International Journal of Research Publication and Reviews

Journal homepage: www.ijrpr.com ISSN 2582-7421

Higher Secondary School Students Attitude towards Digital Learning

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ABSTRACT:

The attainment of education and knowledge goes beyond the boundaries of educational institutions. In general, digital learning can be considered as the process of learning formed by communication with contents delivered digitally with electronic services and support. Digital learning can theoretically incorporate all the other types of learning. The wide spread of Internet has encouraged universities to develop Learning Management Systems (LMS)based on Internet technologies to develop teaching and learning process. Such digital learning technologies provides various features like registration of courses, distribution of learning material, tracking learner's progress, conducting tests, interaction between teacher and learner and other educational needs. Such learning based on Internet technologies, which are a type of digital learning systems, can be used to provide hybrid learning experience that is a combination of face-to-face traditional classroom learning with Internet oriented learning.

INTRODUCTION OF THE STUDY:

The skilful deployment of digital technology will also ensure our learners to develop a level of general and specialist digital skills that are so vital for learning, life and work in an increasingly digitized world. Today's era is an era of digital learning. Therefore, to improve the performance of students in learning process, so that they feel more comfortable while using these resources, it is very important to make them aware of its importance and its utility. The digital Learning framework is not to replace the existing learning practice but to nurture the existing teaching and learning process. In other words, it is a move to take the current learning practice to the next level with help of advanced technologies. The main aim of this framework is to develop the Learning system rapidly with less effort and at the same time not compromising the quality of learning practice. This framework ensures the extensibility, portability, compatibility and Adoptability. Hence, the present study will help to know how the student's reacted and think about digital learning and what is their attitude towards it.

OBJECTIVE OF THE STUDY:

➢ To study the effectiveness of digital learning among the students.

➢ To find out the problems faced by the students in their online learning.

➢ To know the skills acquired and satisfaction level from digital learning.

SCOPE OF THE STUDY:

Digital learning is an important factor in the learning method, nowadays. Technology has the power to transform education. It is essential to bring it into the classroom to empower learning. Here are some of the reasons (significance/importance).

➢ Students need to be engaged with what they are doing to improve learning outcomes.

➢ Enables students to become thinkers/learners/risk takers in a sheltered environment.

➢ Learn not to rely on the teacher…be accountable themselves…become independent!

➢ Allows a mobile learning environment anywhere, anytime, anyhow.

STATEMENT OF THE PROBLEM:

The current situation is very limited to few resources, students are unable to get knowledge more than that the lecture provides to them. This in the end limits student's performances, because everything a student gets is collected from lectures in class. Here are some of the problems of the current system:

➢ The current system at institutions is that lectures download references for students or for lecturing.

➢ Students submit assignment to lectures through hard copies or personal emails.

➢ Students may get distractions while they using internet on their study purpose.

➢ Student are required to physical be in the classroom in order to gain knowledge thereby sacrificing all other responsibilities.

LIMITATIONS OF THE STUDY:

- The sample strength of the study is very limited to 100.
- The geographical location of the study is very confined.
- The targeted audience is is very limited as the study is based on higher secondary school students.

STATISTICAL TOOLS:

- ✓ Simple Percentage Analysis
  (Pie-chart and Bar-chart)

COMPANY PROFILE

HISTORY OF DIGITAL LEARNING:

In the early 1960s, Stanford University psychology professors Patrick Suppers and Richard C. Atkinson experimented with using computers to teach math and reading to young children in elementary schools in East Palo Alto, California. Stanford's Education Program for Gifted Youth is descended from those early experiments.

BYJU'S

BYJU'S is an Indian multinational educational technology company, headquartered in Bangalore. It was founded in 2011 by Byju Raveendran and DivyaGokulnath. as of December 2021, BYJU'S is valued at US$22 billion[4] and has over 115 million registered students.

VEDANTU

"Vedantu has always believed in the concept of LIVE interactive classes being a superior format for online learning which creates greater learning outcomes. During lockdown, everyone is talking about LIVE classes and it is the best time for us to drive more adoption and strengthen our brand as the best destination for LIVE classes.

UDEMY

Udemy, Inc. is a for-profit massive open online course (MOOC) provider aimed at professional adults and students. It was founded in May 2010 by Eren Bali, GaganBiyani, and OktayCaglar.

