# E-Learning: A Tool for Library and Information Services


| Syed Fayyaz Mohasin | Prof. P. A. Shinde | Dr. Khaparde. V.S |
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| *Research Fellow*<br>Mahatma Phule Krishi Vidyapeeth<br>Rahuri-413 722 Dist. Ahmednagar<br>(M.S)-India<br>Email: f.mohasin73@gmail.com | *University Librarian*<br>Mahatma Phule Krishi Vidyapeeth<br>Rahuri-413 722 Dist. Ahmednagar<br>(M.S).India<br>Email: mpkvlibrarian@gmail.com | *Associate Professor & Head*<br>Dept.of Library & Information Science,<br>Dr. Babasaheb Ambedkar Marathwada University,<br>Aurangabad. (MS)-India<br>vaishali_khaparde@rediffmail.com |



## Abstract

*E-Learning is re-emerging as a solution for delivering online, hybrid, and synchronous learning regardless of physical location, time of day, or choice of digital reception/distribution device. E-Learning implementation is an area in progress that continues to evolve with time and further research. Researchers in the field argue that e-Learning is still in its infancy, resulting into numerous implementation strategies across a wide e-Learning spectrum. In this paper, it covers meaning of E-Learning, objectives of E-Learning, Advantages of E-Learning, and some of the reasons that institutions and enterprises are turning to e-Learning to help engage learners with ideas and information in revolutionary ways. Finally, it offers practical suggestions for creating digital learning experiences that engage learners by building interest and motivation and providing opportunities for active participation.*



***Keywords***: e-Learning; Virtual Classroom, Mobile Learning, Learning Technology, Information Science.


## Introduction:

The Information and Communication Technology revolution and informed explosion has led to the emergence of electronic information era, where ICT has changed the way of human life several researches have been done to identify the factor affecting learners'acceptance of the e-learning system. India has achieved the status of a developing country from that of an under developed country and its leadership in the field of Information Technology is being accepted by one and all. We are in the threshold of the Knowledge and Information era which is also known as the era of rapid change, by eliminating barriers of time, distance and socio economic status individuals can now take charge of their own lifelong learning. E-Learning is becoming an increasingly important part of education these days. It is the paramount importance for the professionals to provide the most viable combinations of knowledge sources that will keep their capital their employee/ worker base the most competitive possible. The scope of such learning to

unpleasantly very broad, the introduction of new technologies like, e-learning into Indian scenario is ready to create many challenges, including skills, financing, capacity and many other. E-Learning is a very good technology provided by the present day technology advancement and innovations, Indian students are taking help from teachers sitting abroad in this a student from a remote area of country can complete his/her education from Capital New Delhi. The hype generated by this e-learning environment has necessitated a huge increase in demand from facility members for services to enhance e-learning and e-learning infrastructure, in many cases this demand has not been matched by similar efforts towards institutional investment. E-Learning is a concept derived from the use of information and communication technologies to revise and transform traditional teaching and learning models, and practices has evolved in the post decades.

**Meaning of E-Learning:**

E-learning is a term that covers many approaches, which have in common the use of ICT. E-learning is a technique of delivering educational content through Digital Interactive Television, Video-conferencing, audio-conferencing, Internet/Intranet, Worldwide Web, Video/Audio tapes, Video-on-demand, CD-ROM/DVD-ROM etc. Broadly speaking E-learning is of two types, Synchronous E-Learning and Asynchronous E-learning

- **Synchronous E-Learning**:

  Synchronous E-Learning establishes contact between instructors and students at the real time. Examples of Synchronous Learning are live radio/live interactive television broadcasting videoconferencing, teleconferencing, chatting, on-line seminar etc.

- **Asynchronous E-Learning:**

  Asynchronous E-Learning doesn't establish contact between instructor's students at the real time. Examples include extraction of knowledge through CD or DVD or video or audio tapes or through web pages. Correspondence through E-mail falls under this category.

E-learning provides faster learning at reduced costs, increased access to learning and clear accountability for all participants in the learning process. Thus E-learning is the delivery of knowledge through digital means over the internal, either to replace or to augment face to face teaching with a computer based virtual learning environment.

- Learning is facilitated and supported through the use of ICTs;
- Learning is accomplished over internet;
- E-learning is the delivery of content via electronic media;
- E-learning is the delivery of content via electronic media;
- Learning activities based on electronic format; and
- Software created to teach the user new skills and methods.

**Objectives of E-Learning**

The following are the objectives of E-learning:

- All students and teachers will have access to information technology in their classrooms, schools, communities, and homes;
- All teachers will use technology effectively to help students achieve high academic standards;
- All students will have technology and information literacy skills;
- Research and evaluation will improve the next generation of technology applications for teaching and learning;
- Digital content and networked applications will transform teaching and learning; and
- Distance education provided the base for E-learning's development.

