INTERNATIONAL RESEARCH JOURNAL OF HUMANITIES AND INTERDISCIPLINARY STUDIES

(Peer-reviewed, Refereed, Indexed & Open Access Journal)

Digitalization of Education through Evaluative Aspect of Innovation Techniques

MR. RAJESH YADAV

Assistant Professor
Department of Computer Science,
V. K. Krishna Menon College, Mumbai (Maharashtra)
E-mail: rajeshy2808@gmail.com

Abstract:

The entire world is confronting pandemic circumstances. To be out of the present circumstance, we as a whole are battling. India is one of the progressive nations in the world. Our schooling framework is in the phase of improvement parallel. Students from towns and remote areas come to cutting edge urban areas for advanced education. This has made the college classrooms a blend of students having a variety of age, gender, openness, language, and family foundations. To work with this load of students with individual contrasts under a similar rooftop, an instructor needs to adjust educational programs and exercise plans while developing his instructing techniques. This paper intends to discuss the utilization of inventive methodologies by educators to train students at an advanced education level in the institutes. In my paper, the focus is on different innovation implementations to receive the most extreme effectiveness in the teaching-learning process.

This paper centers on utilization of various innovative strategies and evaluation parameters for powerful showing learning curves.

Keywords: Innovations, student, performance, strategies, techniques, evaluation.

1. INTRODUCTION:

The word innovation means something to discover in a new pattern or form. Innovation has always been the greatest form of game-changer when it comes to development of a person, organization or country. Every field needs an innovation to get it recognized. Likewise Education also needs innovation in order to bring reform in the teaching-learning process. In education teachers play a major role to bring reform. They adapt different tools and techniques to bring a skill and Knowledge from the student. Due to today's COVID -19 environments, teachers have started different innovative strategies in an online mode bringing digital literacy among themselves and students. However it is quite challenging for them since the mode is **"online"** and students are "**virtual-listener and learner.**"

2. MEANING OF INNOVATION IN EDUCATION:

- "Educational Innovation indicates putting what can be the best for all students. There is a need for flexibility among Teachers, lessons, and curriculum. It is our responsibility to make our students think and ask questions. We need to find their curiosity, and find different ways to keep them interested. Innovation in a sense means some sort of change, so we have to keep in mind that our students should increase in more skills for the assessment given every semester. It's our duty to provide them tools to make them more productive in their future careers."

- "Getting acquainted with skills in a sense that students become willing and flexible in terms of adjustments regarding teaching materials and teaching patterns. There is a need to keep students engaged and excited while learning. There is a need to create a safe place for students to make mistakes, learn from mistakes, take risks, and ask questions."

- "A true essence of education is always knowledge seeking that will push unique ideas in an instructional technique that help to reach the students in a more effective and exciting way and this is foremost aspect of innovation."

- "Forecasting imagination to grow and not be under pressure to try new things is innovation. Sometimes these new things might fail but it becomes awesome when they succeed. Innovation when implemented without the right attitude would be just a normal word and would miss out on some great opportunities."

3. TOP 5 INNOVATIVE TOOLS IN DIGITAL CLASSROOM:

One of the most important and biggest challenges for teachers in a digital classroom is to grab students' attention and keep everyone active during the class. Teachers need to pay attention to new teaching methods and tools to make classes more interactive, fun, and educational at the same time. It can help both teachers and students, to have easier access to learning materials, faster and more efficient grading, etc. In my paper I am listing top 5 innovative tools that have helped and can help teachers to bring more attention to students in live class.

A) **Google Classroom:**

This service allows teachers in the organization of their class, interaction with students, gradation of their class-work, and regular check on their progress. Google classroom is freely available on both smart devices and computers. The only requirement is that the user must have a Google account to start with .This, thus, brings a certain amount of flexibility to both teacher and students alike. The working is very simple, the instructor/teacher needs to create a class and then invites students to join by Gmail Invitation. Students then join the class and can have quick access to all the study-materials that the teacher/instructor provides. An advantage the teacher can have with Google classroom is they can create quizzes, give assignments, tests; even can create a calendar of

class with the important dates, to keep students always stay updated, etc. The teacher has regular access to students' on-going work and can provide feedback based on their course work. In other words, Google Classroom is a virtual classroom that's always open.

B) Editing Services:

There are always some talented writers among students and they face no problem with creation of any type of written content. However, not all of the students are good at this. These services can help students in context to term-papers, reviews, research- papers, proof-reading, etc. These services thus reduce load from students to some extent. Even the proof-reading features help students in learning their mistakes and get more acquainted at spelling and grammar.

C) Class Marker:

One of simplest tools that allow teachers to create an online test that is graded instantly that can save them a lot of time. The best thing about this tool is it allows multimedia-content, which facilitates teachers to add pictures or videos to the test-papers making the overall experience more attractive and interactive. It also facilitate teachers with the ability to create various individual groups and to give each individual group a separate test or task, It has also the option to create a single test and share a link of the test with the entire class through email. The students receive test scores immediately or instantly. All the tests are saved in the teacher's personal database, which gives a great way to keep track of progress of each student. In addition to this Class Marker also let teachers setting duration limit for each quiz.