UNACADEMY

Unacademy is a Indian online education technology company based in Bangalore. It was originally created as a YouTube channel in 2010 by Gaurav Munjal. As a company, it was founded by Roman Saini, Gaurav Munjal, Hemesh Singh in 2015.

ANALYSIS AND INTERPRETATION

TABLE SHOWING THE DIGITAL LEARNING APPLICATION DO YOU USE TO LEARN

| S.NO	LEARNING APPLICATION	RESPONDENTS	PERCENTAGE
1	UNACADEMY	25	25
2	UDEMY	31	31
3	BYJUS	24	24
4	VEDANTU	20	20
	TOTAL	100	100

INTERPRETATION:

It is clear from the above table that 25% of the respondents use unacademy for learning, 32% of the respondents use udemy for learning, 24% of the respondents use byjus for learning and 20% of the respondents use vedantu for learning.

CHART SHOWING THE DIGITAL LEARNING APPLICATION DO YOU USE TO LEARN
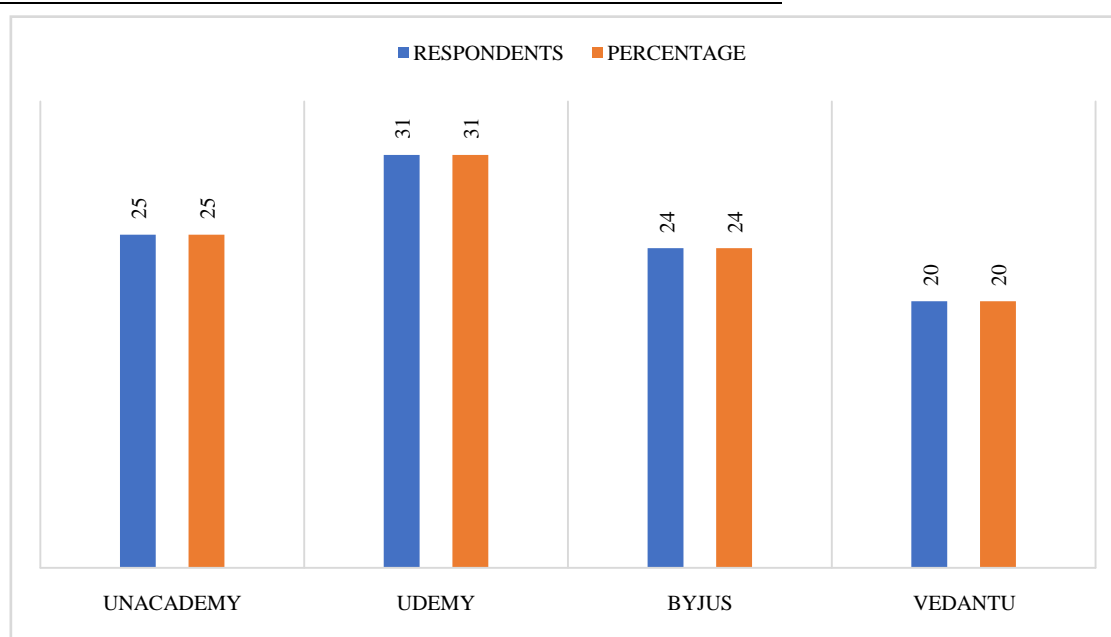
TABLE SHOWING THE BARRIERS FACED IN DIGITAL LEARNING

S.NO	BARRIERS FACED	RESPONDENTS	PERCENTAGE
1	LACK OF INTERNET CONNECTION	22	22
2	LACK OF COMPUTER SKILLS	42	42
3	COST OF COURSES	25	25
4	OTHERS	11	11
	TOTAL	100	100

INTERPRETATION:

It is clear from the above table that 22% of the respondents are faces the barrier of lack of internet connection, 42% of the respondents are faces the barrier of lack of computer skills, 25% of the respondents are faces the barrier of cost of courses, 11 % of the respondents are faces the barrier of others in digital learning.

