



ISSN: 0975-833X

Available online at <http://www.journalcra.com>

INTERNATIONAL JOURNAL
OF CURRENT RESEARCH

International Journal of Current Research
Vol. 15, Issue, 01, pp.23197-23199, January, 2023
DOI: <https://doi.org/10.24941/ijcr.44504.01.2023>

RESEARCH ARTICLE

USAGE OF TECHNOLOGY, MULTIMEDIA IN EDUCATION AND ELT

*Mrs. Radhika, A.

Asst Prof English Anurag University Hyderabad, India

ARTICLE INFO

Article History:

Received 14th October, 2022
Received in revised form
12th November, 2022
Accepted 25th December, 2022
Published online 20th January, 2023

Key words:

Classroom Scenario, physical to virtual, multimedia Tools, video lecture, blogs, electronic Dictionaries, different styles and levels of Learning, Collaboration, Digitalization, Social Media, Multimedia Skills, English Language skills. Apps like GoAnimate, Kahoot, AnswerGarden, Prezi, Imovie. Deeper Understanding, improved problem solving, vast variety of information. Use of Audio books, music Videos, Short video Clips, Audio-Visual Clips etc.

*Corresponding Author:
Mrs. Radhika, A.

ABSTRACT

Use of technology and multimedia has been of utmost help during his pandemic. It has become more and more important as the classroom scenario changed from physical to virtual. Technology enables teachers to adapt to classroom activities thus enhancing language learning process. Use of multimedia and also technology grew more now as a tool to help the teachers facilitate language teaching and learning at all levels. Teachers now-a-days can choose from You tube videos, blogs, ppts, electronic dictionaries, video lectures and some applications as well. In this pandemic situation where education became virtual, it is important for the teacher to upgrade and then engage the students in an active and interesting manner. It supports 24x7, builds 21st century skills and also increases student engagement in all kinds of digital activities.

Some benefits of using technology may be as follows:

1. Creates a more engaged environment and easy learning. It may be a distraction sometimes but by proper and guided instruction it can work wonders.
2. Incorporates different styles and levels of learning for all levels of students.
3. Improves collaboration among the students as they help each other in a very interactive way.
4. Prepares children for the future as the future lies in Digitalisation.

Use of Multimedia in ELT: Multimedia content helps to enhance easy learning process and leads to better knowledge retention as the old saying goes we remember when we see and learn more quickly. Social media plays a vital role in every student's life. It is often easier and more convenient to access information, provide information and also communicate via social media. Read-aloud is a popular and effective way to improve the word knowledge. Multimedia enhances English Language Skills of the learning by using five elements like graphics, texts, audio, video and animation.

Some Multi-media tools

- Animoto(video tool which allows to create/share videos)
- GoAnimate
- Podomatic
- Prezi
- iMovie

Benefits of Multimedia learning

- deeper understanding
- improved problem solving
- access to a vast variety of information etc.,

How to use Multimedia in classroom

- using Audio-books
- using song files and music videos
- short video clips etc.,

Copyright©2023, Radhika. This is an open access article distributed under the Creative Commons Attribution License, which permits unrestricted use, distribution, and reproduction in any medium, provided the original work is properly cited.

Citation: Mrs. Radhika, A. 2023. "Usage of Technology, Multimedia in Education and ELT". *International Journal of Current Research*, 15, (01), 23197-23199.

INTRODUCTION

Use of technology and multimedia has been of utmost help during his pandemic. It has become more and more important as the classroom scenario changed from physical to virtual.

Technology enables teachers to adapt to classroom activities thus enhancing language learning process. Use of multimedia and also technology grew more now as a tool to help the teachers facilitate language teaching and learning at all levels. Online education originated from the University of Illinois in 1960. Although the internet would not be created for another 9 years, students were able to access class information with linked computer terminals.

The first online course was offered in 1968 by the Electronic University Network for DOS and Commodore 64 computers. In 2002, MIT began providing online classes free of charge. Digitized communication and networking in education started in the mid 80s. Education Institutions began to take advantage of the new medium by offering distance learning courses using computer networking for information. Early e-learning systems, based on computer based learning/training often replicated autocratic teaching styles whereby the role of the e-learning system was assumed to be for transferring knowledge, as opposed to systems developed later based on computer supported collaborative learning (CSCL), which encouraged the shared development of knowledge. In 2020 due to the COVID-19 pandemic many schools across the worlds were forced to close, which left more and more school students participating in remote learning, and university -level students enrolling in online courses to enforce distance learning. An educational technologist tries to analyse, design, development, implement and evaluate process and tools to enhance learning. Educational Technology encompasses e-learning, instructional technology, information and communication technology (ICT) in education, Ed Tech, learning technology, multimedia learning, technology enhanced learning (TEL), computer based instruction (CBI), computer-managed instruction, computer

based training (CBT), computer assisted/aided instruction(CAI), internet-based training (IBT), flexible learning, web-based training (WBT), online education, digital education-collaboration, flipped classroom, distributed learning, cyber-learning, computer mediated communication, multi-model instruction, virtual education, personal learning environment, virtual learning environment(VLE), m-learning and digital education. Teachers now-a-days can choose from You tube videos, blogs, ppts, electronic dictionaries, video lectures and some applications as well. In this pandemic situation where education became virtual, it is important for the teacher to upgrade and then engage the students in an active and interesting manner. It supports 24x7, builds 21st century skills and also increases student engagement in all kinds of digital activities. If we ask students to communicate with each other in English they never try to do so for fear of making mistakes and being laughed at. But they can do it easily if virtual characters are there.

Some benefits of using technology may be as follows:

- Creates a more engaged environment and easy learning. It may be a distraction sometimes but by proper and guided instruction it can work wonders.
- Incorporates different styles and levels of learning for all levels of students.
- Improves collaboration among the students as they help each other in a very interactive way.
- Prepares children for the future as the future lies in Digitalisation.
- Connects you with students at all times in a single go.

