Impact of E-Education on School Going Children

¹,Mishra Shobhna^{*} & ²,Mishra Sunita

¹, Student^{*} & Professor Department of Human Development and Family Studies, ¹, School for Home Sciences, Babasaheb Bhimrao Ambedkar University, Lucknow-226025, Uttar Pradesh, India

ABSTRACT : *E-learning is the computer and network-enabled transfer of skills and knowledge. E-learning processes include Web-based learning, computer-based learning, virtual education opportunities and digital collaboration. Content is delivered via the Internet, intranet/extranet, audio or video tape, satellite TV, and CD-ROM. It can be self-paced or instructor-led and includes media in the form of text, image, animation, streaming video and audio. The main objective of this study was to assess the impact of <i>E-education on school going children between the age group of 6-13 years. The sample comprised of 60 students. Purposive sampling method was used for sample selection and questionnaire method was used for data collection. Analysis of data was done by SPSS (20th version). Result shows that the impact of <i>E-Education may not vary according to age. Impact of E-Education was equal for both boys and girls & had positive impact on them but impact of E-Education may vary according to gender; Boys have positive impact of <i>E-Education rather than girls.*

KEY WORDS: E-Education, children, technology, internet.

I. INTRODUCTION

Education in its general sense is form of learning, in which knowledge, skills and habits of a group of people are transferred from one generation to the next through teaching, training or research. The advancements of Information and multimedia technology, and the use of internet as a new way of teaching, has a made a revolutionary changes in the traditional teaching process (Wang et al. 2007; Tao et al., 2006). Using electronic media such as computer videoconferencing, audio, internet, interactive TV and satellite as medium to conduct electronic learning (e-learning), has fueled the opportunity to introduce a new learning environment and scenarios to potential benefiters (Hung and Cho, 2008)ICT is the acquisition, processing, storage and discrimination of vocal, pictorial, textual and numerical information by a microelectronics-based combination of computing and telecommunications. It is a diverse set of technology tools and resources used to create assess store, transmit and manage information and communicate the desired information from one place to another, it includes computers broadcasting technologies, digital cameras, video recorder, tape recorder, LCD projector, over head projector, CD-ROM.DVD, computer software etc. we enjoy various services like internet, cloud computing, teleconferencing, video conferencing, fax, power point presentation, E-learning mobile learning ,blended learning ,distance learning etc. These ICTs have penetrated & permeated into our very lives that it had changed our lifestyle, the way we socialize, relate to each other, work and even learn. It has seeped into the core and become a necessity and added quality to life. ICTs have the potential to raise the quality of education. (Rindharwon, 2011)

"The term ICT could include computer hardware and software, digital cameras & video cameras, the internet, telecommunication tools, programmable toys, and many other device and resources. Which are contributes a lot for quality enhancement of primary education system. The use of ICT in the early years has the potential to enhance educational opportunities for young children. It can be applied in a developmentally appropriate manner to encourage purposeful and exploratory play. It can encourage discussion, creativity, problem solving, risk taking and flexible thinking, and this can be achieved in a play centered and responsive environment. so equitable quality early childhood education is a must for a bright future of the tiny seed (child), which could be possible through appropriate need bases ICT intervention in the sphere of childhood education. The term "E-Education" refers to the application of internet technology to the delivery of the learning experiences. E-education takes place in formal electronic classroom, on corporate intranets used for just in time training, audio and video teleconferencing and in a variety of other technology mediated learning spaces (Grimes, 2009).E-Learning means "electronic learning" — it refers to a wide range of applications and processes designed to deliver instruction through electronic means. Usually this means over the Web, however it also can include CD-ROM or video-conferencing through satellite transmission. The definition of E-learning is broader than, but includes, "online learning," "Web-based training," and "computer-based training." Most importantly, it signals the paradigm shift in education and training that is in progress.(www.virtualcollege.co.uk).

Now a day's technology is becoming the medium for teaching and learning. this technology enabled instructional method is aimed to improve quality of education. It's important to begin a child's education early in life to help build a strong foundation for future years of learning .they loss interest quickly in addition to traditional method of learning such as book reading, a variety of on line learning resources provided an atmosphere of fun and interaction designed to keep children engaged. E- Learning has become an integral part of education. In conclusion, beginning online learning for children at an early age is an important step to consider, given that an education can lead to a more successful lifestyle, better social integration, and greater self –confidence.

