



CURRENT TRENDS AND OPPORTUNITIES IN E-LEARNING: A STUDY

N.Venkatesh* P.Vineeth Kumar**

* Lecturer and Research Scholar in Management Studies, Department of Humanities and Social Sciences (H&SS), JNTUH College of Engineering, Hyderabad, Telangana, India.

** Student pursuing 5 th year in Integrated Dual Degree Programme (IDP), B-Tech+MBA with Bachelors in Computer Science and Engineering (CSE), Masters in MBA with specialization of Marketing, JNTUH College of Engineering, Hyderabad, Telangana, India.

Abstract

Traditional learning is learning through textbooks and classroom teaching. There are many limitations with this kind of learning as it cannot reach more number of people. E-learning is a new innovation in the field of learning which can accommodate more number of people through e classes, online portals and various other forms. Websites, certified online courses, E-learning portals are the most known forms of e learning. With the rapid advancement in science and technology ,there are many new forms of e learning that are emerging. This article mainly focuses on the current trends in e learning like virtual reality, Game-based learning, personalized learning etc.

Key Words: E-Learning, Curriculum, Virtual Reality, Certified Online Courses.

1. Introduction

The rapid advancements in the field of science and technology and the ease of access to internet made students and job goers incline towards e learning keeping the time constraint in mind. Sometimes in college searching for a right book and exact content in libraries consume lot of time. Everything is easily available and accessible in digital platform. In the current generation students are to be well equipped with using the modern technology.

There is a growing demand for higher studies, especially in india. Sometimes this learning cannot be made in a traditional way due to time constraints. In india number of applicants for any course are three to five times greater than number of seats available. In such situation to serve more number of people e-learning, is the only solution. It is also referred to as internet-based learning or training. It is the experience that is delivered by electronic technology. This experience can be over the internet, intranet, CD-ROM, satellite based TV etc.

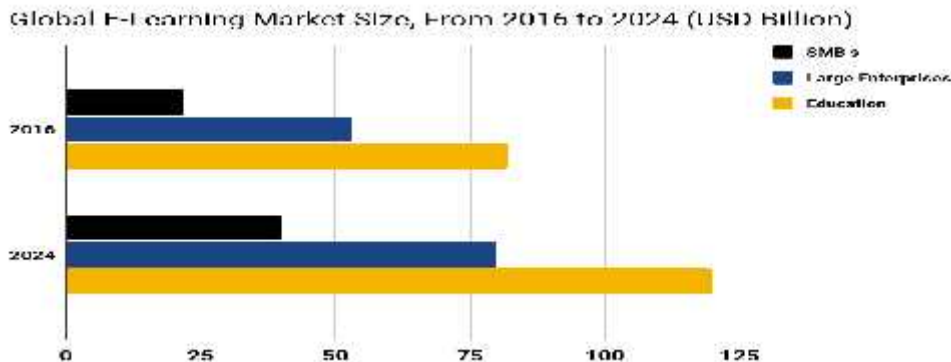
2. Scope

E-learning is generally implemented in two forms :It is implemented in Educational institutions for educating people. Further E-learning is generally used in companies to provide training for its employees in a particular skill and to upgrade their skills. But still many people in rural areas are unaware of E-learning resources. They think that going to college/University is the only way to get the education/degree they want.

In rural areas in India if we can make E-learning as the source, then it can provide advantage to many people who do not have access to go to University, but they can listen to the classes thought in the university. With changing time basic education is thought with single computer in rural areas which has helped several students to get exposed to primary basic levels of education.

3.1 Global E-learning market

It is expected that global e-learning market to reach \$65.41 billion by 2023. The increase of E-learning training solutions in the corporate industry is the major factor contributing to the growth of E-learning industry especially in SMB's and large Enterprises.

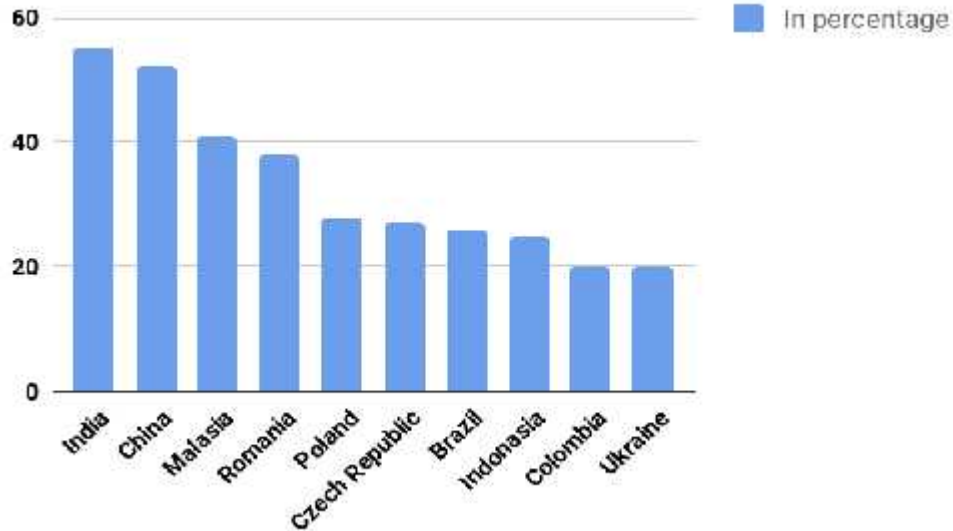


Source: Global market insights(www.gminsights.com).



