E LEARNING AND INNOVATIVEPEDAGOGIES: AN OVERVIEW

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ABSTRACT

The paper aims to examine technological changes in education, with a particular focus on the role of e-learning and innovative pedagogies. It encompasses a wide range of modalities in a continuum from "face-to-face" (taking various forms from students studying abroad to campuses abroad) to "distance learning" (using technologies and including e-learning). Internationalization is therefore "a process of integrating an international perspective into education. It requires an institutional vision to motivate people to change the whole, to think globally and collaboratively. It is a path to an ever-changing, diverse external environment that focuses on the global environment. Technology also provides hands-on learning opportunities that can be integrated into all school curricula, including math, reading, science, social studies, and other academic subjects. It gives students the opportunity to collaborate with their peers, resulting in learning from each other. Together, these factors can have a positive impact on student learning and motivation. Another reason technology is a factor in enhancing learning is the fact that technology is becoming such an integral part of our everyday lives. Universities are adopting various plans, policies and strategies to internationalize education in response to these global demands. UNESCO (2006) has given the following definition of internationalization of education. "It is higher education that takes place in situations where the teacher, student, program, institution or provider, and course materials cross national jurisdictional boundaries. Cross-border education may include higher education provided by public or private and non-profit/for-profit providers.

Keywords: E- Learning, Innovative Education, Learning Experiences, Curriculum Reform.

Introduction:

E-learning is a learning environment that uses information and communication technologies (ICTs) as a framework for teaching and learning activities. It has been defined as "pedagogy supported by technology", although "digital technology" is more accurate. Note that higher education and industry have very different ideas about what e-learning is and how it can/should be used, due to different institutional goals. E-learning has its roots in distance learning and is part of the revolution brought about by the new media: the Internet. Educators and trainers were quick to see the potential for advancing learning with the advent of new web technologies. Proponents of e-learning argue that it breaks down barriers to learning (especially for adult learners in higher education), such as time and distance constraints. Media comparison research "proves" that there is no difference in learning outcomes between e-learning and traditional face-to-face instruction. Over time, more and more instructors/institutions are incorporating e-learning components into the practice of teaching in higher education as a way to facilitate learning.

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The digital revolution represents a fundamental change in the nature of learning and education. Information and communication technologies (ICTs) are transforming academic research and scholarship - introducing an entirely new platform for knowledge and learning. Along with cloud computing and virtualization, artificial intelligence and high-performance computing are now poised to fundamentally reshape the nature and scope of education. Despite this new high-tech environment, there remain significant concerns about the ability of contemporary education systems to adapt to technological innovation.

Innovative pedagogy is the process of proactively introducing new teaching strategies and methods into the classroom to enhance academic outcomes and address real-world problems to promote equitable learning. Innovative pedagogy can be described as the art of teaching; it refers to the technique, approaches and types of instruction the adoption of technology ads another factor to consider in course design to produce successful e-learning and teaching require an understanding of how students learn and communicate with technology. The education sector has been long overdue to adopt technology trends. The latest trends in educational technology are a refreshing change. Since the pandemic shifted learning from the classroom to the home, we have witnessed new ways of educating. Innovative trends in educational technology provide opportunities to fulfil growing educational needs. Solutions such as online classes offer a way to keep classes going, and trends such as augmented reality and immersive learning are fundamental to harnessing growth and enhancing the learning experience.

As the pandemic has necessitated distance learning, it has provided a unique opportunity to adopt digital trends that can be adapted and applied to face-to-face education. Emerging trends in education technology focus on connectivity, versatility, and student-centered learning.

E-LEARNING AND INNOVATIVE PEDAGOGIES:

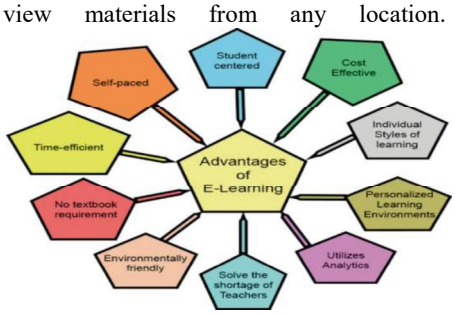
Internationalization is therefore "a process of integrating an international perspective into education. It requires an institutional vision to motivate people to change the whole to think globally and collaboratively. It is a path towards an ever-changing, diverse external environment that focuses on the global environment. This has led to a growing demand for e-learning platforms, and overnight this technology has become one of the hottest trends in education. Many educators are also using animations, podcasts and videos to make the e-learning experience more fun and interactive. From customized learning environments to cost effectiveness, e-learning has many advantages, which is why we will see this trend grow in the future.

