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PARADIGM SHIFT IN LEARNING – INTERACTIVE MULTIMEDIA

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ABSTRACT

In recent times, the Learning industry has undergone rapid improvements owing to the changes in the organizations to match to the needs and expectations of the learners. Today's learners have moved beyond just a passive learning experience. Learners don't just want to learn. They want to experience learning. While we speak of how there has been a paradigm shift in learning, let's look at the changes 2017 has brought in the world of Learning. In recent times technology has reached a new level of advancements and is taking over everywhere, including the classroom. Research shows when technology is integrated into the classroom, students can benefit a great deal. Intelligent sight and sound "permits two-route collaboration with interactive media course material, another PC, or another client with direct reaction to the contribution, rather than one-path correspondence from TV, video, and other non-responsive media. This paper provides an overview of interactive multimedia that has made a paradigm shift in learning a rapidly growing phenomenon.

KEYWORDS: Technology, Interactive Multimedia, Trends, Strategies and Tools.

INTRODUCTION:
Technology is a tool that can change the nature of learning.

In a technology-rich classroom, students don't "learn" technology. Technology merely provides the tools to be used for authentic learning. It is a means, not an end. Technology provides educators with the opportunity to move from simply streamlining the way things have always been done to really imagining things they would like to do. Technology-Enabled Learning is taken to refer to the application of some form of digital technology to teaching and/or learning in an educational context. Innovation empowered learning as the learning of substance through all electronic innovation, including the Internet, intranets, satellite communicates, sound and video tape, video and sound conferencing, Internet conferencing, visit rooms, e-announcement sheets, webcasts, PC based guidance, and CD-ROM.

TECHNOLOGY ENABLED LEARNING TRENDS

The learning landscape looks completely different today than it did five years ago. The way that learners are learning is changing dramatically: We see individuals learning in airline queues making the most of their spare time, in cafes watching a new video tutorial before they get into a meeting; in subways and buses playing a game or learning a new process with focus and intent that has not been witnessed in digital learning earlier. Most commonly used trends are:

Microlearning boils down to presenting information in small chunks, no matter if that information is presented via a short face-to-face lecture, a small reading assignment from a textbook, an online video, or micro blogging. Microlearning matches human brain processing capabilities, combating learner

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boredom, disengagement, and poor retention. The primary goals of microlearning are to better engage learners and to teach specific skills.

Mobile learning is the biggest technological change that we are now witnessing with the use of smart phones and mobile devices for consumption of learning. Mobile learning facilitates access of courses from anywhere and from multiple devices. Social platforms like Twitter, Vine (RIP), and YouTube have vastly changed how individuals get their information and seek out learning and entertainment.

Gamification goals are to better engage learners, collaborative activities and to let learners create content. Gamification is the integration of game elements and game design techniques in the context of learning. However, some people think of gamification in terms of simple games (e.g., earning badges, points and prizes) while others see gamification as true gaming (i.e., fully immersive real-life simulations).

Real World Learning - Apart from making learning engaging and fun, there exists a need to pull out digital learning from inside the closet (read Learning Management System) and bring them closer to the real-world so that it can be accessed with ease.

Social Learning theory by Albert Bandura states that learning is a cognitive process that takes place in a social context and can occur purely through observation or direct instruction, even in the absence of motor reproduction or direct reinforcement. Modern learning is augmented by technology. Tools like discussion forums, online chat options, blogs, news feed and user groups can be part of the platform.

INTERACTIVE MULTIMEDIA

Intuitive sight and sound enables the client to control, join and control an assortment of media composes, for example, content, sound, video, PC designs and movement. Interactive Multimedia incorporates PC, memory, information, phone, TV and other data innovations.

STRATEGIES AND TOOLS

Utilizing innovation for intelligent learning utilizes a progression of conveyance strategies and equipment and programming devices to oversee and convey learning content and oversee and track student advance, and additionally student to-student and student to-teacher correspondence. The most ordinarily utilized conveyance techniques are:

• Tutorials are self-managed preparing programs conveyed on the web or from a CD-ROM. They may contain sound and video and enable students to control key parts of the learning background. They may track advance and incorporate tests and a competency appraisal. Regularly, they are secluded and are gotten to in succession or out of grouping, contingent upon the students' needs.

• Web Conferences are synchronous gatherings in a virtual situation. They are typically revolved around a site where visual and content substance is shown, and incorporate sound and now and then video. A solitary facilitator may drive the visuals or they may include collaboration among different members. Further developed web meeting situations endeavor to mirror most regular classroom collaborations and take into consideration surveying, live talk, and other cooperation among members. Littler web meetings once in a while are called Webinars. Both might be chronicled for later offbeat conveyance.

• Online Forums (additionally called release sheets, discourse gatherings, or news gatherings) enable students to collaborate with one another and the teacher through strung talks by posting messages on particular branches of knowledge, beginning new strings and sub-strings, or presenting answers on others. Online gatherings are either self-directed or directed by an educator or master facilitator, and the strings are normally chronicled. With the end goal to take an interest in a gathering dialog, a student needs to visit the particular online area to survey the postings of others and post messages.

• Wikis and Virtual Collaborative Workspaces empower people from a social affair to share a virtual space on the web where they can store reference records, incorporate and adjust reports and track advance on a synergistic work effort.

• Blogs (Weblog) are electronic diaries and are typically a segment of a bigger individual or corporate site. Some are more topical and others are very close to home. They commonly enable pre-users to present

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answers or on be elevated to a co-donor job. In a web based learning condition, they can go up against the job of a learning diary.

• Simulations enable students to model or pretend in a situation as an approach to practice or test learning. Applications extend from straightforward situations to complex, profoundly scripted, and intuitive diversions.

• Learning Management Systems (LMSs) commonly enlist, track, and convey substance to students; give an account of student advance, evaluation results, and expertise holes for teachers; enlist students; and give security and oversee client access for heads. LMSs ordinarily handle courses by various distributers and suppliers. They are like Learning Content Management Systems (LCMS) that are particularly intended to deal with substance questions in secluded frame for student utilize.

• Integrated Learning Systems (ILSs) are not the same as LMSs in that they are completely incorporated around a particular learning content and are not intended to deal with taking in articles from unique sources. ILSs regularly incorporate equipment, and educational program and exercises sorted out by competency level. They normally incorporate various devices, for example, appraisals, record keeping, report composing, and client data documents that assistance to distinguish adapting needs, screen advance, and keep up understudy records.

CONCLUSION:

Digital game based learning, training videos and interactive media in classrooms facilitate learning for young and old. Not only are learners able to actively engage in their own education and training but they are able to enjoy the process!

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