**Advantages of E-Learning:**

- E-learning provides opportunity both formal and informal learning communities;
- Learning resources can be relatively easily developed using a variety of standard packages, hence more compact and durable;
- In E-Learning, one can make use of and link into, other relevant resources available on the Internet;
- E-Learning provides flexible delivery of content material over Internet for 24x7 hours;
- Online delivery of reading materials is relatively cheap, as there are no printing and distribution costs;
- E-learning provides flexible communications to students, tutors, LIS professionals as they can communicate to each other both in real time and asynchronously across the globe;
- E-learning enables both one to-one and one-to-many combinations;

- Higher maintenance of content through personalized learning;
- Improved collaboration and interactivity among students. Teaching and communication techniques create an interactive online environment;
- Another advantage of E-learning is less embarrassment at the time of online examination or training and practice because there will not be any disgrace for a person having fear of failure in front of group;
- Contents can be updated quickly and in time; and
- Users can be exposed in modern technique in teaching-learning process.

**TYPES OF E-LEARNING:**

**Virtual Classroom:**

The intention of virtual classrooms is to extend the structure and services that accompany formal education programs from the campus to learners. Neutral classroom are for those who may by perusing a distance education program made up entirely of online lessons. Rapid e-learning: uses tools such as Adobe captivate and Adobe Presents to reduce the time it takes to produce rich, engaging FLV learning content, while allowing more non-technical contributors.

**ONLINE LEARNING;**

Learning management systems are serving as the basis for building online programs where the learning is entirely through digital mode.

**MOBILE LEARNING:**

It takes advantage of place independent flexibility that comes from working away from the PC; it provides the opportunity to connect informal learning experiences that occur naturally throughout the day with formal learning, such as in the virtual class model using interesting programmes or online learning. Performance support systems: is simple and straight forward or much immersive, depending on need and critically of performance.

**CHALLENGES OF E-LEARNING:**

Determination of nature and extent of information -availability of Internet and its effective use -Use of incorporated information effectively -Access needed information effectively -Use of

information ethically and legally -legal and social issues associated with the surrounding of the information.

**CORPORATE E-LEARNING:**

Corporate are using e-learning as means of communicating, training and enhancing employee value across the organization and countries, holding seminars, workshops or conferences detract employees from their work and results of such practices are at the best weak, being able to instruct employees with the job through e-learning, can prove to be extremely valuable to any business.

**E-learning technologies:**

At present, e-learning technologies encompass three main areas of activity:

• **Content creation and management:** the sourcing, creation, storage andmanagement of e-learning content — functions typically addressed by alearning content management system (LCMS);

• **Learning management:** the capture and application of informationabout learning resources, existing skills and learning activities to measureand manage learning outcomes at the organizational level — functionstypically addressed by a learning management system (LMS); and

• **Learning activity:** the delivery of e-learning content, facilitatinginteraction and learning assessment — functions typically performed byinstructors or trainers (Brennan, Funke& Anderson 2001: 10).

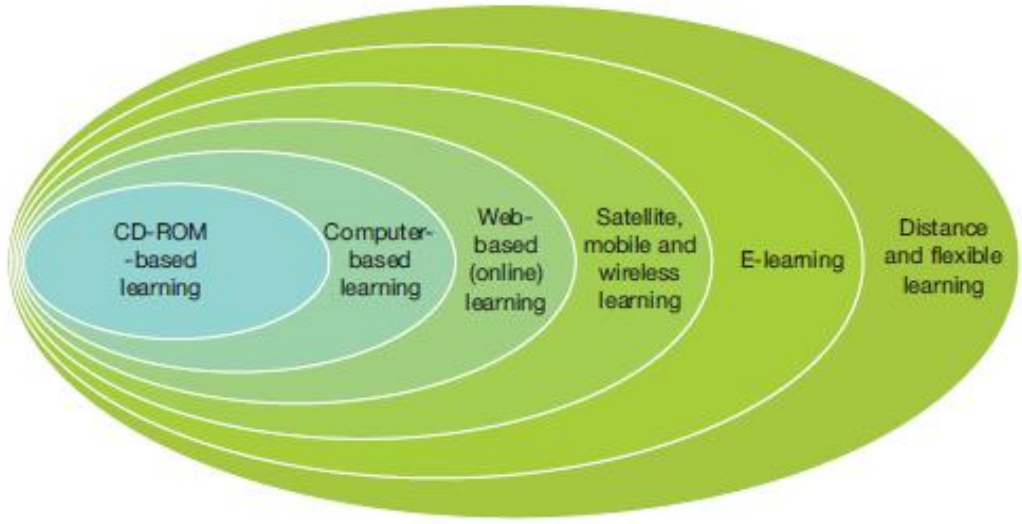
The three do not necessarily exist as discrete, identifiable systems. There isoverlap and ambiguity in their functions and definitions.The term 'virtuallearning environments' is also sometimes used to promote systems that havecharacteristics of all three. Put simply, an LCMS generates, stores, structuresand delivers e-learning content (Brennan, Funke& Anderson 2001: 4),whereas an LMS is more an administrative tool that handles enrolment orregistration, tracks students' progress, and records assessment scores andcourse completions.