- **Smart Class:** Continuity gives us roots; reinvention helps us build the future. The year was 2003. That year, something that had remained unaltered for centuries - the classroom - changed forever. Educomp Smart Class was born. Educomp has already been adopted by over 5500 progressive schools in India. Smart class is changing the way teachers teach and students learn in schools. It's a new age technology movement that is fast becoming an imperative for schools. Soon it will touch every classroom and every progressive school in India. A smart classroom is a classroom equipped with computers and audio-visual equipment that allows the professor to teach using a variety of media. The entire classroom in the schools is a smart classroom. Each classroom is equipped with the following:- A Windows XP Enabled PC, Internet access through the podium PC, DVD and VHS player, Room speakers, Laptop connection for guest speakers, LCD projector, Projector screen.
- **Virtual Learning Environment (VLE), Or Learning Platform:** It is a Web-based e-learning education system that models traditional face-to-face education by providing equivalent virtual access to classes, course content, tests, homework, grades, assessments, and other external resources such as links to academic or museum Web sites. It is also a social space where students and teachers can interact through threaded discussions or chat. It typically uses Web 2.0 tools for two-way interaction and includes a content management system. Virtual learning environments are the basic components of modern distance learning, but they can also be integrated with a physical learning environment, which can be called blended learning. Virtual learning can be synchronous or asynchronous. In synchronous systems, participants meet in "real time" and instructors deliver live instruction in virtual classrooms.
- **Collaborative Learning:** It is a context in which two or more people learn or attempt to learn something together. In contrast to individual learning, people involved in co-

learning use each other's resources and skills (asking each other for information, evaluating each other's ideas, monitoring each other's work, etc.). More specifically, collaborative learning is based on the model that knowledge can be created within a population where members actively interact by sharing experiences and taking on asymmetric roles. In other words, collaborative learning refers to methods and environments in which learners engage in a common task in which each individual is dependent on and accountable to the others. It includes both face-to-face conversations and computer discussions (online forums, chat rooms, etc.) Methods for studying collaborative learning processes include conversation analysis and statistical discourse analysis. Collaborative learning is strongly rooted in Vygotsky's views that there is an inherent social nature to learning, as demonstrated by his theory of the zone of proximal development.

- **Video-Assisted Learning:** Another development that has been advantageous both during and after the pandemic outbreaks is video-assisted learning. This technology is similar to e-learning in that it also relies on video and other visual modes. However, instead of a real-time class, students can watch these instructional videos at any time. Although this medium predates the need for widespread e-learning, the pandemic forced people to make updates to meet modern needs, and it is a much more subtle medium that has been instrumental in distance learning.
- **Growing Big Data:** As various educational institutions embraced the distance learning trend following the pandemic closures, we saw larger data sets than ever before. With many schools operating remotely, educational institutions had a unique opportunity to collect data on students, including their responses and engagement levels. This data could significantly improve the student learning experience, but it's understandable that critical information was lost in this deluge. This is where big data shines: teachers can measure teaching techniques and methods against student performance, allowing them to see which methods are most effective.
- **Artificial Intelligence:** One of the most powerful applications of AI in education technology is the automation of activities such as grading. AI can grade multiple-choice questions and fill in the blanks without the involvement of a teacher. AI programs can also customize learning paths for each student, allowing them to learn at their preferred pace. Students can explore their lessons at a comfortable pace, reducing the frustration associated with traditional teaching methods.
- **Learning Analytics:** Research, tracking progress, and analyzing data have improved the learning process. Learning analytics builds on these pillars, but also offers new ways to use the information collected. Learning analytics uses computational analysis methods from data science and artificial intelligence to improve the quality of learning and teaching. Learning analytics programs help educators' measure student growth and predict academic success. It also pinpoints students who are at risk of failing or dropping out. Learning analytics programs assess overall skills and provide educators with insights that allow them to focus on areas other than academics and more.
- **Gamification:** Educators are always searching for ways to deliver knowledge through fun activities, and gamification can be the answer. Gamification is the application of game-like mechanics to everyday activities to increase student engagement. This emerging trend is gaining momentum in primary education. Students can learn valuable information while feeling like they're playing a fun game. gamification improves student engagement and allows them to learn without feeling bored. Gamification has several benefits, including supporting students' cognitive development. Gamification can also create a positive classroom environment and help students work together.
- **Cloud Technology:** Cloud technology software allows students to work together on projects and collaborate from any location. The popularity of this technology increased during school closures and maintained its momentum after students returned to face-to-face learning. With cloud technology, students can access programs and files from any device, including laptops, desktops, tablets, and phones. Cloud technology also gives students more access to different programs and saves teachers time by eliminating the need to update computers every day.
- **Asynchronous Learning:** Online learning gives students more mobility and freedom during the academic day. It allows students

to set their desired learning schedule within a given time frame. Students can view educational information and materials at any time during the week as long as they are completing their required assignments and tasks. Asynchronous learning allows students to take a hands-on role in their education and to practice self-direction and time management skills. Online learning makes this possible by allowing students to view materials from any location.



New Trends in Teaching and Learning:

Teaching is the process of responding to people's needs, experiences, and feelings and intervening to help them learn certain things and go beyond what is given. Interventions typically take the form of questioning, listening, giving information, explaining a phenomenon, demonstrating a skill or process, testing understanding and ability, and facilitating learning activities (such as note-taking, discussion, writing assignments, simulations, and practice).

