

PLACES AND SPACES FOR LEARNING INCLUDING DIGITAL LEARNING, VIRTUAL LEARNING AND DIGITAL TASK

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Abstract: In the new age, ideas about learning spaces represent a significant opportunity for higher education. It makes learning more successful through the application of information technology. Learning places and spaces refers to how schools design, maintain and update IT infrastructure, learning places, spaces and resources, to maximize learning opportunities. It contains sub-elements like access and physical layout, types of ICT available for learning, accessibility to ICT for all students in all classrooms, creation of learning environments, use of ICT for diverse learning and teaching opportunities etc.

Key words-Digital Classroom, digital learning, virtual learning and digital task.

Introduction:

Classrooms were the primary locus for learning in higher education. Other spaces are the library, the faculty office and cafe in town. But classrooms were by far the single most important space for learning. When the World Wide Web has emerged as the primary way as most people use the Internet the learning place has changed automatically. Information technology provides a telephone, a digital camera, and an operating system running a variety of applications. In parallel with these developments in IT, an entire generation of learners has grown up using computers and other network devices. While for previous generations IT was a kind as an optional tool but for the next Generation student IT is essential.

Net Generation students have a symbiotic relationship; they are closely related to IT. IT's 24 hours availability, and its increasing value as a communications tool; Net Gen students are social and team oriented, comfortable with multitasking, and generally positive in their outlook. This is nothing but digital learning which has following benefits: -

- 1) It provides e-Learning in safe and secure
- 2) learner-centered
- 3) Flexible learning spaces and connected with digital environments.
- 4) It also explores virtual learning environments and provides access to learning resources outside of school hours. If we planned for resourcing equitable learner access to ICT, and resourcing the changing ICT needs of the whole school community, including support for learners through efficient administration and student information processes.
- 5) It will definitely support the diverse and changing needs of learners, while responding to new and emerging technologies that enhance learning.

Aspects of Digital Classroom: -



These developments impact the locus of learning in higher education. Due to this classroom are expanded and evolved, virtual space has taken its place along with physical space. Over the past decade, higher education has invested millions of dollars in classroom technology addition to documents cameras, DVD players, Internet access, and projectors. But it is now possible to bring much more diverse materials to the classroom, to present them in a variety of ways, and to devise new classroom activities for students. As a result, the concept of the classroom has expanded to include this set of new functions.

1.Videoconferencing: -

These new classroom capabilities have, in turn; sparked interest in new pedagogical approaches wireless networking among all class. Videoconferencing makes it feasible for an invited expert from a remote institution to join a class session. Discussions, notes, and other in-classroom events can be captured and disseminated for further study technology acts as the lever that makes it possible to develop new and more effective pedagogies. Hence the classroom and the activities associated with it are evolving.

The digital resources used in higher education are increasing and delivered via the network & network connectivity is increasingly portable. This means that learning can occur anytime and anywhere. Net Gen students, using a variety of digital devices, can turn almost any space outside the classroom into an *informal* learning space. Similar to the traditional classroom, educators have an important opportunity to rethink and redesign these non-classroom spaces to support, encourage and extend students' learning environment.

2.Virtual Space: -

The space in which learning takes place is no longer physical it is virtual also. The virtual space is an entirely new environment. *Virtual space* is any location where people can meet using networked digital devices. We should understand virtual space in its widest sense, interactive functions such as chat, blogs, and wikis but also e-mail and discussion threads. Unlike physical spaces, virtual spaces come and go. They can be spontaneous as well as deliberate, synchronous or asynchronous. Participants and their relationships in the virtual learning space can shift rapidly. Again an IT-based function virtual space refers closely with Net Gen characteristics. Net Gen students are mobile, as is virtual space. Net Gen students are facile at multitasking and moving back and forth between real and virtual spaces. It is clear that the virtual space is taking its place alongside the classroom and other physical locations as a locus for learning. The result is that we are compelled to expand our concept of where learning occurs.

3. Virtual learning: -



A virtual learning environment (VLE) is a Web-based platform for the digital aspects of courses of study, usually within educational institutions. VLEs typically: allow participants to be organized into cohorts, groups and roles; present resources, activities and interactions within a course structure; provide for the different stages of assessment; report on participation; and have some level of integration with other institutional systems. VLEs have been adopted by almost all higher education institutions.

Main components required for a virtual learning

The following are the basic or the main components required for a virtual learning environment

1. The course syllabus
2. Administrative information about the course, prerequisites, credits, registration, payments, physical sessions, and contact information for the instructor.
3. A notice board for current information about the ongoing course
4. The distance learning includes material such as copies of lecture in the form of text, audio, or video presentations, and the supporting visual presentations.
5. Additional resources either integrated or as links to outside resources consist of supplementary reading or innovative equivalents for it.
6. Self-assessment quizzes or analogous devices normally scored automatically.
7. Formal assessment functions, such as examinations, essay submission, or presentation of projects. Support for communications, including e-mail, chat rooms, twitter, wikis, blogs etc.
8. Provision for the necessary hyperlinks to create a unified presentation to the students.

VLE Learning platforms commonly allow

1. Content management – creation, storage, access to and use of learning resources.
2. Curriculum mapping and planning – lesson planning, assessment and personalization of the learning experience.
3. Learner engagement and administration – managed access to learner information and resources and tracking of progress and achievement
4. Communication and collaboration - emails, notices, chat, wikis, blogs

Merits of Virtual Learning:-

- 1) Economize on the time of teaching staff, and the cost of instruction.
- 2) Facilitate the presentation of online learning by instructors without web authoring experience.
- 3) Provide instruction to students in a flexible manner to students with varying time and location constraints.
- 4) Provide instruction in a manner familiar to the current web-oriented generation of students.



- 5) Facilitate the networking of instruction between different campuses or even colleges.
- 6) Provide for the reuse of common material among different courses.
- 7) Provide automatic integration of the results of student learning into campus information systems.
- 8) Virtual Learning Environments enable many 21st century skills, including Global Awareness, self-Direction Information and Communication Technology Literacy, Problem Solving Skills, Time Management etc.

Why Digital Learning is better? :-

Richer Resources Customization & Personalization Cognitive Tutors Engagement and Interactivity 100% Classroom Participation Collaboration Digital Archives- threaded discussions deeper understandings Global Publication Online Learning Communities “Serving the Net” Crowd sourcing Software that Gets Smarter the Internet of Things

Conclusion :-

There are many advantages that have come since the introduction of digital technology within classrooms of all education levels. One of the advantages of having computer-assisted instruction in the classroom is that the computer can serve as a tutor. Teachers can only help students in the learning process to a certain level and only during school hours. The information can be presented in such a large variety of ways i.e. visually, orally, differently sized fonts, different colours, etc. that almost any type of learner can benefit and learn through the new technologies. The internet and other forms of technology give students access to a huge wealth of knowledge that previously was not as accessible to students. Efficiency is a huge benefit from having technology in the classrooms. Teachers and students alike can quickly access vast amounts of information and present in through a variety of mediums.

Another benefit that people argue is that technology, especially the internet, allows for equality within education. The use of the internet because certain educational technologies are too expensive for less fortunate people to afford access to.

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