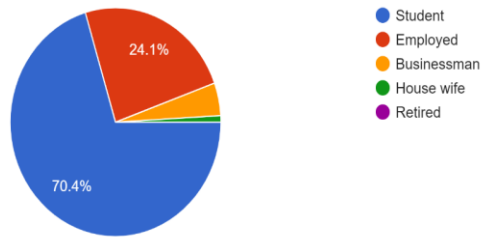


Chart-2

Conclusion: From the above graph we can conclude that maximum number of respondent's that is around 71% were Students followed by employed around 24%.

QUALIFICATION
106 responses

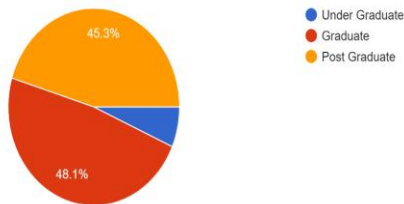


Chart-3

Conclusion: From the above chart we can conclude that maximum respondents are Graduated that is 48% followed by Post Graduation with around 45% and remaining are UnderGraduate.

AREA YOU LIVE
108 responses

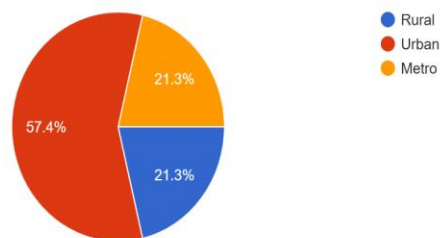


Chart-4

Conclusion: From the above chart we can conclude that maximum number of respondents belongs to Urban region that is around 57%.

WHICH DEVICE YOU USE FOR DIGITAL LEARNING ?

108 responses

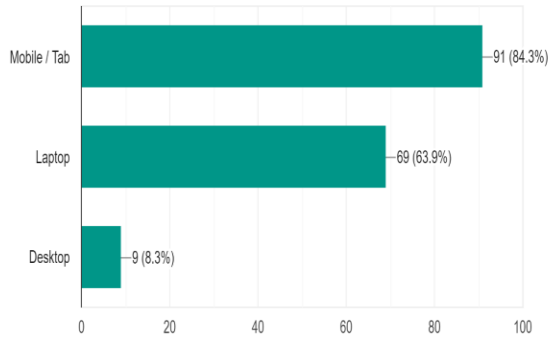


Chart-5

Conclusion: From above chart we can conclude that maximum respondents prefer using mobile/tab for Digital learning as compared to laptop and desktop but it is seen that there is relative usage of mobile and laptop.

PLATFORMS / TOOLS YOU OFTEN USE FOR LEARNING

108 responses

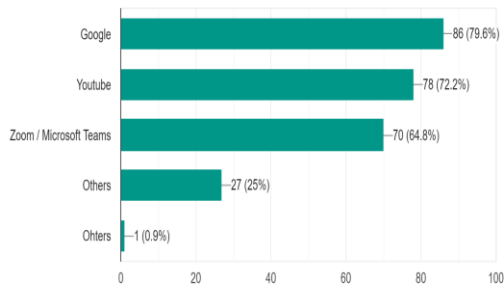


chart-6

Conclusion: From the above chart we can conclude that maximum respondents use Google Platform/Tool for Digital learning, and we can also say that there is relative usage of YouTube and Zoom/ Microsoft Teams.

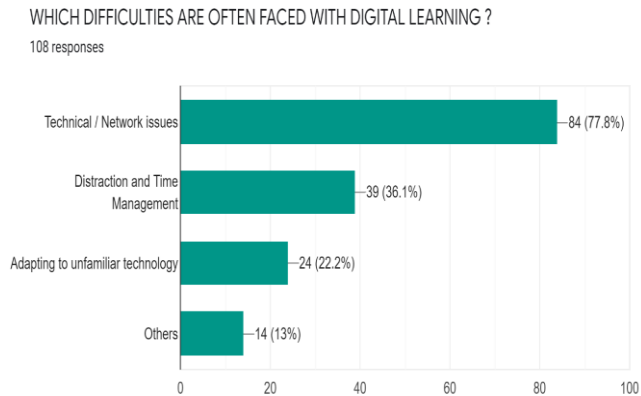


Chart-7

Conclusion: From the above chart we can conclude that maximum respondents face Technical/Network issue while learning online. We can even see that many of them get distracted and have time management issue as well.

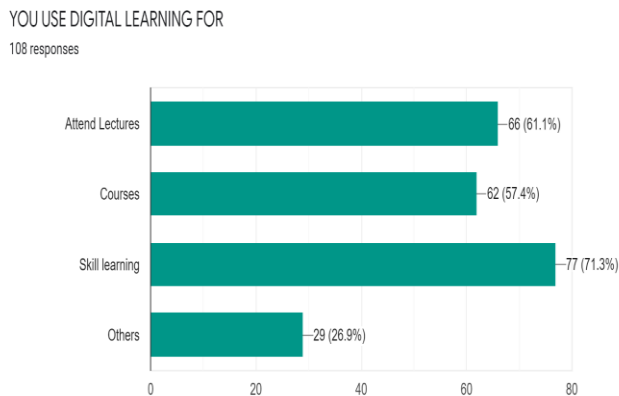


Chart-8

Conclusion: From the above we can conclude that maximum respondents use Digital learning to develop their Skills followed by Attending lectures and Courses.

IV. Findings

- Total 108 people participated in this survey.
- Around 66% of people are Male and 34 are Female.
- Around 71 % are Students.

- Around 48% are graduates, 45% post graduates and remaining 7% are undergraduates.
- Around 57% people lives in urban whereas remaining lives in metro and rural areas.
- It was found that maximum respondents use Mobile device for Digital learning.
- Maximum respondents find difficulties in network and technical issues while learning digitally.
- It was found that maximum respondents used digital learning for Skills learning.
- Around 90 % respondents found Digital learning flexible to use and easy to adapt.
- Around 85% respondents agree that Digital learning has made skill learning more effective.

V. Conclusion

Through this survey we came to the conclusion that many people who use Digital Learning are students. Many of them find Digital learning flexible to use and easy to adapt. Maximum respondent agrees to the thing that Digital learning has helped them with developing skills more effectively. They even find that it has increased the pace of learning and broaden the concept of learning.

Though the people find it flexible, effective and easy to adapt, maximum respondents still believes that Tradition learning gives better understanding. May be this is because we can say there is loss of human touch to it, where everything is virtual. And many a times there is network / technical issues faced which may affect the person.

Teaching is the continuous process everybody should be ready to accept new changes in teaching learning Pedagogy.

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