D) Edmodo:

An integrated tool that helps teachers, students, and parents in the learning process and thus makes the teaching experience much easier. It allows teachers to create subject groups, add quizzes, assign exam papers or assignments, manage students' progress, etc. Users can connect to Edmodo with their Google or Microsoft account and thus can transfer files from one service to another seamlessly. It is a great way to update parents up with future events, ward grades, etc. Teachers allow access to students as well as parents, with a certain level of access to content of Edmodo.

E) Kahoot:

It is a game based learning tool that facilitates teachers and students to create quiz games to test knowledge and grab attention. In their format, there are no virtual restrictions to the number of questions as well as their format; Users could place any sort of multimedia and even diagrams for each question to have an interesting game quiz. It can keep the whole class engaged in a real sense, since each student can join the game through their smart devices while the results appear on a screen shared for everyone to view. Additionally, teachers can assign homework/assignments using this tool, and have quick access to the results.

4. EVALUATION OF EDUCATIONAL INNOVATION:

It is very essential to evaluate the innovation techniques used in the educational process in order to know if the educational innovations are facilitating the impact positively to learners as well as teachers.

The following figure gives a pyramidical parameter on which educational innovation are evaluated:

1) **Satisfaction**:-The base parameter that will respond to the question did the learners enjoy the training.

2) **Learning**: - The second parameter will respond to the question whether the knowledge transfer occurred or not.

3) **Impact**: - The third parameter will focus on behavioral change among the learners due to training.

4) **Results**: - It will focus on measurable impact on performance of learners due to training using innovation.

5) **ROI**: - It answers if the training investment provides a positive return on investment.

Fig.1 Evaluation of Educational Innovation

5. SOME EMERGING INNOVATIVE TECHNOLOGY IN EDUCATION:

Innovation is causing enormous changes in all areas of the economy. These progressions have been felt in the wellbeing area, monetary world, amusement, and even government. Fortunately these progressions will make the world a superior spot! One of the key areas that have been influenced by this interruption is schooling. These developments are giving homerooms another look and have changed the manners by which exercises are led. Here are the best six innovation advancements that are causing significant changes in training/teaching.

1. Virtual Reality (VR) in Education:

Computer generated Reality innovation is now the most sizzling thing in the tech world. Enormous organizations are preparing for a severe conflict over this innovation including Google,

Sony, Oculus (sponsored by Facebook), Samsung, and the sky's the limit from there. One of the places where VR innovation is utilized is Education With VR, students can learn through collaborating with a 3D world. Google has been on the cutting edge of presenting experiential learning in schools through VR innovation.

2. Artificial intelligence and Machine Learning:

Artificial intelligence is being applied in all degrees of innovation, from the least to the most progressive levels. Man-made intelligence is utilized in schools to computerize key exercises like reviewing of subjects and giving criticism on areas that need improvement. It is additionally used to improve customized learning among students, particularly those with uncommon necessities. Through AI, versatile projects have fostered that consideration for the singular requirements of students.

3. Distributed computing for Education:

Instructive devices can be found from any piece of the world's gratitude to distributed computing innovation. Essential assets like composed exercises, sound exercises, recordings, and video tasks can be put away on a school's cloud terminal. Students can get to these assets from the solace of their homes and finish and present the tasks back to their guides. Distributed computing will dispense with the issue of conveying huge loads of books or essentially living at your neighborhood library. This innovation likewise permits students to visit live with their teachers.

4. 3D Printing:

3D printers are now causing swells in the training area and understudies are cherishing them. Content that was recently instructed by means of reading material would now be able to be communicated through 3D models. Through this printing strategy, understudies can have a superior comprehension of something thought to be perplexing. In higher instructive organizations, 3D printing is utilized by architects and framework fashioners to foster models to be utilized in the improvement of conclusive frameworks. 3D printing takes ideas and makes them genuine.

5. Online Media in Educational Institutions:

Instructive foundations have not been abandoned by the effect of online media. Indeed, the majority of these informal communication destinations were created on grounds and the primary clients were understudies. Colleges and universities can associate with one another through person to person communication locales regardless of whether they are a few landmasses separated. Through these locales, they can arrange challenges, gatherings, and gatherings. Understudies from various schools utilize web-based media to trade thoughts which can change lives.

6. The Use of Biometrics in Schools:

The presentation of biometric frameworks in schools has assisted with smoothing out the training and improving discipline. Facial recognition, fingerprints, voice recognition eye tracking are

a portion of the biometric techniques that schools have carried out to smooth out their tasks. Aside from being utilized to screen a student's class participation, they are utilized when acquiring school properties like books in the library.

CONCLUSION:

As the digital era takes over, it's primarily important to involve both digital and online tools into the learning process. Most of Students depend on smart devices and the internet connection rather than conventional teaching-learning methods. If the teachers have these trends going it will allow them to have better understanding of students' expectations/needs. In addition to this, an innovative tool for sure makes the learning process interactively interesting and allows easier flow of information, to make teachers job easier. Broad access to the Internet is one factor that has sped up the execution of mechanical advancements in the training area. Thoughts spread quickly and individuals can explore the best techniques for utilizing innovation in training.

REFERENCES:

[1] https://www.jigsawacademy.com/

[2] https://elearningindustry.com/

[3] https://edtechreview.in/

[4]https://www.frontiersin.org/

[5] https://www.theamegroup.com/