CHART SHOWING THE BARRIERS FACED IN DIGITAL LEARNING
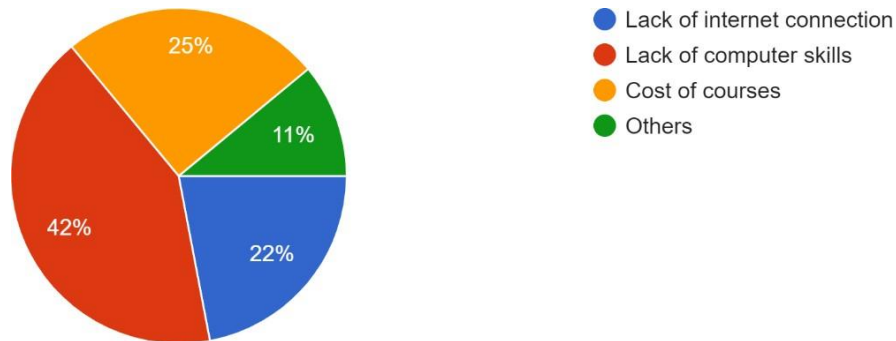
FINDINGS:

Based on the responses collected the following are made:

PERCENTAGE ANALYSIS:

❖ Majority (62%) of the respondents are male.

❖ Majority (47%) of the respondents are from semi urban area.

❖ Majority (30%) of the respondents are using digital learning applications for 2 years.

❖ Majority (46%) of the respondents spending 3-4 hours in online for learning purpose.

❖ Majority (30%) of the respondents are reason for come to know about digital learning through schools/institutions.

❖ Majority (77%) of the respondents satisfied with the online courses were provided in learning applications.

❖ Majority (42%) of the respondents completed more than one online course.

❖ Majority (73%) of the respondents satisfied with the possibility of interactions with their staffs.

❖ Majority (31%) of the respondents are learning courses for knowledge enrichment.

❖ Majority (75%) of the respondents are learning courses in online applications, because it provides courses in all languages.

❖ Majority (42%) of the respondents facing the barrier of lack of computer skills in digital learning.

❖ Majority (33%) of the respondents says they are benefited through digital learning by saves cost on transport.

❖ Majority (41%) of the respondents are interested to do presentation to your course in digital learning.

❖ Majority (76%) of the respondents faced the behaviour changes in digital learning method. ❖ Majority (43%) of the respondents says that the digital learning was brought the positive changes in their behaviour and (43%) of the respondents says that the digital learning was brought the negative changes in their behaviour

❖ Majority (33%) of the respondents ensures the effectiveness of digital learning as neutral. ❖ Majority (82%) of the respondents have agreed that use of digital is easier and better.

❖ Majority (73%) of the respondents says that digital learning clearly explains what they were expected to learn.

❖ Majority (53%) of the respondents agreed they have gained some practical knowledge through digital learning.

❖ Majority (75%) of the respondents have said they prefer this learning method to their friends.

❖ Majority (75%) of the respondents says it was easy to use.

❖ Majority (31%) of the respondents using udemy application for their learning purpose.

SUGGESSIONS:

Based on the responses collected the following suggestions are made:

➢ Almost 73% of the respondents are satisfied with the possibility of interactions with staffs. But the 1/3rd of respondents they are not satisfied with the interactions happening between the staffs and students. It shows that digital learning creates a distance among the staffs & students and it is disappointing that the students who are interested in conventional based learning.

➢ The most of the respondents thinks the lack of computer skills is a barrier that faces in digital learning. But here the cost of course is indicated as a

main barrier which is faced in digital learning. It shows the students are not ready to spend more money on digital learning courses. So if the learning applications may consider this barrier as important one, they can easily increase their learners.

➢ The majority of the students are using udemy for learning purpose, because they come to know about this application through their schools/institutions. The other learning application of Byju's was preferred as last one among other learning applications, even though it provides some fun parts in learning. But many of them were not aware about these available features in Byju's. If they tell about these features through some more advertisement, they can easily increase the learners for Byju's application.

CONCLUSION:

The paper mainly identifies the student's perception towards the digital learning. Digital learning demonstrated to be a good ground for teaching students how to work in groups. If students manage to unite and work together, as it happened in some cases, lessons are usually more enjoyable, both for staffs and students. There is less stress involved as student aid each other and strive for success. This digital learning paves the way for the students to get more opportunities for their career growth.

Higher secondary school Students' attitude towards e-learning is influenced by its perceived advantages and disadvantages. The schedule flexibility is, without no doubt, an important advantage, the student having the opportunity to learn no matter his location, no matter the time as long as he has an Internet connection. Digital learning is a solution for students hired during their studies, allowing them to adapt their learning schedule to their job program. So, the student has the possibility to choose how he organizes his activities. This way he is encouraged to take full responsibility for his future, being the only one responsible for assessing the knowledge and the abilities required for professional development.

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