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ABSTRACT

Education is the key for overall development of individual and it plays a very important role in producing teachers in all the different fields which results in the making future of individuals. The way of gaining education is changing day by day as per the situation like presently whole world is practicing online education due to COVID 19 pandemic. Also the need of online education is increasing day by day due to technology but due to lack of skills and knowledge everyone is facing difficulties in using technology. Therefore teachers and students need various types of skills and knowledge in using technology for online learning. Also needs to update on emerging trends in education. This article gives an insight into the emerging online trends in education in India.

Key words: Emerging Trends, Online education, Government initiative, literature review

INTRODUCTION

India is a home of various emerging online trends in education such as Distance education - Postal, Radio, TV, E-Learning, Open Educational Resources (OER), Cloud-based E-Learning, Big Data in E-Learning Automated Course Authoring Responsive LMS Ubiquitous Learning Massive Open Online Courses. There are also a few technologies such as Artificial Intelligence (AI), Augmented Reality (AR), and Virtual Reality (VR) which are highly contributing to online learning. The education policies and programmes also emphasize introducing new technologies in education and changing the trends according to the requirements of people. The University Grants Commission (UGC) also focused on Online learning as the only way out, especially in the COVID pandemic situation. It is also recommended to all the universities to cover 25% syllabus on the online mode by providing video lectures, MOOC/Swayam Courses, and encouraging the student to take apart and complete the degree.

Online learning is the methodology of teaching via the use of digital gadgets such as computers, mobiles, laptops, etc. It is categorized as Primary and Secondary supplementary education, Higher Education, Test Preparation, Reskilling and Certification, and casual learning. (Sabari Shankar R, Nareshkumar S, 2018) Further, there are many terms for online education such as virtual education, Internet Based education, web-based education, and education via computer-mediated communication. The Web-Edu project uses a definition of online education that is based on Desmond Keegan's (1988).

The online education market in India is poised to grow by USD 2.28 billion during 2021-2025, progressing at a CAGR of 20% during the forecast period, according to Technavio. The report offers an up-to-date analysis to know the exact growth variance and the Y-O-Y growth rate. (NEW YORK, Sept. 20, 2021 /PRNews wire). The Pew Research Center (2011) shows that in the 2010-11 academic year, 89 percent of four-year colleges and universities offered courses taught fully online, hybrid/blended online, or other forms of distance/non-face-to-face instruction (Parker, Lenhart, & Moore, 2011). Of all students enrolled in higher education in 2013, 32 percent took at least one online course (Allen & Seaman, 2013). According to a report by KPMG in India and Google in 2017: - India's online education market is set to grow to USD 1.96 billion and around 9.6 million by 2021 from USD 247 million and 1.6 million users in 2016. It also mentioned that reskilling and certification courses are the largest category in the Indian Online Education industry, driven by IT professionals.

OBJECTIVE

- To study the concept of Online education and emerging trends in India
- To study the initiatives taken by the government in emerging trends in online education in India.

METHODOLOGY

This research study is based on secondary data. The secondary data is collected from various sources such as articles, researchers from google scholars, Shodhganga, and Research gate. The researchers have included articles related to the education system in India, traditional and recent trends in education, and challenges in the education system in India.

LITERATURE REVIEW

Online Learning

Online learning as the delivery of education to a remote audience using the web as mediator (Khan, 1997). Online courses as those in which a minimum of 80 percent of the course content is delivered online and Face-to-face instruction are those courses in which less than 30 percent of the content is delivered online (Elaine Allen, Jeff Seaman (2011). Online education has proliferated in the last decade. His research has not found any major difference in the scores of the students taking online courses and face-to-face classes (Stack, Steven Dr. (2015) Another research done by Dr. Fahad N. Al-FAHAD investigates the students' attitudes and perceptions of 186 University students from different colleges towards the effectiveness of mobile learning in their studies. Their research findings indicate that students perceive Mobile technologies as an effective tool in improving their communication and learning.

According to a report by Google and KPMG, the online education market in India at the end of December 2016 was \$247 million and it will reach \$1.96 billion by 2021. Also, India's online education market is the second-largest market after the US. The findings of the report also stated that the paid user base for online education services will also grow at least by six times i.e. approximately 9.6 million users by 2021.

The e-Learning environment has recently taken place in our lives such as Artificial intelligence, micro-credentials, big data, blended learning, virtual and empowered reality, cloud e-learning, gamification, mobile learning, internet of objects, and online video titles. He also mentioned that these new e-learning trends give important benefits such as creating the best education and development plan, creating a flexible environment, and creating and maintaining a personal learning environment (Fatih Cagatay Baz, (2018).

Artificial Intelligence

The study done by Lijia Chen & Pingping Chen in (2020), Digital Object Identifier in 2020 that Artificial intelligence (AI) is mainly dependent on computers and resulting innovations and developments that have culminated in computers, machines, and other artifacts having human-like intelligence characterized by cognitive abilities, learning, adaptability, and decision-making capabilities for example embedded into robots, AI, or computers and supporting equipment enable the creation of robots that improve the learning experience of the student. Another finding by Wayne Holmes, Maya Bialik, Charles Fadel, (2019), AI facilitates learners including students interacting one-to-one with computers, whole-school approaches, students using mobile phones outside the classroom, and much more besides.