1.1.OBJECTIVES OF THE STUDY

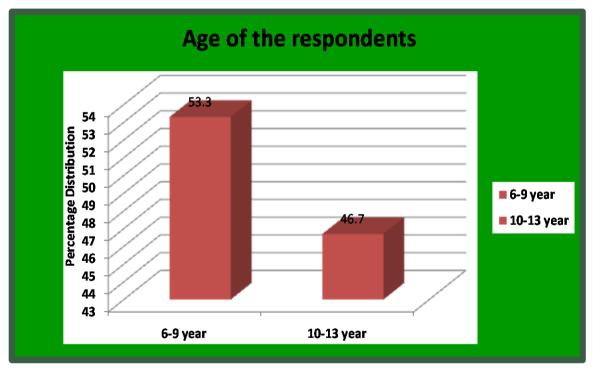
- [1] To assess the impact of E-Education on school going children across age.
- [2] To assess the impact of E-Education on school going children across gender.

1.2.HYPOTHESIS

- ✤ There is no significant relationship between impacts across age.
- ✤ There is no significant relationship between impacts across gender.

1.3.RESEARCH METHODS & METHODOLOGY

The investigation was carried out on students. The subject was selected from those school having E-Education facilities in Lucknow city of Utter Pradesh. 60 students (30 boys & 30 girls) were included in the study. The age range of the subjects was 6-9 years and 10-13 year as they were selected randomly. Self made questionnaire was used for sample survey. Tabulation was done with the help of Microsoft excel & analysis was done by SPSS (20th version). t test was used for data analysis.



II. RESULTS AND DISCUSSION

Figure 1: Distribution of sample according to age

From the above graph, it is clear that majority of children (53.3%) were in the age group of 6-9 years where as (46.7%) students were in the age group 10-13.

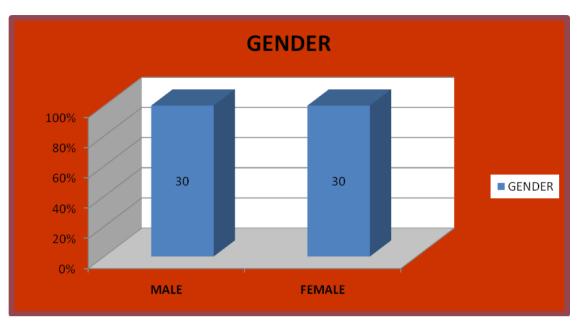


Figure 2:- Distribution of sample according to gender

-From the above graph it is clear that 50 percent students were male & 50 percent students were female. .TABLE-1 To assess the impact of E-education on school going children across age

VARIABLES			t-test	Sig.		
	6-9 YEAR				9-10 YEAR	
	MEAN	SD	MEAN	SD	-	
Useful in your studies	2.00	.000	2.00	.000	-	-
Enhance your efficiency as a student	1.94	.246	1.96	.189	468	.349
Feel comfortable taking a class	1.78	.420	1.79	.418	041	.935
Motivates you for learning	1.59	.499	1.93	.262	-3.184**	.000
Increase learning abilities	1.84	.396	1.68	.476	1.513*	.003
Improve student collaboration skills.	1.78	.420	1.86	.356	749	.132
Your concentration increase towards studies.	1.66	.483	1.79	.418	-1.103*	.028
Helpful for academic engagement	1.72	.457	1.86	.476	.333	.511
E-learning is an exciting practice.	1.84	.369	1.82	.390	.228	.651
Total	16.16	1.081	16.50	1.072	-1.234	.660

(p=0.05)

Table 4.1- The above table depicted that there was significant difference found in motivate towards E-learning, increase learning abilities, your concentration increase towards studies. But over all result shows that there were

no significant differences found between age and impact of E-Education. So result shows that E- Education has positive impact on school going children and impact of E-Education on children may not vary according to age.

VARIABLES		GEN	t	Sig.		
-	BOYS				GIRLS	
-	MEAN	SD	MEAN	SD	1	
Useful in your studies	2.00	.00	2.00	.00	-	-
Enhance your efficiency as a student	1.93	.254	1.97	.183	584	.242
Feel comfortable taking aclass	1.73	.450	1.83	.379	931*	.064
Motivates you for learning	1.80	.407	1.70	.466	.885	.080
Increase learning abilities	1.83	.379	1.70	.466	1.216*	.016
Improve student collaboration skills	1.83	.379	1.80	.407	.328	.513
Your concentration increase towards studies	1.70	.466	1.73	.450	282	.575
E-l earning is an exciting practice	1.80	.407	1.87	.346	684*	.031
Total	16.40	1.248	16.23	.898	.594*	.02

(p=0.05)

Table- From the above table it is clear that that there was no significant deference was found among enhance efficiency as a student, motivates for learning, improve student collaboration skills, your concentration increase towards studies. But overall result shows that there were significant differences found in gender and impact of E-education. Boys Mean value is 16.40 and girls mean value is 16.23. So result shows that boys have positive impact of E-Education rather than girls.

CONCLUSION

From this study it can be concluded that the impact of E-Education may not vary according to age. Impact of E-Education was equal for both boys and girls & had positive impact on them. But impact of E-Education may vary according to gender; Boys have positive impact of E-Education rather than girls.

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