

# Multimedia in E- Learning: A New Trend in Learning Environment

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## INTRODUCTION:

E-Learning is the use of technology to enable people to learn anytime and anywhere. E-Learning can include training, the delivery of just-in-time information and guidance from experts. It is a new education concept by using the Internet technology, it delivers the digital content, provides a learner-orient environment for the teachers and students. The e-learning promotes the construction of life-long learning opinions and learning society. Delivery of the digital content is the main characters of e-learning. We can tell what is e-learning and what is not. This definition extends the environment on the Internet. We mean that the Internet provides a learning environment for the students and teachers. This environment is learner-oriented, so we can throw out the thoughts of traditionally teacher-center's instruction in classroom. E-learning comprises all forms of electronically supported learning and teaching. The Information and communication systems, whether networked or not, serve as specific media to implement the learning process.[1]

## BACKGROUND OF THE STUDY

Educational materials that have been effectively designed will facilitate the achievement of desired learning outcomes for students. Effective design of electronic learning materials relies on instructional design processes that reflect the absence of or reduction in face-to-face instruction. This change in learning context is an important factor distinguishing online or e-learning from Design and Implementation of Multiple media, and therefore requires different educational design considerations will be include in this study.

The worldwide e-learning industry is estimated to be worth over \$48 billion according to conservative estimates[3].

Developments in internet and multimedia technologies are the basic enabler of e-learning, with consulting, content, technologies, services and support being identified as the five key sectors of the e-learning industry[4]

The American Psychological Society, and published in 2000, concluded that:

*'Learners learn more using computer-based instruction than they do with conventional ways of teaching, as measured by higher post-treatment test scores.'*

Specific studies from Fletcher (1999), Kulik (1994), Willett, Yamashita & Anderson (1983) all confirm that learners learn more using computer-based instruction than they do through traditional classroom methods.

Brandon Hall (2001) notes that the learning most suited to e-learning conversion includes information and knowledge,

and processes and procedures. This report noted that learning gains have been found in:

- learners' attitudes toward the e-learning format and training in general
- learners' scores on tests, certifications or other evaluations
- the number of learners who achieve 'mastery' level and / or 'pass' exams
- learners' ability to apply new knowledge or processes on the job
- long-term retention of information

A study by the Open University, "Towards Sustainable Higher Education: Environmental Impacts of Campus-Based and Distance Higher Education Systems," found that on average, the production and provision of distance learning courses consumed nearly 90 percent less energy and produced 85 percent fewer CO<sub>2</sub> emissions per student than conventional campus-based university courses. The main savings were due to a reduction in the amount of student travel, economies of scale in the use of the campus site, and the elimination of much of the energy consumption of students' housing. In other words, studying from home and using a home computer was far more energy efficient.

The Open University study examined in detail energy costs associated with E-learning can also save trees by saving paper. Many e-learning courses are entirely self-contained, presenting all learning content online, or providing alternatives to paper-based forms of communication through such tools as email, PDF manuals, synchronous classrooms, and other web-based tools.

## OBJECTIVE

The focus of much e-learning activity will upon the development of courses and their resources. Successful e-learning takes place within a complex system involving the student experience of learning, teachers' strategies, teachers' planning and thinking, and the teaching/learning context. Staff development for e-learning focuses around the level of technological delivery strategies when other issues such as the teachers' conception of learning has a major influence on the planning of courses, development of teaching strategies and what students learn. This research work will propose a more comprehensive framework for the design, development and implementation of e-learning systems in higher education.

Preparing and developing e-learning materials is a costly and time consuming enterprise. This Study will highlights

the elements of effective design that we consider assist in the development of high quality materials in a cost efficient way. There needs to be a reason or motivation to undertake an educational activity if the learning is to be memorable and considered valuable.

#### **ES-LEARNING BENEFITS AND CHALLENGES**

E-Learning is an important consideration in education for several reasons:

1. Implemented correctly, it can reduce some of the costs associated with education
2. It allows schools to educate people they could not previously (e.g. people that work for a living, people geographically dispersed, etc.)
3. Many students communicate better in a web based environment than in the traditional classroom. Studies have shown that students who would not raise a hand in class will be very active in posting to discussion boards for example.

e-Learning is a challenge for educational institutions because the technology involved can be difficult to manage and use. A lot of training or practice is required to get proficient in e-Learning solutions. For example, Flash based applications need to target customers that have a large learning audience to justify the expense. Virtual classrooms are often a more cost efficient solution in many cases. e-Learning is an active and growing industry. It may take a hit with the economy being like it is but it will re-emerge very strong.

#### **CONCLUSION**

The above paper focuses on what actually e-learning is and its importance of in educational and other field. The study will increase technology affords opportunities to educational designers to amplify the strengths and weaknesses in both the activities and the delivery systems. It is because of this amplification of technological tendencies that the design phase is so critical. Experience becomes knowledge through reflection, which is enhanced by timely and appropriate criticism. Effective e-learning design will include provision for feedback that amplifies the learning from the experience, and enables students to increase their level of skill and knowledge.

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