

# OVER VIEW AND IMPACT OF E-LEARNING TOOLS AND APPS

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**Abstract :** In Today Digital world, E-Learning is important a concept to everyone's life. This concept is derived from Information and Communication Technology (ICT). The aim of e-learning is to increase people knowledge in the world wide. The ICT has covered almost all the fields like, online newspaper, Education, Science and Technology, Business, Health, Agriculture, Transport, Astrology, History of environment, etc. This paper discusses about the e-learning and its meaning, Impact of e-learning tools and Apps, advantages and disadvantages of e-learning.

**Keywords:** E-Learning, E-Learning tools, E -Learning Apps.

**1.0 Introduction:** Efficiency and to enrich their knowledge. While personal talents are essential to make it into strong academic knowledge. E learning services are provided by the online based through computer or classroom based education. Technology has found its way into art of information to explore. So the E learning is an important one to know the today's information world because everything is available in the web and Apps and also important to solve our needs, Plan, growth and problems.

## **2.0 E-Learning**

In Education, E-Learning is learning to use electronic Gadgets to access electronic resources for educational curriculum outside of a traditional classroom. In most cases, it refers to a course, program or degree delivered completely online via the internet. Other than the classroom the professor is delivering the course on live, where you can "electronically" raise your hand and interact in real time and sometimes it is a lecture that has been prerecorded. There is always a teacher or professor interacting /communicating with you and grading your participation, your assignments and your tests

## **2.1 Need For E-Learning**

**New values:** In the old days, corporate value and value creation were defined principally through material and financial assets. Nowadays a premium is put on intellectual capital. To retain their competitive edge, organizations has started to investigate which training techniques and delivery methods enhance motivation, performance, collaboration, innovation, and a commitment to lifelong learning.

**New technologies:** The life of knowledge and human skills today is shorter than ever, mounting the pressure to remain up to date with one's education and training throughout a career. In the age of globalization and technological revolution, four-year/Three-year degrees are just the start of a forty-year continuing education. Lifelong learning is quickly becoming an imperative in today's world.

**Competitive Edge:** Corporations view learning as a competitive weapon rather than a bothersome cost factor. Business success depends increasingly on top-quality employee performance, which in turn requires top-quality training. Corporate executives now understand that developing employee skills is the key to creating a sustainable competitive lead.

**Cost Effective:** In the run to remain competitive in today's labor-tight market, companies are exploiting advances in technology to train employees rapidly, effectively, and at less expense.

**Globalization:** As a trade border becomes less significant, global competition intensifies. International expansion has led to larger and more complex corporations. Today's businesses have more locations in different countries and employ large numbers of workers with diverse backgrounds and educational levels.

**Abundance of information:** More information has to be delivered in increasingly bigger organizations, testing internal planning, logistics, and distribution. Corporations worldwide are now in search of more innovative and competent ways to deliver training to their geographically dispersed workforce.

