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ABSTRACT

Objective: To provide education in the use of Information and Communication Technology or ICT. To encourage higher-level thinking and creativity through ICT. To deliver students with a learning experience in instructional technology. To promote computer-based educational resources.

Methods: Technology-based learning programs come in different delivery modes and forms. They can be self-paced, and have a varying focus of instruction. Technology-based learning (TBL) constitutes learning via electronic technology, including the Internet, intranets, satellite broadcasts, audio and video conferencing, bulletin boards, chat rooms, webcasts, and CD-ROM.

Technology-based learning as the learning of content via all electronic technology, including the Internet, intranets, satellite broadcasts, audio and video tape, video and audio conferencing, Internet conferencing, chat rooms, e-bulletin boards, webcasts, computer-based instruction, and CD-ROM.3 TBL also encompasses related terms, such as online learning and web-based learning that only include learning that occurs via the Internet, and computer-based learning that is restricted to learning using computers. E-learning is synonymous with TBL and has largely replaced it in scholarship and industry as the term of choice. Therefore, the report uses these terms interchangeably.



Methods and Tools Technology-based learning uses a series of delivery methods and hardware and software tools to manage and deliver learning content and manage and track learner progress, as well as learnerto-learner and learner-to-instructor communication. In this section, we provide brief descriptions of each of the most common delivery methods and tools used in TBL and the role they play in a TBL environment.25

- Tutorials are self-paced training programs delivered online or from a CD-ROM. They may contain audio and video and allow learners to control key aspects of the learning experience. They may track progress and include quizzes and a competency assessment.
- Web Conferences are synchronous meetings in a virtual environment. They are usually centered around a website where visual and text content is displayed, and include audio and sometimes video. A single facilitator may drive the visuals or they may involve interaction among multiple participants. More advanced web conference environments try to mimic most typical classroom interactions and allow for polling, live chat, and other interaction among participants. Smaller web conferences sometimes are called Webinars. Both may be archived for later asynchronous delivery.
- Online Forums (also called bulletin boards, discussion groups, or news groups) allow learners to interact with each other and the instructor through threaded discussions by posting messages on specific subject areas, starting new threads and sub-threads, or posting replies to others. Online forums are either self-moderated or moderated by an instructor or expert facilitator, and the threads are typically archived. In order to participate in a forum discussion, a learner has to visit the specific online location to review the postings of others and post messages.
- Electronic Mailing Lists (also called listservs) allow members to send messages to other members of the same mailing list. They are different from online forums in that postings are delivered to e-mail boxes and are not typically archived in a communal online space.
- Wikis and Virtual Collaborative Workspaces allow members of a group to share a virtual space on the web where they can store reference documents, add and edit documents and track progress on a collaborative work effort.
- Blogs (Weblog) are web-based journals and are usually a component of a larger personal or corporate website. Some are more topical and others are highly personal. They typically allow readers to post replies or to be promoted to a co-contributor role. In an online learning environment, they can take on the role of a learning journal. Simulations allow learners to model or role-play in a scenario as a way to practice or test learning. Applications range from simple scenarios to complex, highly scripted, and interactive games.

Results: The benefits of using technology in learning include the improvement of learners' mental and physical health. By using these tools, students are able to enhance their learning and their cognitive skills, which in turn helps them improve their academic performance as well as their physical health.

Accessibility, offering anytime and anywhere delivery • Training that is self-paced and matched to the learners' needs • Full scalability • Timely dissemination of up-to-date information • Streamlined and effective learning delivery.

Conclusion: Teaching is an essential part of educational special function is impart knowledge, develop understanding and skills.

In today's world, technology is a major part of our lives. While the generation of our grandparents had to learn to use computers, notebooks, i-pads, and i-pods as adult, students now entering schools are already familiar with these technologies.

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