

Analysis of the Use of E-Gadgets as Innovations in Learning for Education

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ABSTRACT

Change is the universal law of nature. The entry of e-gadgets is a revolutionary step in the development of human life. E-gadgets are being used in abundance in every walk of life. E-learning is an experimental subject. So that innovations and gadgets in all areas of education can be connected with the devices and can also help the innovation process in research and research, educational innovation is related to technology, because e-gadgets can achieve information through communication medium in the shortest possible time. Because of this the world is shrinking. No aspect and effort of human life is untouched by the effects of e-gadgets. Knowledge is a huge force in the world of e-gadgets. And it is the most talked about. The learning process innovation in all areas of education will go towards improving the quality of education. This hi-tech makes the teaching and learning process effective in the present 21st century by controlling the relationship between the objectives of education – content, teaching material, educational environment and both student and teacher behaviour. Learning the essential skills of education in this e-gadgets era and studying the innovations and difficulties related to the use of e-gadgets will help teachers and students to think and solve the problems and create successful e-gadgets users. Therefore, its effective use and use has a unique ability to move away from teacher-centred practice and encourage it as a special flexible student-centred environment.

Keywords: *Learning Effect, Use of E-Gadgets, Innovation in Educa*

E-gadgets are bringing about a massive change in all walks of life. The revolutionary transformation of e-gadgets has been felt in the health sector, financial markets, entertainment, education, banking, economy and even in the domestic system.

Transformation through e-gadgets is an effort to make the world a better learning environment by using innovations. These changes are giving a new look to innovation teachings, and have changed the methodology of conducting subject-lessons. Therefore, in the field of knowledge and learning, increasing day by day, adequate manpower can be arranged from the point of view of development and quality.[1]

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Learners, educationists have developed innovative e-gadgets techniques for education so that education can be melded according to the needs of the society in this latest e -gadgets era in an effective manner. It is the effect of these latest e-gadgets devices that innovation concepts have developed in the students to learn how to use e-gadgets in the field of education.

Acc. to Ross, the word 'Education' is derived from the Latin word 'Educare' which means 'to bring up' or 'to raise'. It means that education is that process which brings up or rears the individual in the right way.

“Educational technology may be defined as the application of the laws as well as recent discoveries of science and technology to the process of education”.

- S.S. Kulkarni

“Educational technology is the application of scientific process to man’s learning conditions”.

- Robert A. Cox

“Educational technology is an application of scientific knowledge about learning to practical learning situation.”

- J. Bloomer

E-Gadgets Innovation in Education and Learning

To make teaching-learning process smooth, simple, efficient, and effective, proper use of e-gadgets, psychological, technical principles and methods, innovation in education is called e - education. As the latest discoveries and discoveries come to the fore, the meaning, definition nature of educational e-gadgets changes. In today's age of science, scientific and technological inventions have affected every aspect of human life. Education, education and many more have been affected by them.

In the field of education too, as a result of new researches, discoveries and innovations, such e-gadgets i.e., skills have been developed, which have been helping a lot in achieving the learning objectives of education. These tools and skills based exclusively on e -resources are named as educational e-gadgets.[2]

Need for e-gadgets as innovations in learning for education

Just as there is a need to get maximum benefit from science and knowledge of e-gadgets in our ordinary life and use of methods in less time by putting minimum energy, similarly the need is felt in the field of e-gadgets based education. Hence the need for e-gadgets in the form of learning in education of educational e-gadgets leads.[3]

1. Makes the use of e-gadgets scientific, objective, clear, simple, interesting and effective as innovations in learning for education.
2. Educational e-gadgets provide proper guidance for solving learning problems.
3. It provides proper guidance to make teaching-learning process effective. Such as setting learning goals, checking the initial behaviour of the students, selecting and organizing the curriculum, etc. gives advice for the proper arrangement of all activities.
4. Educational e-gadgets technology occupies an important place as an effective art of communication in the exchange of ideas between the teacher and the learner.
5. It includes the use of all kinds of arts, methods, materials, skills, principles and e -gadgets based system in science, psychology and e-technical.