## 2.2 E-Learning Tools

There are the following e-learning tools are useful for e-learning

- **Virtual Learning Environment (VLE)**  
It is a Web-based platform for the digital aspects of courses of study, usually within educational institutions. It may be adopted by almost all higher educational institutions.
- **Personal Learning Environment (PLE)**  
It allows learners to create and manage their own online learning environments. They provide support for learners to publish and share content, and connect with others as part of the learning process by using the social networking and social Medias.
- **Blended learning**  
This is a formal education program in which a student learns at least in part through delivery of content and instruction via digital and online media with some element of student control over time, place, path, or pace.
- **E-Books and E – Journals**  
The electronic book is being published in digital form, consisting of text, images, or both. It is readable on computers or other electronic devices like computers, tablets and smartphones etc. It is called "an electronic version of a printed book",.
- **NPTEL**  
The National Programme on Technology Enhanced Learning (NPTEL), provides e-learning through online Web and Video courses in Engineering, Sciences, Technology, Management and Humanities. It is a curriculum building exercise and is directed towards providing learning materials in science and engineering by adhering to the syllabi of All India Council for Technical Education and the slightly modified curricula of major affiliating Universities. It has developed curriculum based video courses and web-based e-courses targeting students and faculty of institutions offering UG engineering programs.
- **Anna Edusat**  
The Centre for Faculty Development of Anna University – Chennai conducts the ANNA EDUSAT live interactive audio-video lecture programmes transmitted for the Anna University affiliated colleges.
- **Blog**  
A blog (also called a weblog or web log) is a website consisting of entries (also called posts) appearing in reverse chronological order with the most recent entry appearing first (similar in format to a daily journal). Blogs typically include features such as comments and links to increase user interactivity. Blogs are created using specific publishing software.
- **Social media**  
The social media tool allows people to create, share or exchange information, ideas, and pictures/videos in virtual communities and networks. Social media is defined as "a group of Internet-based applications that build on the ideological and technological foundations of Web 2.0 and that allow the creation and exchange of user-generated content."
- **Massive Open Online Course**  
Massive Open Online Course (MOOC) is a model for delivering learning content online to any person who wants to take a course, with no limit on attendance.
- **Open-source software (OSS)**  
It is computer software with its source code made available with a license in which the copyright holder provides the rights to study, change, and distribute the software to anyone and for any purpose.

## 2.3 Best E - Learning Apps

The part of childhood that has changed the most due to the influence of technology is education. Information and even fully fledged online courses are a mere googel search way, but how can a people trust the sources of information. Some of the apps are using for e learning like Uolo. Uolo are trying to connect parents, students and teachers on a common platform. It is a parent school communication platform that aims to bring important information as well as small tidbits to all parents. Appystore.in is another platform that focuses on providing good quality video content. Apps are used for webinar, online education, businesses, etc.

Here are the following some great apps for eLearning that you should already be using within your organization:

- **Udemy**

The app is free, though many courses are not. It offering corporate training and more business-focused classes, Udemy's app is a must for any business looking to incorporate MOOCs into their training process. Accessible in both iOS and Android versions, the app will allow your learners to take any of thousands of courses available through Udemy. Users can watch presentations on the go, view articles, and save courses to view offline. Unfortunately to create courses you'll still have to use Udemy's website interface, and the app doesn't allow you to track learners or progress.

- **DesignJot**

Built specifically for instructional designers, trainers, and performance consultants, this app allows you to plan, design, and builds training courses. It's optimized for use with an iPod, and is only available in an iOS version. You may find limited ability to customize needs analysis questions in the planning phase. The app is \$4.99.

- **Skill Pill**

With options for iOS, Android, Windows phones, and Blackberry, the Skill Pill app allows you to provide bite-sized training videos (the eponymous "pills") for your learners. Topics range from customer service, to management, to sales and marketing, and can be mixed and matched to provide a unique course per learner. Skill Pill also develops custom courses. While the app is free, and some "Skill Pills" are included on download, to access the entire course library requires you to pay for a login with Skill Pill.

- **My Moodle**

This app is free. The official app from Moodle will only be useful for you if you currently use Moodle but, given that it's the most popular LMS out there, bar none, there's a good chance you already do. The My Moodle app, available for both iOS and Android devices, while not a full-blown replacement for the Moodle interface, does allow you to upload files, download course resources for offline viewing, send messages, and track course participants. If you're using an older version of Moodle however, beware, as issues have been reported with versions 1.9 and below.

- **ASTD Trainer's Toolkit**

The American Society of Training and Development is one of the most important resources out there for trainers and instructional designers. This app is a kind of performance support tool that helps you create activities to get learners more engaged, motivated, and help them retain content better. It also allows you to take notes, bookmark, and create new activities. Available in both Android and iOS flavors. While the app is free, if you want more than the standard activities you can purchase them starting at \$1.99.

- **Chief Learning Officer magazine**

The apps are free, as is a subscription to Chief Learning Officer (CLO) magazine. CLO magazine is one of the leading industry sources on news, trends, and thought leadership in the training and business learning space. Their app, on iOS and Android, automatically sends you each new issue, with the ability to see up to three months of back issues, save and bookmark articles, and view CLO blog articles in addition to magazine issues.