**E-learning, distance education and flexible learning**

E-learning has historically been linked with distance education and flexible learning. In distance education, various technologies can be used to linklearners, instructors and resources that are

removed in time or space. Thehallmark of flexible learning, as its name suggests, is its adaptability tolearners' needs and circumstances. Burns, Williams and Barnett define flexiblelearning in terms of its flexible 'entry, course components, modes of learningand points of exit', which offer the learner 'control and choice regarding thecontent, sequence, time, place and method of learning', including flexibleassessment processes (1997: 16). While e-learning may be seen as a form offlexible and distance learning, not all flexible and distance learning necessarilyinvolves e-learning (Rosenberg 2001: 29).As shown in Figure 1.5, e-learning exists in a wider field of endeavor and has relationships that overlap with many different approaches.

**Figure: Learning technologies, modes and relationships**




*Based on Urdan & Weggen 2000: 9*

**E-learning Interface Design: A Holistic Process**

**Roles**

In defining this process, it first is advisable to determine the roles. Often on an e-learning project,several roles exist, including instructional designer and graphic artist, as two that affect the interface.In the process I have defined, the design lead, or "design architect," is responsible for the learner'sexperience. This role definition places one person in charge of the learner's experience, and avoidsthe pitfalls of a design-by-committee approach. Further, it defines the graphic artist's role as doing theartwork as directed by the architect, rather than implicitly

making larger decisions about the learner'sexperience. It is also assumes the programming or authoring can be done by either the designer, orby someone who reports to the designer.

**Summary of the Process**

In this section itdescribes an e-learning design and development process which is geared to produce asound interface. While these project development stages are not designed solely for interfacepurposes, they are key parts of a holistic approach to e-learning design which isnecessary to ensure a good interface. Several content-development stages from an overall processhave been omitted, in the interests of focus.

- Step 1: Specify the audience and its characteristics
- Step 2: Articulate the goals
- Step 3: Develop concept and learning methodology
- Step 4: Develop specific teaching points, scenario overviews (in the case of a training program)
- Step 5: Design sketch: Wireframes
- Step 6: Sample screens/storyboard (full graphics)
- Step 7: Single-path demonstration
- Step 8: Design document
- Step 9: Prototype version and primary usability testing
- Step 10: Implementation completion and pilot testing

**E-Learning in Library and Information Science:**

ICT has changed the role of university libraries. One of the interesting effects is a much stronger orientation towards the university's strategic processes. Libraries are playing a supporting role in E-learning, in distance learning, in the development of the virtual universities. E-learning offers a range of opportunities to library and information professionals. These include providing new services and resources, enhancing the role of the information centre within the organization, and career development. E-Learning and teaching is unlikely to replace face-to-face training and education. It is rapidly becoming an important additional delivery method and it offers new learning opportunities. E-learning offers the opportunity for information workers across different countries to work-together and construct their own professional knowledge through virtual

communities of practice. It requires information workers to develop new skills in the design and development of E-learning materials and programmes, new approaches to learning and teaching, online communication skills, and also, new ways of working with each other.

**E-Learning in Digital Libraries:**

Most of the university libraries in India can be grouped under the Hybrid libraies category, wherein you have the conventional and electronic resources to meet the requirement of its user. Communication and data transfer or interchange has become easy with the help of Internet and email attachments.

**Conclusion:**

E-learning allows for efficient transfer of knowledge in real time process, while at the same time empowering learners with the information technology awareness and skills crucial to succeed in the present Knowledge Revolution Era.The E-learning and E-resource are dual source of nectar in information revolution in resource centers. The E-learning will be one of the hottest new technology areas within the next few years.

The world scenario of LIS education is changing fast. The change is enforced by many forces such as technology, demographic features, economic characters, etc. The LIS education is responding to these changes by making appropriate changes in its teaching-learning strategies. Adoption of e-learning in LIS is robust indicator of this response. The Indian LIS education too, is slowly but steadily making progress in this direction. Availability of proper and adequate infrastructure will add momentum to LIS e-learning in India.

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