From the above diagram it can be inferred that growth rate for the SMB's is 81%, large enterprises is 50.94% and for Education is 46.34%. The higher estimated growth rate in SMB's and large enterprises can be attributed to the fact that employees can customize their training facilities to match their needs and pace of learning.

Top ten countries by growth percentage in E-Learning



Source: E-learning Statistics And Facts For 2015(Www.Elearningindustry.Com).

Benefits of E-learning

Benefits of e learning can be attributed to many of its features. It is this features that made it a million dollar company. Some of the benefits of the E-learning are listed in the figure below:



Source: Current trends of E-learning in India: IRJET. (Page no: 2).

4. Current Trends in E-learning industry

With the rapid growth in the adoption of E-learning in the last few years across the globe, there are new ways with which E-learning can be done. With the newer devices and advancement in technology the mode of access of E-learning is changing rapidly. Some of the current popular trends are discussed below.



Virtual Reality(VR) and Augmented Reality(AR)

Both VR and AR are the hottest modes of conducting training. Traditionally they are used for gaming purposes and to enhance movie experience. VR is used in performing high risk tasks and procedures. Using a QR code (abbreviated from Quick Response Code) learner can scan the object and get more information about it. He can explore more about a device, tool or a technology. With the prices of glasses and other equipments reducing VR is becoming affordable for the institutions to experiment with.

Micro learning

Microlearning gives the new way of delivering the objective specific ,targeted ,no-nonsense learning bytes. It helps in quick learning ,increased productivity and easy tracking. It can be in the form of short videos and clips or interactive video, short game, quiz or even an interactive. It can be taken on any device. It is making its impact and is likely to grow.

Intelligent Assistants/Chatbots

Whether it may be Siri on iPhone or Cortana on Windows which provides exact answers to the questions provided to them with the help of artificial intelligence. With this inspiration organisations will develop their chatbots/knowledge assistants which provide the needed information to the web surfers.

Game-Based Learning: Gamification and game based learning will have greater impact in critical role based information. Many organizations are investing to gamify their courses to retain the interest in learner and learn by fun. Traditional compliance courses, information security, procedural training, product training, sales training, and many more can be easily gamified and made interesting enough for the learners to invest their time and energy in an activity that they traditionally don't enjoy.

Adaptive Or Personalized Learning Customized To Specific Learning Needs Adaptive or personalized learning is all about customizing existing modules available in libraries to specific groups. The biggest benefit for organizations is that they don't provide all modules for all learners. Instead, they provide focused training and increase their ROI. Now, how can this be achieved? Pre-tests can be used to gauge the current understanding of the audience. Based on the performance of learners, the modules are provided to them. Areas where a learner has scored low are addressed/remediated. Learners are provided with specific modules, series of questions, and materials to improve upon those areas. This is going to be an important trend in relooking at the custom space. Companies really don't have to invest more. It will be a one-time effort where pre-tests, libraries of modules, and assessments are created.

Interactive video based learning

Video based tutorials on the YouTube and other online sites have been becoming popular nowadays. For example, Human Resource department of government of India have launched NPTEL lectures which provides free lectures from experienced IIT professors. There are many YouTube channels like Unacademy, NPTEL lectures etc which provide free videos on YouTube.

Social Learning:

When learning is distributed or when sharing happens amongst peers, education improves. Forums, chat boxes, note sharing help people share ideas in a collaborative environment. Organizations will be willing to experiment with social learning platforms that are strictly built for a collaborative workspace. Social learning is not the same as social media sharing, though people tend to consider them the same thing.

5. Conclusion

The main aim of this study is to discuss the current trends and opportunities in the E-learning industry which will have a rapid growth in future. With the rapid advancement in the field of science and technology, some of the new trends like augmented reality will seriously help in solving any complex problems. The customized learning and game-based learning will maintain the interest among the users. The rapid increase in the estimated growth of market share of E-learning industry reveals the fact that it is the big happening thing in the future, especially in India, where the growth rate tends to be around 55%. Also it is necessary for the government to make a thorough evaluation when it comes to choose an e-learning software for education in order to improve the knowledge of learners, the learning outcomes, the performance outcomes, and in order to value the money spent.



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