Importance of Digital Media In Education
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Introduction :_

Teaching is a process which usually takes place in the class room situation and it is more of a formal process. Through teaching the teacher aim at giving same knowledge to the students, passing same information to them and modifying the behavior of the students. Due to Covid-19 situation India is experiencing substantial shifts in economic environment due to fastest changing information and communication technology. While it produces developments those make worlds high speed, knowledge driven and competitive.

Statistics showed remarkable growth in the gross enrollment in higher education which made challenge before education system to make education environment more effective and efficient in Covid-19 situation. Use of Digital media in education is most powerful tool to make teaching learning and evaluation process more interactive, learner centered, well designed for facilitating to learners at anytime and anywhere they wants. It would enrich the efficiency and efficacy of teaching learning process in education. The present research paper deals with a importance of digital media in education with different available tools which helps educator to make teaching learning more effective and efficient in Covid-19 situation

Definition of Teaching :-

1) According to Rabindranath Tagore, 'A teacher can never truly teach unless be is still learning himself. A lamp can never light another lamp unless it continues to burn its own flame.'

2) B.D. Smith :- Teaching is the system of action intended to induce learning.

3) Burton :- Teaching is a stimulation, guidance, direction and encouragement of learning.

In short, teaching is a tripoler process which involves active participation of the teacher, the learner and the teaching learning situation leading to the modification in the behavior of the learner. So we can say that teaching is an art.

Being a teacher educator, College one has to follow previous and latest methods. Apart from Micro Teaching skill and Teaching models, now a days new concept of use of Power Point Presentation has syllabus, in view of this acquiesce of E-learning using multi media has become must now a days for teacher.

Media includes the various teaching aids that are used in instructional process and teaching aids are classified as projected and non projected clicks.

1) The Projected Aids are – Diascope, and epidiascope, OHP, Film and Slide projector sound and Motion film projector, Television, computer and mobile.

2) Non Projective Aids are – Chalk board, Graphic material photo prints models, recording radio etc. with the help of all above aids we given learning experiences to students for better learning.

Concept of E-learning : A Learning system based on formalized teaching but with the help of electronic resources is known as E-Learning. It can also be termed as a network enabled transfer of skill and knowledge and the delivery of education is made to a large number of recipients at the same of different time.

Now a day this facility is also adopted by three years child to ninety years old person also.

Importance of Multimedia in E-Education for teacher and students.

Multimedia is a combination of text, graphic, animation, audio and video which are everything we can see and hear in our daily life (Vaughan 2006). In education, multimedia

applications are used as a source of information to deliver learning resources for students. In education, multimedia is used to produce computer based training courses (popularly called (BTs) and reference books like encyclopedia.)

The Five Multimedia elements text, image, audio, video and animation are main. The first multimedia element is text. Text expresses the information the developer is trying to get across to their viewers. Even though pictures grab the viewers attention, text is a good idea to include, as well, just in case the picture does not load. The second element is image. An image catches the viewers' attention much more quickly than just plain, old text. Almost every multimedia application contains images. Eg. JPEGS and PNG's, Photoshop and Paint. NET create high tech visual effects. The third element is audio. Most of the time, audio files are deployed using plug-in media players. A few audio formats like RealAudio, MIDI, WAVE, WMA, and MP3. The developer will compress the format to shorten the time. Before the file is downloaded, one can stream the audio. The forth element is video. The web is the most common place where videos are seen concerning multimedia elements. A few digital video formats are Flash, MPEG, AVI, WMV and Quick Time. Streaming digital videos can increase the speed of the playback. Developers use videos to hold on to viewers attention. The fifth element is animation. Animation draws in the younger crowd. Adobe Flash is the most common tool for creating these animations. Animations are the most creative and fun multimedia element and teacher training always use this media in their teaching skill.

Multimedia is exactly what is sounds like, multi (many) media (pictures, video etc.). All this is very useful and effective in education. When you click on an image you will get an expansion showing you a description and an embedded youtube video. Examples of this would be playing or pausing a video clip or game, and controlling a 3 D obect. At one point, web-based multimedia was strictly limited as both computers and internet services were too slow to support it. Over time, the significant increase in computer and broadband connection speeds have web-based multimedia possible, and it's successful. It is often used in advertisements, as regular site content (TV shows and photos posted by TV networks or podcasts), informational videos of available products offered by companies, or as "user-generated content".

According to research, a benefit of multimedia learning is that it takes advantage of the brain's ability to make connections between verbal and visual representations of content, leading to a deeper understanding, which in turn supports the transfer of learning to other situations.

While there is no doubt that the interest in technology education is rising, the fast progression in the past years has been impressive. Investments as well as the school spending are on the rise. The benefits multimedia learning brings to the 21st Cen. Classroom, which could be contributing to the recent edtech boom due to covid 19 pendemic. The benefits of multimedia learning are :-

1. Deeper understanding :

As we are preparing students for a future where higher – level thinking, problem solving and collaborative skills will be

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2. Improved problem solving –

A large percentage of the human brain dedicates itself to visual processing. Student attention and retention increase. Under these circumstances, students can identify and solve problems more easily compared to the scenario where teaching is made possible only by textbooks.

3. Increased Positive Emotions.:

According to psychologist Barbara Fredrickson, experiencing positive emotions makes people see more possibilities in their lives. Using multimedia during instructions impacts student's mood during the learning process. With a positive attitude they learn better and tend to be more proactive.

4. Access to a vast variety of information.

With computers, tablets, smartphones and the internet B. Ed., students are today better equipped than ever to search and find the information they need. A study revealed that 95% of students who have access to internet, use it to search for online information. Sharing the information and participating in class discussions is done in a more confident way when access to information is as easy as today.

5. World exploration

With the help of multimedia children can explore and learn about places they would never been to. In a geography class, students can explore different cities of the world, the tallest mountains and the most dangerous jungles. In a science class, space and planets exploration is now possible, in a biology class to rare animals and different habitats exploration can be done.

All together, multimedia learning environments have a direct effect on teaching learning process and even on growing as a person. An effect that differs and can't be achieved as easy whilst using traditional education materials. Therefore, it is no wonder the edtech business is increasing and schools desire more and more to create multimedia learning environments for their students.

Multimedia's best example is "slides" as it combines text and images, and sometimes video and other types too. The various multimedia formats used in educational contexts are :

Text and Graphics

- Slideshow or Presentation.
- Diagrams
- Infographics

Audio	:	* Podcast.			
Vedio	:	* Screencapture	* Talking Head	* Glass Screen	*
Lecture Capture		* Animation			
Other	:	* Webinars and Online Meetings.			
		* Moodle Activities			
		* Blogs			
		* Interactive Context.			

In this way multimedia in education for teacher trainee is very useful while teaching at Colleges for their various subjects.

Conclusion

Use of digital media in education, development in education is imparting knowledge through flexible tools making easy to reach at unreachable sections of society in Covid -19 situation. Adoption of e-education will have tough impact on the teaching learning process education that helps to promote integration of development at international level in education. The applications of e-education help to expansion of education with cost effective, sustainable and dynamic manners to the mass level in Covid 19 Pandemic. E-education enables teaching more productive and meaningful, greater access of students, more convenience for students, personalization of learning, in lockdown situation due to Covid 19 Pandemic.

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