Some advantages of using technology:

- It is easier, faster and more effective means of communication.
- Better, more efficient (different levels) techniques.
- Less wastage
- Ability to develop new and innovative approaches.
- Innovative in many fields.
- Better learning techniques.
- Easy access to information.

Some technology tools a teacher should always possess

- Google classroom
- You tube
- Nearpod
- Kid blog
- Kahoot
- Answer garden
- Padlet

The most common tools of web 2.0 include Wiki, blogs, podcasts, social networking and video conferencing. Studies have revealed that wikies are useful tools for learning and teaching as they provide collaborative writing.

Pros and Cons of Technology in education:

- Using technology can excite young learners.
- Use of technology can distract students.
- Prepares students for the future (digital)
- Detaches children from opportunities for socialization.
- Technology encourages spontaneous learning.

Current Educational Technology trends

- E-Learning
- Video-assisted learning
- Artificial intelligence
- Gamification
- Immersive learning with video and audio recordings.
- Speech to text options
- Custom learning experiences

Use of Multimedia in ELT: Multimedia contributes a lot to higher quality teaching. Its content helps to vary and enhance the learning process and leads to better knowledge retention. An educational video can provide more opportunities for students to engage with the content. Students around the world can learn from course content made available through video. Multimedia includes a combination of text, audio, still images, animation, video and interactivity. Multimedia content helps to enhance easy learning process and leads to better knowledge retention as the old saying goes we remember when we see and learn more quickly. The present day teacher should recognise multimedia to be one kind of teaching method, only then we can utilize modern education techniques reasonably to fulfil the target of English language teaching. Multimedia in the classroom could include PPTs that are prepared by the teacher, commercial software such as multimedia encyclopaedias that are used for reference or instruction, or activities that directly engage the students in using multimedia. Social media plays a vital role in every students life. It is often easier and more convenient to access information, provide information and also communicate via social media. Read-aloud is a popular and effective way to improve the word knowledge. Multimedia enhances English Language Skills of the learning by using five elements like graphics, texts, audio, video and animation. The four main contents of 21st century education brought forward by UNESCO are: how to know, how to do, how to live together and how to be. The target should be to cultivate the students comprehensive and oral expression abilities. By using audio-video we can cultivate the students listening, speaking, reading and writing abilities which are the final aim of any teaching (developing the students intercommunicative ability). At the same time we should enhance their self-study ability and comprehensive ability.

Following are some major characteristics or features of a multi media system:

- High processing power for download of all kinds of materials.
- File system
- File formats that support multi media
- Input/output
- Operating system
- Storage and memory
- Network support
- Software tools

Some Multi-media tools

- Animoto (video tool which allows to create/share videos)

- GoAnimate
- PodOmatic
- Prezi
- iMovie

Basic features of multimedia

- Audio capabilities
- Assessment capabilities
- Branching capabilities
- Graphics and Animation
- Features that support video
- Format templates, Themes, Skins and Text features
- Support and user community features
- Integration with Social Media

Multimedia tools and Applications

- Audio, Video processing
- Education and training
- Multimedia analysis and internet
- Artificial intelligence
- Virtual reality and 3-D imaging
- Wireless, Mobile computing
- Animation and Graphics
- Visual Communication

Benefits of Multimedia learning

- Deeper understanding
- Improved problem solving
- Access to a vast variety of information etc.,
- World exploration
- Increased positive emotions

How to use Multimedia in classroom

- using Audio-books
- using song files and music videos
- short video clips etc.,
- use multimedia technology to complete assignments, research new possibilities and generate hypothesis.
- Videos can take students on a fieldtrip around the world, show science/lab experiments and help explain abstract or new ideas.
- Not only share their own work, but can view so many other resources and gather data from around the world as well.
- Videos can sometimes demonstrate complex ideas and access other time and place better than speaking can.
- Videos can also help instructors overcome limitations like large class sizes and limited time.

Advantages of Multimedia:

- It is user friendly ie you can sit and watch the presentation, you can read the text and hear the audio.
- Increased learning effectiveness
- Reduces training cost (Number of people can be trained at a time).
- Provides high quality of presentations
- Multi-sensorial (hearing, seeing and talking)
- Drill and practise exercises can be presented in a dynamic and fun way, often in a game setting.
- Most students find learning when using multimedia a more stimulating and motivating than learning through textbooks.

Disadvantages of Multimedia:

- A distraction among many students
- Requires management and training
- Leads to Tech disparities
- Less face time
- Health issues with students spending long hours in front of a computer need to be considered
- Computer literacy is mandatory for teachers and learners to use these resources.
- Time is required to select suitable multimedia resources that are relevant, of high quality and have educational value.
- Money, time and skill are needed to produce multimedia resources such as a short instructional video or programme
- It should be viewed as a support to learning and not as a substitute for good teaching or a teacher.

Text and graphics include Slideshows, Presentations, diagrams and infographics. Audio includes Podcasts and recordings, screen captures, lecture captures and animations. Other multimedia components include Blogs, Vlogs, Webinars and other interactive content. Massive Open Online Courses (MOOCS) are created largely through videos. These courses consist of a series of learning modules that explain content punctuated by comprehension checks at the end of each section.

REFERENCES

- <https://en.wikipedia.org>>Educational-Technology
<https://www.teachthought.com>>Technology
<https://www.braincert.com>
<https://elearningindustry.com>
<https://www.teachingchannel.org/videos/teaching>
<https://digital.bu.edu>
<https://www.literacyworldwide.org>>blog
<https://www.nuiteq.com>>company>blog
<https://www.slideshare.net>