Analysis of the Use of E-Gadgets as Innovations in Learning for Education

6. Educational e-gadgets arrange and control the learning situations to achieve the objectives.
7. Emphasizes the development of innovative methods for effective teaching.

Objectives of e-gadgets as innovations in learning for education

The use of these gadgets in education is the way of learning, working, communicating and economic activities and sources of pleasure by its innovative potential. is negotiated. It is not wrong to say that due to the inclusion of e-gadgets in education and various fields of life of the students, the importance of education and e-gadgets play an important role in their learning.[4]

1. To be helpful in determining the objectives of teaching.
2. Make it interesting and effective, removing every obstacle by practically equipping the objectives of teaching.
3. To make teaching-learning activities more scientific e-gadget able.
4. To make teaching-learning work more stimulating and interesting.
5. To provide maximum opportunities to the students for learning and study for independent education.
6. Develop an analysis of the accumulation, dissemination and use of knowledge.
7. Analysing the text book and arranging the elements in a systematic way.
8. To assist in the acquisition of specific competencies and skills.
9. To reach maximum information to maximum number of students.
10. Overall Educational E-Gadgets Technology aims to make teaching-learning process effective.

Lear Areas of e-gadgets as innovations in learning for education

Today, if we talk about the present world, the covid-19 pandemic has changed the way of learning to a great extent by e-gadgets education and e-skills, innovations for learning in education. Is. E-Gadgets have enabled the students to inculcate the desire for e-learning and education through e-platform with digital gadgets.[5]

1. Planning the learning environment.
2. Exploring the content and structuring it.
3. Designing appropriate teaching processes and selecting the communication of learning.
4. To assess the effectiveness of the learning system.
5. To achieve desired understanding based on evaluation to enhance future effectiveness

Importance of e-gadgets as innovations in learning for education

E-gadgets technology includes a wide range of different investigative tools and services that can be used on computers, laptops, smartphones, tablets, projectors, printers, scanners, digital cameras, drones, chips and similar devices. The devices are used with the help of appropriate software and other devices must be used by connecting them to the internet connection.

E-Gadgets can be used by the learners as per their interest and need for development and to increase awareness and enhance learning. For this, more instrumental awareness should be increased among them. So that they can make a significant presence of the available resources related to education and knowledge on the online platform that is more beneficial to the community. In today's dynamic era of e-gadgets, we are all surrounded by

Analysis of the Use of E-Gadgets as Innovations in Learning for Education

technological science. The importance of e-gadgets education is not tax depreciation but it provides more effective learning opportunity for the learner.[6]

Why are e-gadgets important as innovations in learning for education?

Scientific nature is indispensable because the gadgetry power with which the world is moving forward is also growing more rapidly in education, and the experience of new methods of learning in the field of learning is making the teaching process more effective. New systems of education are defined by technological innovation as the barriers between the future and preparation of students in methods of learning through practice and skill-paced learning.[7]

Versatility of students in the field of learning:

In this changing world of digital technology e-gadgets, only one talent is not enough for the students. Because today is of e-gadgets. Through the medium of academic achievement, students use the versatility of e-tools to replicate their universal tools of work. They adapt to their educational needs. [8]

- **More understanding in less time: -**

E-gadgets reduce the time taken by the learners in the process of reading and understanding. Thereby, learners are able to use e-gadgets to do more combined cognitive activities in less time.

- **Multidisciplinary Skills: -**

Most of the learners using e-gadgets can easily solve multiple obstacles in a short amount of time. Through innovation process in education process one can make his/her learning style more skillful and effective. So that at a time, the student can make mixed use of his multi-faceted skills according to his need.

- **Increase knowledge: -**

Learners are late having the means. They use all the e-gadgets learning tools to make their learning informative and more enjoyable. Through e-gadgets, learners can enhance their knowledge through various online training platforms and study efficiently in online courses. So that the learner can get the full benefits of online education at a convenient time.

