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Multimedia in E-Education

Dr. Sucheta Parkar

Head, Dept. of Sociology
Kamla Nehru College Nagpur

ABSTRACT:-

This paper presents how we can apply multimedia elements in a way which can be used for educational purpose. The traditional approach of learning system that had been used for the last generation had proved to be very helpful. However, with the help of multimedia, it assists in enhancing our educational system and makes learning more interesting. The problem with the traditional approach of learning is that it is lacking in creativity and hard to understand. This leads to making learning a bit difficult and boring. Traditional methods also lack in resources.

Keywords: multimedia, education, traditional

Introduction :-

Multimedia based E-Learning. ... **Multimedia technology** defines to interactive, computer-based applications that permit people to communicate ideas and information with Animations, digital and print elements. Professionals in the area use computer software to develop and manage online graphics and content. Multimedia has mixed itself into all aspects of education be it online, distance or in the face-to-face classroom. There are many tools used to present multimedia lessons; however, this does not mean they all need to be used in a single lesson, and selecting the right multimedia tool, and content is imperative to ensure learning goals are met. Proper selection and attention to instructional design remains the key determinant in actual learning models and the incorporation of multimedia should be used with basic instructional pedagogy in mind. The overuse of multimedia tools in light of the development of a faster and more efficient world wide web has moved to the profusion of multimedia tools and learning objects in the educational environment. In fact, it could be said that it is this verispread of multimedia technology that has facilitated distance learning, Massive Open Online Courses (MOOCS) and other online educational activity. While it seems that the addition of multimedia activities to e-learning is beneficial and can help in making material available to a wider range of learning types, the plethora of material available has turned courses into veritable mazes of links, options and assignments. While many multimedia tools are very helpful, can the design of many presentations can be problematic and actually hinder learning? In their rush to corner the online market, textbook developers now inculcate in addition to their online text, spaces such as MindTap and Pearson Labs where



videos, flashcards, sample tests, closer looks, 360 aerial shots and instructor added comments and media all can be incorporated into the learning experience

What is e-learning

As globalization of education and the media develop the necessity for new methods of imparting information for educational purposes challenge the old traditional classroom system. In the face-to-face traditional classroom, the physical presence of the instructor and the student is required and the instructor controls of the course material, discussion and pace of the course. E-learning defines to any type of learning that uses electronic instructional material delivered via the World Wide Web and an Internet connection.

What is Multimedia

Webster's dictionary defines multimedia as the combination of more than one medium of expression for communication. This definition of multimedia has been extended in the last 15 years to accept technologies that combine several different electronic communication mediums such as text, graphics and images, video, animation and audio. This electronic media content is often delivered via the Internet. Multimedia has changed many traditional media such as paper books, text and other written material into online, instantaneously available interactive forms that can be seen, heard or read, allowing for multi senses to be engaged in the learning material. The integration of multimedia technology has become a core part of e-learning technologies in order to provide means of delivering various forms of matter. Multimedia applications also attract to student attention, as they are more stimulating than plain textual based presentations and can increase student engagement in all types of learners. It should be noted that not all research supports the existence of learning styles, but multimedia has the power to appeal to individual learners on multiple perception levels making it an invaluable tool in the classroom.

Interactive multimedia and hypermedia include of multimedia applications that the user has more active role. Education is the most useful destination for multimedia and the place where multimedia has the most effective applications, as it enhances the learning process. Multimedia both in nursing education and in medical informatics education has several applications as well. A multimedia project are developed even as a "stand alone" application (on CD-ROM), or on World Wide Web pages on Internet. However, various technical constraints exist for developing multimedia applications on Internet. For developing multimedia projects we are in the need of hardware and software, talent and skill. The software requirements for multimedia development include of one or more authoring systems and various editing applications for text, images, sounds and video

Roles of media in instruction-



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which are appeals student's attention, help students to organize the information and facilitate topic navigation and integrate all the information into knowledge.

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