

# **REVIEW OF RESEARCH**

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### **TEACHING GEOGRAPHY THROUGH E-CONTENT**

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### ABSTRACT

Education is the hope and dream of every person. Education has to prepare man to face the unknown, unpredictable and uncertain tomorrow. Husain and Idris (2010), state that education is the only means by which the personality of people and society can be developed. Education is responsible for the holistic health of an individual in terms of physical, social, mental, emotional and spiritual development. Development in the field of education has provided human beings with countless means of ways to improve quality of life.

KEYWORDS: personality of people and society, social, mental, emotional.

### **INTRODUCTION**

Education is the means of purifying the world and giving knowledge of the self, other and various disciplines. The more education we have, the more we can contribute to the welfare of society. Education gives proper direction to our thoughts, actions and feelings. The point of training ought to be to show us how to think, as opposed to what to think, to enhance our brains, in order to empower us to have an independent perspective, as opposed to stack the memory with musings of other men (Beattie, 1945). So, Education is essential for the growth and development of individuals as well as society.

e-Learning or Electronic learning is a general term used to refer to computer enhanced learning. Electronic learning is defined by different authors in different ways. Nichols (2008) defines e-Learning as "pedagogy empowered by digital technology". e-Learning can also be defined as technology-based learning in which learning materials are delivered electronically to remote learners via a computer network (Zhang, Zhao, Zhou, and Nunamaker, 2004). Koohang and Harman (2005) state that e-Learning is the delivery of education (all activities relevant to instructing, teaching, and learning) through various electronic media.

e-Learning covers a wide set of applications and processes including computer based learning, web based learning, virtual classroom and digital collaboration. eLearning educates students using learning material that is fully enriched with multimedia content. Students get self learning experience through the e-text, audiovideo materials and online lectures and assess themselves by online self assessment tests like quiz and online exams. e-Learning can become more popular in current scenario where students are more inclined to use Information and Communication Technology (ICT) equipments in their daily life. e-Learning facilitates the learner in terms of any time learning, anywhere learning, asynchronous interaction and group collaboration. Schank (2002), Sambrook (2003), Tsai and Machado (2002) state that e-Learning as the communication and learning activities through computers and networks. It provides the student with information that can be accessed in a setting free from time and place constraints.

#### **OBJECTIVES OF THE STUDY**

- 1) To compare the effectiveness of conventional method and e-content package in boys and girls in learning Geography.
- 2) To study the influence of computer knowledge in academic achievement in learning through e-content.

#### **HYPOTHESIS:**

- 1. There is no centrality distinction between pre-test and post-test scholastic accomplishment in Geography of eighth standard kid understudies in investigation gathering
- 2. There is no essentialness contrast between pre-test and post-test scholarly accomplishment in Geography of eighth standard young lady understudies in charge gathering
- 3. There is no significant influence of computer knowledge in learning Geography through e-content
- 4. There is no significant influence of computer knowledge in learning Geography through e-content in boys
- 5. There is no significant influence of computer knowledge in learning Geography through e-content in girls

#### VARIABLES:

#### > INDIPENDENT VARIABLES:

Methods of learning

For controlled group: Conventional Method For experimental group: E- Learning (E-content package)

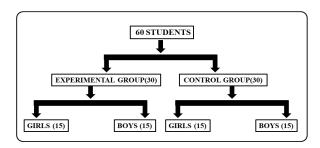
### **DEPENDENT VARIABLES:**

Knowledge gain in geography

### > INTERVENIVE VARIABLES:

- Gender: Boys and Girls
- Computer awareness.

### SAMPLING:



## PROCIDURE IN FRAMING EQUATED GROUP:

The sample 60 students will divided into two equal groups of 30 students each. Each group consists 15 male and 15 female students. Two groups were equated as nearly as possible in terms of their achievement scores of social studies in half yearly examination, below techniques will used for equating the control and experimental group.

- Socio economic status
- Computer awareness test.
- Non-verbal group intelligence test (RPM).
- Attitude towards Geography.

### **METHODOLGY** :

Experimental method was used for the present study.

- R.P.M. intelligence test was conducted to equate the control and experimental group.
- Pre-test was conducted for both control and experimental groups on 8<sup>th</sup> std. geography content.
- E-content package was developed by the researcher and implemented on experimental group.
- Same content was taught by the researcher through traditional method of teaching to controlled group.
- A post-test was administered to both groups using same test items to test the achievement.

#### **STATISTICAL PROCIDURE:**

- Mean
- Standard Deviation (SD)
- 't' test

#### **Major Findings:**

- On observation of data it reveals that e-content package influenced and encourages more academic achievement in learning geography compared to traditional method of teaching.
- There is no changes in academic achievement in experimental group students through e-content with reference to gender
- There is no influence of computer knowledge in learning through e-content. It means it is very easy to use e-content.

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