

DIGITAL LITERACY

Digital Learning in Classroom

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Abstract

This paper gives an overview of Digital Learning its potential of providing professional learning and teaching opportunities. It provides one with digital learning tools, models, designs etc. The research will relate to concepts of theory, learning concepts, and information. It includes various digital learning methodologies: Presentation of text using animations, designed tools to practice and test, use of simulators. Its main aim is to identify and analyze various digital methodologies relating to classrooms/campus-based teaching and demonstrative way of teaching and learning. With the advancements in the IT sector, it is vital to make use of technology for learning purpose. This can be achieved through e-learning, online tutorials, virtual conferencing, augmented reality etc. Digital Learning is a way to explore and gain practical knowledge. On the contrary, the use of digital technologies needs to be evaluated by educators on how students can make the best and safe use of these technologies.

Index Terms- Digital learning, Digital tools, Learning methodologies, Simulators.

1. INTRODUCTION

The research paper aims to emphasize on Digital literacy and the importance of digital learning for students. The focus of the paper is to HIGHLIGHT the effective use of technology which will thereby create an opportunity for students to be creative and produce innovate results. Gaining such skills will lead to understanding the ethical use of technology, accountability, social responsibility, and personal productivity. It supports creativity and innovation, communication and information skills, as well as global awareness and civic literacy. Hence, with the help of digital learning students can easily master a skill this can be regarded as one of the benefits of digital learning. It is an optimal opportunity not only for the learners but also for the trainers to get empowered with hybrid learning or digital content resources. The beneficial about web-based digital learning education is that it has allowed educators to increase their efficiency and productivity.

2. OBJECTIVES

The major objectives were to develop skills and confidence among the educators for effective learning and appropriate use of digital technology. It enhances the learner to use appropriate digital tools according to the specific needs. It focuses on the concept of improving the total learning and teaching process of the educator. With the help of advancement in technology, learners are able to connect with visuals for in-depth understanding and as it is said as 'A Picture speaks a thousand words'. And today people get more connected through pictorial representation, visual effects add up to it for great understanding. It provides students with more flexibility through a self -directed approach to learning. Teachers will ensure students are instructed in strategies to filter, analyze and evaluate resources for credibility, relevance, and authenticity.

3. RESEARCH METHODOLOGY

This research will conduct a descriptive methodology approach in doing so the use of journal articles, relevant newspapers, blogs will be used for gathering evidence. Digital learning includes interactive and adaptive software which allows students to learn in their own style making learning personal. It uses applications, programmes designed to solve problems. Digital tools are websites and other online resources that make the task easier. It includes blogs, social bookmarking, podcasts, live documents, video sharing etc. Learning methodologies include different modes of learning through visuals, auditory, reading and writing, and kinesthetic. Simulators include a routine practice for performing an activity. It is designed for evaluative

or computational purposes. Its upshot is accuracy and is often used for conducting experiments. Examples of online, Photomath, learning include app like Udemy, DuoLingo, DesignJot, Lynda, Coursera, TED, Codea, Byjhu. Further will get detailed information about these apps.

LEARNING APPS

UDEMY

Udemy is a comprehensive educational platform for people of all interests. Basically, Udemy is an app gathering multiple online courses on a variety of topics from design to SEO to affiliate marketing. The biggest perk of Udemy is that it provides educational opportunities for learners of any level. There are courses for beginner, intermediate, and advanced levels.

DUOLINGO

This mLearning app is a perfect fit for anyone who wants to learn the new language from scratch. This interactive app is a great tool to learn new words, master grammar, and improve listening or speaking skills. The biggest advantage of DuoLingo is that it contains interactive exams and provides official certification upon the completion of each course.

DESIGNJOT

One more amazing mLearning app is DesignJot. Created specifically for instructional designers and trainers, this mobile app allows users to plan, design, and even build training courses of their own. This app is exceptionally useful for those whose job is to teach others and those who want to make the process of learning as interactive and engaging as possible.

LYNDA

This mLearning app is essentially a catalog of business courses for managers, marketers, accountants, and others. Users of Lynda can access sources, save them for offline viewing, share the best ones with friends, and even create course playlists.