Augmented Reality

According to Cecilia Avila-Garzon, Jorge Bacca-Acosta, Kinshuk, Joan Duarte, Juan Betancourt, (2021), the field of AR is gaining importance and the number of publications is increasing. AR in education is an emerging trend and it is a special educational need, Industry 4.0, storytelling, 3D printing, mobile applications, and higher education. There is also increasing interest in designing AR learning experiences for higher education. The keywords also show that some recent studies have focused on investigating how AR can be used in medical education.

According to Rabia M. Yilmaz, (2018), AR is gaining importance and will be popular in the field of education by the widespread use of technology in daily life. It also showed that AR technology has been mostly carried out in primary and graduate education.

Cloud-based E-Learning

The study was done by Jain, (2020), according to Technavio analysts, the emergence of cloud computing will be one of the major trends in online teaching that we will witness in India. Cloud computing technology enables online education providers to save a significant amount of content and data on a single platform, thus making it easier for users and providers to process, obtain, access, and manage information from anywhere at any time.

Video E-Learning

According to Kay, 2012; Allen and Smith, 2012; Lloyd and Robertson, 2012; Rockaway, 2012; Hsin and Cigas, 2013; Brame (2015), Multiple studies have shown that video, specifically, can be a highly effective educational tool.

Gamification

The study by Gabriela Kiryakova, Nadezhda Angelova. Lina Yordanova, (2014), found that Gamification is an useful approach to make constructive changes in students' behavior and attitude towards learning to improve their motivation and engagement. The result of the change have bilateral nature they can affect students' results and understanding of the educational content and create conditions for an effective learning process. Game techniques and mechanisms can be implemented in the learning process as activities whose purpose is to achieve certain learning objectives, increase learners' motivation to complete them and engage students in a friendly competitive environment with other learners. The findings also highlighted the problem in modern education is the lack of engagement and motivation of students to participate actively in the learning process.

Micro-Learning

According to Rebeca P. Diaz Redondo, Manuel Caeiro Rodriguez, (2020), the latest trend in lifelong is micro learnings; short, concise snippets of learning content that are quick and easy to consume. Micro-learning used seven dimensions- time content, curriculum, format, process, media, learning model micro-learning is closely linked to the concept of micro-training: micro-tasks that can be either used autonomously or integrated into mixed training contexts (blended-learning), which represents an interesting and efficient option (in terms of time and cost) for corporate environments.

Virtual Learning

According to Pierre Dillenbourg, Daniel Schneider, Paraskevi Synteta, (2007), the Virtual Learning Environments concept includes internet technology such as classic Web sites, Learning management systems, 3D environments. It also promised more flexible and independent learning. In Virtual Learning students are not only active but also actors.

Government initiatives

Government has also taken various initiatives to achieve digitalization in the education field. The objective of the government is to improve the education system and increase students' mobility and the academic profession. It is also contributing to generating new knowledge in the field of online education. "According to Lokanath Mishra, Tushar Gupta, (2020), The government of India has started a variety of initiatives by focusing on ICT and the use of online education as part of the compulsory teaching-learning process. Further, it is also reflected in the draft of a new education policy that has taken a positive and extremely techno-efficient step at the time of the COVID 19 pandemic".

SWAYAM:

Study Webs of Active-Learning for Young Aspiring Minds (SWAYAM) is a programme or Massive Open Online Courses (MOOC) platform which is started by the government of India. The SWAYAM PRABHA is a group of thirty two DTH channels dedicated to telecasting high-quality educational programmes throughout the week.

e-PG Pathshala

Another programme was launched by the MHRD in November 2018 by using the SWAYAM platform named Annual Refresher Programme. MHRD also initiated e-PG Pathshala run by the University Grants Commission (UGC) that provided high-quality curriculum-based and interactive e-content in 70 subjects

across all disciplines. It has provided educational resources for teacher educators, teachers, research scholars, students, and parents through an online learning platform.

CONCLUSIONS & SUGGESTIONS

The literature has shown that the traditional format of learning has been changed and people have adopted emerging trends in education from time to time in their daily life. On the other hand, it is also found that the government also has taken various steps to provide new trends in education by using various online platforms. After studying said literature on the emerging trends in education, the researchers have analyzed that government and various universities are encouraging teachers and students to use online learning tools but there are also various challenges faced by the learner in handling online platforms due to lack of technical knowledge, availability, accessibility, and affordability of technical resources such as electricity, smartphone, internet, etc.

Online technology is coming with advanced progress day by day and as literature shows various studies have been completed but the researchers are focused on the theoretical part of the emerging trends. Therefore there is a need for conducting research at the application level of emerging technologies in the field of education. The new research needs to focus on the perspective of learners so it can help to improve the technology at the application level.

The studies showed the positive side of trends in education like few technical platforms which have been used by learners easily because they are already familiar with some technical platforms such as Whatsapp, Facebook, Twitter, Instagram which helped them to use Zoom, Google meet in online educational platforms but still there is need to more emphasize on use of technology in education.

Emerging trends in online education are becoming a boon to society as the use of the online platform is increasing day by day. The government and Universities need to provide proper knowledge, training, and skill sets on recent technology in online learning. Further, the major findings from the literature revealed that the recent trends in online education are very expensive and therefore there is a need for provision which will help to minimize or provide the technical gadgets to learners.

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