- **Blackboard Collaborate Mobile**

The app is free to download, but requires a hosted enterprise Blackboard Collaborate license to use. Given that the fourth most popular LMS is Blackboard, and that it's got a lot of utility for corporate learning, this app is a great addition to your existing Blackboard implementation. With the ability to join web conferencing sessions, chat, view whiteboard content and presentations, and answer multiple choice questions, you can download this app on either an iOS device, or Android.

- **Educreations Interactive Whiteboard**

This is essentially a simple course content creation tool for iPods. While you can't share whiteboards in real-time, the app does allow you to build and record different lessons, videos, and annotated images which you can then share with your learners via social media networks or email. Ideal for instructional designers on the go, or when you need to whip up a quick performance support lesson for employees or techs in the field. The app is free.

- **lynda.com**

Access lynda.com's catalog of 564 business courses, including things like content marketing, management training, advanced Adwords tutorials, and accounting fundamentals. The app, on iOS and Android, allows you to access courses, save and share courses for offline viewing, create course playlists, and stream course videos to a TV using airplay and chrome cast, respectively. The app is free,

and lynda.com offers some free courses accessible through the app, but access to the full Lynda library of courses is \$25 a month.

- **BizMobile**

The app is free to download, but access to the course library costs around \$5 a month per employee. With a library of 6,000 courses focused exclusively on business training, the BizMobile app for Biz Library offers access to a lot of content for training managers. The app can be downloaded for both iOS and Android, and lets employees view course videos, read supplemental course materials like PDFs, and comes with full database search functionality.

- **Kineo E-learning Top Tips**

This app is free. ELearning vendor Kineo is a download exclusively for iOS devices. Essentially a treasure trove of tips and advice for instructional designers, this is a great little resource to have handy when you're starting out designing eLearning courses. The latest tips are automatically updated as well, which is a plus.

- **E. Learning Age**

This app is free. This mobile version of the popular UK-based E. Learning Age magazine comes in both iOS and Android flavors. The magazine covers news, case studies, and research from the eLearning space and all of these can be accessed through the app. You can read the latest edition and bookmark articles, as well as highlight and save them for later.

- **Apple Keynote**

Apple's own presentation app is ideal for building course content on-the-go. Similar to PowerPoint, Keynote allows you to create presentations on your iPhone, Touch, and iPad (and even integrates with Apple Watch now). Easy saving via iCloud or Drop box, and the ability to export in multiple formats, make Keynote a great tool for building basic course content wherever you are. This app is \$9.99.

## 2.4 Advantages Of E- Learning

- Environmentally friendly solution like Reduces travel time and costs.
- We can access the quality materials by using Internet at anytime; anywhere any time can do the Class work with their own interest.
- The options are available to select learning materials to meets our needs and necessities.
- Huge lecture courses/ information are available for e-learning with many styles.
- Flexibility to join to discussions, chat and remote access.
- Helpful to improve self-knowledge and self-confidence. Self-paced learning modules allow students to work at their own pace.
- E- Learning is supporting for their growing knowledge and career.

## 2.5 Disadvantages Of E – Learning

- The available information is in different style and different format. So it is very difficult to learn.
- Technical skills are required for e learners otherwise it is very difficult and complex.
- Difficult to motivate the e-learners by virtual classroom.
- E-learners may be easily confused or frustrated about course activities and deadlines
- E –learners may feel isolated from the instructor and classmates.
- Information is always available but the interactive lecture is not always available for help.
- The e- learners get frustrating due to the Slow Internet connections and interrupted power supply.

## 3.0 Conclusion

The fast growth of information and communication technologies and particularly internet and electronic resources has changed the traditional methods of research, storage, retrieval and communication for scholarly information. Today many organizations like software industries and educational institutions are required Information and Knowledge. The quality of E-Learning experience follows from the quantity of the course modules and of the interactions among the learners and the lectures that make up online courses.

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