1. **Mastery-Based Grading**: Many teachers are looking for ways to replace letter grading. Some worry that traditional grading methods do not adequately measure student progress. Mastery-based grading measures how well students have developed the competencies they have learned in the classroom and provides opportunities for remediation. This way, students can continue to practice skills they haven't mastered and avoid discouragement.

2. **Personalized Learning**:- In recent years, there has been a growing interest in personalized learning. When a school's curriculum adapts to a student's individual needs, it's more likely to promote student progress because each child can move at his or her own pace. In addition, adaptive software programs allow teachers to use the same program for all students in their classroom, including those with learning disabilities.

3. **Trauma-Informed Practices**: It relates to any intervention designed to meet the unique needs of children who have experienced trauma. With more than half of all children experiencing a traumatic event before they become adults, it is imperative to provide training and implement strategies that support these children. Teachers and students have all experienced the traumatic effects of the COVID-19 pandemic, which has brought this particular trend to an even higher level of discussion than before.

4. **Genius Hour**: Genius Hour is a relatively new educational technique that allows students to work on projects of their own choosing for an hour each day. Students are encouraged to exercise their creativity and independent thinking skills, and they can also develop a genuine love of learning.

5. **Digital Citizenship**: For students, it is the ability to use technology and the Internet effectively and appropriately. Good digital citizenship is increasingly necessary, but as assignments and lessons traditionally done in person move online, it's even more important for students to build the skills they need to develop a healthy relationship with digital media.

6. **Bite-Sized Learning**: Bite-sized learning teaches children specific academic skills in short, focused activities. It "takes into account the modern demands of learners' lifestyles, which can inhibit longer periods of focused study and classroom time. In other words, it allows students to learn real skills that build on each other in convenient, shorter bursts over time, rather than all at once in long classroom lessons or lectures.

7. **Mindfulness**: The cultivation of mindfulness involves awareness and acceptance of both the external world and our internal experiences. By teaching mindfulness in the classroom, you can help improve students' responses to stress and reduce their overall stress levels. This can be useful for social and emotional skills, as well as for helping students who are feeling overwhelmed.

8. **Brain Break**: Brain breaks are short, five- to ten-minute activities-such as dancing or getting up to stretch-that allow students to refresh after long periods of classroom concentration. They are most effective when scheduled throughout the school day. By taking these breaks, students are less likely to

feel stressed or anxious and are better able to focus on their next lesson or assignment.

9. **Experiential Learning**: Experiential learning is a strategy that allows students to learn and develop skills in a setting outside of the classroom, according to Western Governors University. For elementary students, opportunities for experiential learning may be limited. But students can still make the most of this strategy by taking students on field trips (virtual or otherwise) and giving those assignments that encourages them to learn outside of school.

10 **Learning Management System**: Learning Management System is a platform designed to organize and track online learning activities and initiatives. With the growing realization of the prominent role of technology, the advancement will start and pave a new way that will bring revolution to young minds.

Characteristic of Effective Learning:

Learning groups come in many sizes and shapes and are created for a variety of purposes. They can be used to break up a lecture with peer exchanges that require students to organize, explain, and otherwise cognitively process their learning. The main purpose is to provide support and encouragement, and to help students feel connected to a community of learners. Technology plays a very important role in the field of education, especially in the 21st century.

- **E-library:** An e-library is an electronic collection of books. It is a set of documents available through electronic means by using digital technologies.

- **Digital E-Books:** The digital technology is developing so fast that great changes have occurred in the way of reading digital e-books that contain educational material at an advanced level.
- **Flipped Classroom:** It is a technique in which, students watch lecture videos as homework and the discussion is carried on about them in the class time by the teachers.
- **E-Resources:** E-resources, a technology of constituent communication, managing critical data, through proper search the learners scan get a new sight about latest research areas.
- **NPTEL:** National Programme on Technology Enhanced Learning (NPTEL) is a Government of India sponsored collaborative educational program. It aims to improve the quality of education in a country by providing free online courseware. The lecture can be transmitted online too many places at once.

Conclusion:

In the end, the classroom came alive, and the eternal tug-of-war between the teacher's challenge to explain and the students' struggle to understand gave way to inspired participation in the journey of discovering new concepts. Another approach is to explore the potential of students' own experiences, interests, concerns, and lives as a starting point for creating a meaningful, relevant, and engaging curriculum for young people. Technologies have a very positive impact on education, but they can also have some negative effects. Teachers and students should take advantage of the good and eliminate the drawbacks that hold many students and schools back from achieving excellence. This paper examines the current paradigm shift in the use of technology in the classroom, which is occurring because of the explosion of technology in society and the need to reframe and expand the worldview, methods, and content to make business communication education relevant. Among the positive consequences of globalization are the expansion of people's horizons, access to knowledge, and the products of science and technology. Therefore, it is time for every country to adopt a more technologically equipped education sector for the future. India is a leading supplier of the changing skilled workforce. Students are preparing themselves to face the challenges ahead in a global village. Education system gets expert facility & required financial support from management. The impact on technical education implies too many as a change in the curriculum taught in our universities. The era of 21st century is often considered as the era of technology. Technology improves the learning outcomes of students. Technology has proved to be effective for making efficient adaptation with education system.

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