The Impact of E- Teaching in Economy and Business

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Abstract: The word "e-education" refers to the application of Internet technology to the release of knowledge experiences. Education via the Internet, network, or standalone computer. e-learning is essentially the network-enabled transfer of skills and knowledge. e-learning refers to using electronic applications and processes to learn. e-learning applications and processes include Web-based learning, computer-based learning, virtual classrooms and digital collaboration. This paper looks at the evolution of education models for higher education and how network and communication are affecting and changing the practices today. How the global demand for new knowledge and skills, and the necessity for lifelong learning, will drive the growth of e-learning. One of the reasons for this is the strong relation between e-teaching and business interests. The paper will discuss this relationship and why it can be perceived as a moral threat. Briefly, the paper argues that the necessary legitimacy that education enjoys in a high degree is a result of the ethical quality of education.

Keywords: why e-education, e-learning features, ICT, Ethics.

1. INTRODUCTION

E-education involves e-teaching and e-learning along with the various organizational and planned measures needed to maintain teaching and learning in an Internet atmosphere. It will incorporate a local, regional, national and international view of education. E-learning is learning which takes place as a result of experiences and interaction in an Internet environment. It is not limited to a normal school day and can take place in a range of locations including home, school and group of people locations e.g. libraries, cafes etc.

2. E-TEACHING AND E-LEARNING

The prefix "e" has become increasingly evident on the lives of people in ways many could not have imagined less than ten years ago. With relative ease, the "e" is used with activities like real estate, retailing, banking, entertainment and now education. The "e" stands for electronic and it relates to the use of the Internet to undertake the wide range of activities. As we become more familiar with the language of the Internet we find just how much it pervades our daily lives in the dot.com age. We readily recognize http:

//www........ as an Internet web site and see it plastered on vehicles, billboards, hot air balloons, merchandise and in the electronic and print media. Educators are now beginning to hear terms like e-teaching, e-learning and e-education as these subtly become part of our regular vocabulary.

educational approaches that reach learners in their locations provide learning resources for learners enable learners qualify without attending college in person open up new opportunities for keeping up to date no matter where or when they want to study. makes use of several different media. Students may learn through print, broadcasts, the internet and through occasional meetings with tutors and with other students.

Open Learning Technologies Information Communication Technology has been used to support Open and Distance learning This concept is referred to as (electronic Learning)eLearning Content delivery modes include: 1. Audiovisual tools 2. Email and WWW 3. CDs and DVDs 4. Video Conference 5. E-Learning Platforms.

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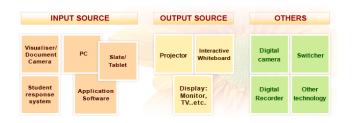
3. E-LEARNING FEATURES

e-Learning platforms features News (forum) and Events (calendar) Students know the upcoming events, such as deadlines and submission dates. Also students can be informed on any course news through a forum, in which they can respond. Add Resources: Compose a Text Page or Web Page Allows you to created sophisticated documents which can be displayed in any web browser. The editor works like a word-processing which used the formatting tools to customize text.

e-Learning platforms features Create Link to File or Web Site Allows you to upload a Word document, a PowerPoint presentation, a spreadsheet or any other file type. In addition you can also easily add links to other web sites to give your students access to important web resources. File Formats that can be uploaded: RTF ,HTML ,PDF ,PowerPoint (ppt),Pictures (pict, tiff, jpeg , gif, png),Audio files (wav, mp3, ram, mov) Video files (mov, wmv, rv)

e-Learning platforms features Chats. The Chat module allows participants to have a real-time synchronous discussion via the web. This is a useful way to get a different understanding of each other and the topic being discussed the mode of using a chat room is quite different from the synchronous forums. The Chat module contains a number of features for managing and reviewing chat discussions. Forum Forums are the primary tool for having a discussion online and are the central organizing feature in the Social course type. Forums allow a teacher and students to communicate with each other at any time, from the Internet. Students can also log in and communicate with one another independent of teacher.

Educational ICT tools can be divided into 3 categories: Input source, Output source and Others.



Worldwide research has shown that ICT can lead to improved student learning and better teaching methods. A statement completed by the National Institute of Multimedia Education, proved that an add to in student experience to educational ICT through curriculum integration has a

important and positive impact on student success, particularly in terms of "Knowledge • Comprehension" • "Practical skill" and "Presentation skill" in subject areas such as mathematics, science, and social study.

4. EVER-GROWING EDUCATION SECTOR

The market size of the Indian Education industry aggregated to Rs 3,833.1 million during FY2013 according to Care research. According to a report by ENY, higher education sector in India is expected to witness a growth of 18 per cent CAGR till 2020. At present, the sector witnesses spends of more than Rs 46,200 crore which is estimated to grow over Rs 232,500 crore in 10 years.

5. ETHICS AND E-TEACHING

The central argument of this paper hinges on the recognition that education and ethics are deeply intertwined. This is important because ethics provides a basis of legitimacy which, albeit often in the background, is of central importance for the role of educational institutions in society. The following section will therefore be used to outline the relationship between ethics and education.

6. CONCLUSION

E-learning has grown significantly over the last decade to become a significant mode of instruction in higher education. This article tried to demonstrate that the use of computers and information technology in education, especially higher education, can pose a moral problem because of the business interests that it involves. Education has been shown to be a deeply moral activity that relies on its generally accepted legitimacy. This is where the argument presented in this paper becomes interesting. If the thesis is correct and eteaching has the potential to threaten the moral underpinnings of education, and thereby its legitimacy, then we are looking at a problem that educators, as well as educational administrators, politicians and the public at large will have to deal with. An academic would be wise to undertake an assessment of the learning and programmatic outcomes it hopes to achieve through e-education. India has the largest number of technology and multimedia professionals in the world. According to NASSCOM, the trade association of Indian IT and IT-enabled services industry, the country adds more than three million professionals every year. This is one of the main reasons why e-learning content is readily available in India. The content market is expected to grow at a CAGR of 18.4 per cent from FY 2014-FY 2018 according to Docebo report. Moreover, India is also becoming the hub of E-learning content outsourcing. According to Bersin by Deloitte, an online course development project may cost 20-40 per cent less in India. This is arguably the most important reason why many companies outsource their E-Learning projects to India.

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