COURSERA

Probably the most popular and well-known educational app, Coursera deserves all the attention it gets. Basically, it's a mLearning app featuring the best educational materials from top colleges and universities around the world. Inside this app, users get access to more than 2,000 courses on different topics. One of the biggest advantages of this app is that it provides courses in different languages.

TED

Ted is yet another world-famous educational initiative in a form of a learning app. The core idea of TED is to share educational and inspirational speeches of top professional and opinion leaders. At the moment, there are over 2,000 videos users of this app can access for free. Learners can search for content in more than 100 languages.

CODEA

With Codea, it becomes increasingly simple to turn thoughts into interactive creations. All it takes is to type code, press play to see it run, and then interact with it. This mLearning app features a 2D and 3D renderer, provides lots of cool examples one can learn from, includes intelligent syntax highlighting, as well as video and sound recording. People can create simulations and games for their visual ideas. The app is available for both iOS and Android users.

PHOTOMATH

PhotoMath is another great app for online learning. To use this app, one should point a camera towards a math problem and the app will show the result with detailed instructions. This app features camera calculator, detailed instructions, and even handwriting recognition. PhotoMath is a way to study maths with ease. It is available for both iOS and Android users.

BYJU'S

The App serves educational content mainly to school students from classes primary to higher secondary level education. The company trains students for competitive examinations in India such as IIT-JEE, NEET, CAT, IAS as well as for international examinations such as GRE and GMAT.

4. **ADVANTAGES**

1. BETTER ORGANIZED

It enables the learner for organized learning with self-direct materials, stretches to comprehend information and provides productive learning.

2. EASILY UPDATABLE

Digital learning is easily updatable if one is connected regularly to the changes taking place and getting upgraded with it. With regular updates, it enhances the learners for productive and effective learning

3. VARIED LEARNING TOOLS

It includes various learning tools using websites, blogs, mobile apps, tablets, i-pads, PCs.

4. INDEPENDENT LEARNING

Independent learning involves self-learning it provides one with the opportunities to learn in their own technique, style. It involves an individual to act, think and pursue their own studies autonomously.

5. QUICK DATA ANALYSIS

It provides one with an option to create different types of charts including line, columns, graphs. As graphs provide one with the exact figures.

6. INTERACTIVE DIGITAL MATERIAL

It involves services on products such as text, video, audio, and video games. As video conference allows one to solve its doubts through proper understanding.

5. **DISADVANTAGES**

1. UNRELIABLE INTERNET

If one is not connected with the required connectivity it is not possible to obtain the results. There are network related issues, the server issues which relates to unreliable internet.

2. LACK OF EQUIPMENT

If appropriate equipment is not used while working it may result in logging problems. Hence proper instruments should be used for proper surfing, browsing etc.

3. REQUIRES KNOWLEDGE & SKILLS

For digital learning appropriate knowledge is required for its working and to handle the required tools. One should be able to adapt the skills for effective learning.

4. COST INVOLVED

Cost is the bigger factor as it involves its buying as well as its maintenance. The big amount is involved in its repairs. It should be used effectively for life long use.

5. TECHNICAL PROBLEMS

It is not easy to adapt from virtual learning as it involves a lot of factors like new apps, websites it's working etc. It struggles with adaptability, time management, technical issues etc.

6. SECURITY ISSUES

It includes issues like malware, spam, authentication flaws, sensitive data exposure, security misconfiguration. Creation and modification of the contents by an unauthorized person lead to misleading.

6. CONCLUSION

Digital Learning uses technology to strengthen the student's learning experience with a mix of tools and practices. Educators, policymakers, administrators, and teacher preparation and professional development programs now should embed these tools and resources into their practices. Working in collaboration with researchers, cultural institutions, and all other stakeholders, these groups can eliminate inefficiencies, reach beyond the walls of traditional classrooms, and form strong partnerships to support everywhere, all-the-time learning. Technology is a versatile and valuable tool for teaching and learning and becoming a way of life. It is expected to combine with current teaching trend and utilize the advantages of digital learning to develop practical teaching strategies for the teaching effectiveness. Finally, digital learning promotes deeper learning allowing personalized competencies development of the students with deeper learning possibilities and extended access to information and knowledge.

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