- **Techno-Scientific Viewpoints: -**

With the help of e-gadgets, learners can at any time contact with their teachers, friends, classmates and their family members in the blink of an eye and find and share the necessary information and share it with friends and also perform social daily work for their appropriate use. can do. For all its useful responses, the scientific techniques of gadgets can be used for different needs according to its utility at different times.

Knowledge-skilling Thematic learning and through e-gadgets as innovations in learning for education

E-Gadgets As a result of technological development and globalization element, the form of e-education and management is changing. E-education has also had an impact on the overall education, the mobility of population has increased in the means of knowledge and skills. The explosion of knowledge is happening at a very rapid rate.[9] Due to all these reasons, the technological innovation principles which are affecting various aspects of education, they are called innovations and the knowledge and skills in learning should be capable of: -

1. Develop sensitized training programs in effective use of e-gadgets tools, software applications and digital resources.

Analysis of the Use of E-Gadgets as Innovations in Learning for Education

2. To plan the available opportunities in integrating e-gadgets into teaching, learning, understanding and assessment.
3. Involvement of school management in getting e-gadgets digital resources, creating learning environment and classrooms.
4. Emphasis on guidance and mentorship in the evaluation and selection of e-gadgets resources, which may be incorporated into the curriculum for innovative topics.
5. Incorporation of democratic principles into e-gadgets educational network.
6. Concept of practical, social and productive work using e-gadgets to create educational opportunities for all.
7. Innovative techniques of examination - grade system etc.
8. Educational use of computers in using technology to make e-classrooms more accessible to learners and use of scientific knowledge to enhance its effectiveness and efficiency.

Analysis of e-gadgets as innovations in learning for education

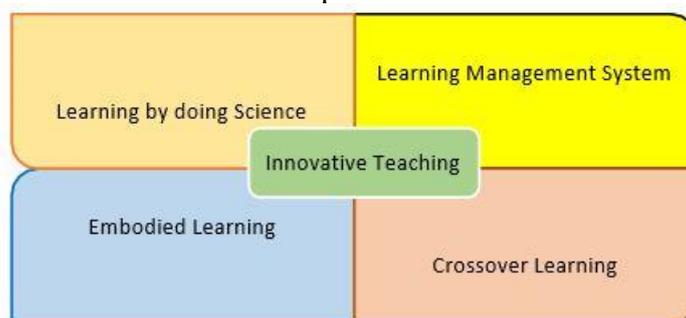
Analysing e-gadgets in education. In this, the elements involved from input to output are analysed, so that information can be exchanged between them, different types of resources can be used collectively and different Individuals at places can work jointly on a project.[5] Thus, educational e-gadgets are actually educational e-technologies. It is a system by which, after thoroughly analysing all the problems of education, the entire teaching-learning process is planned, organized and controlled in such a way that best results are achieved and the educational process is made more and more effective.[3]

CONCLUSION

Education is considered to be the most appropriate means of bringing happiness and progress in human life. It plays a very important role in the activities of all human beings. The role of education has become more important due to the development of science and e-gadgets.

E-gadgets impart knowledge of effective methods and principles of learning to the educational process, study the various processes to stabilize the content learned and follow the principles of learning to the students at their own pace. E-gadgets explain the nature of learning by providing a scientific explanation of both learning and learning processes.

There is no doubt that e-learning enhances academic work efficiency. Teaching helps the teacher a lot in making the learning process interesting, simple and effective. By clarifying the structure and nature of education, Educational Gadgets motivates the device for new research so that qualitative advancement in teaching is possible and e-gadgets provide an opportunity to showcase their talent. The use of this saves time and energy and helps in finding the right solution to the educational problems.



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The development of e-gadgets has made the teaching-learning process very simple and easy. Due to which education can be imparted to maximum learners in minimum time, with minimum power consumption.[4]

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Conflict of Interest

The author(s) declared no conflict of interest.

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