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## HIGHER EDUCATION TEACHING USING TECHNOLOGY

Ridhima Utreja\* & Namita Rani Behera\*\*

\* Krupanidhi Group of Institutions, Bangalore, Karnataka

\*\* Krupanidhi Degree College, Bangalore, Karnataka



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### Abstract:

Reasonable methodological preparation encourages successful learning, since higher-education modalities are viewed as important to the student community. The delivery of curricula and pedagogy can involve multiple learning opportunities and creative ways of learning through technology adoption. Many external tools to provide useful learning opportunities are used. Increasing teaching-learning tools will increase learning experience. The institution's job is to recognize and offer interactions using these tools to enhance their learning by supplying them with all-round learning opportunities. The educational approach to cultivating students' critical thought, imagination and analytical temper is to turn them into lifelong learners and innovators. In the sense of a dynamic learning experience, the students as well as the teachers should be mutually complementary. This paper explores how the introduction of technologies and the increase of capital relate to higher education.

**Key Words:** Technology Adoption, Augmentation of Resources, Teaching-Learning Process.

### Introduction:

Educational institutions are mainly concerned with promoting the teaching - learning process. If successful, it is necessary to plan, create and deliver curricula, better and enhanced pedagogical approaches, to provide a qualified staff, to provide support resources and to provide infrastructure [1]. The teachers should actively innovate and adopt core learning approaches to students/learners [2]. While it is true that a diversity of learners affects their learning rate and degree in terms of context, skill and other personal qualities, learner-centered education involves suitable methods the teachers should use to include a range of learning experiences, including the individual and collective learning [3]. The implementation of curricula and pedagogy can provide multiple learning activities focused on project, classroom, experiential learning, activity-based learning, field-based learning, technical apprenticeship, community-based learning, analytically based learning, observational learning, team-based apprenticeship, social service-based appreciation, etc. [4]. The successful and productive conduct of the programs is guided by sufficient service facilities and personnel. The teaching services on campus help to build an efficient program, extra curriculum and administrative setting. Successful technical incorporation will make students' learning friendly [5]. The institution's job is to recognize and provide those interactions through these tools so that its learning can be strengthened through all available learning opportunities [6]. The institution grows over time in a number of technologies and best practices through these efforts [7].

### Technology Adoption in Learning:

In recent years, technology has been extensively used in education [8]. It should be incorporated in emerging teaching approaches and absorbed by higher education [9]. This is an account of the practices of technology acceptance at a higher school.

- LCD projectors in class: Classrooms fitted with LCD projectors. Presentation of power points may increase the efficacy of teaching.
- Audio Visual Aids: Case studies, video clippings, short videos and adverts could more easily illustrate a variety of subjects.
- WI-FI Campus: High-speed Internet access across the campus via WI-Fi could allow students in classrooms to see real time updates on business, competition and economy.
- Computer laboratories: computer laboratories encourage students to use software or the internet to access knowledge.
- TV: TV built in college will schedule channels like business news to keep students update on latest and important academic topics
- Digital Library: The faculty offers tasks for students who wish to access the digital library. The digital library offers students the ability to access homework notes, case studies and other material essential to complete the activities.
- Public address system: The public address system is fitted with a classroom and the auditorium. There's a hand mike, a neck mike and speakers in each classroom. This allows students and staff members to give seminars, activities such as content assessments and classroom experiences.
- Campus monitoring: Campus-based camera surveillance: the integrated monitoring system in each classroom through fixed cameras provides both real-time tracking of the class discipline to track successful instruction.
- Internet-based library services. Faculty members can use different internet library facilities such as access to numerous publication, business and academic databases, other Telnet services, EBSCO services and internal library tools connected to the administrative website.
- National Education Mission (NME-ICT): Faculty members can use their research materials and seminars, as well as advanced information resources offered by the National Education Mission (NME-ICT) using Information and Communication Technologies.
- High Speed Printers & Scanners Facility: Although sparingly in use, the high speed printers and scanners are helpful to the faculty to prepare multiple copies of case studies, business cases etc.
- NPTEL Video lectures: The Institute facilitates the streaming, by uploading such video files and publishing CD's of such lectures in the Library, of IIT professors in the field of Computer Sciences, Business Manager and Social Science.

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- Virtual Lab: E-learning is improved by simulation in a computer lab.
- Digital camera and recording facility: Digital video lectures are played back to provide feedback and enhance learning by way of digital video classroom presentations.
- Open education resources: open course training by MIT & Sloan Business School, IIM, IIT, IISC & IIIT.
- Open Source program testing and use of AICTE websites.
- Instruction in the search and use of case studies from different free outlets.
- Online job search instruction by the online suppliers of jobs programs.
- Instruction in the search and use of different websites' free textbooks.
- Training in locating and using free courses of the edX consortium
- Mobile Education: as part of mobile education, the institute brings the faculty into the society and business. Many of the Faculty Learning Activities are implemented outside the university to boost teaching efficacy.

## External Resources for Enhancement of Learning:

Many means of learning are open [10]. It is necessary because this form of exposure is a key source of information and skills to learn outside curricula [11]. By these ways, students and teachers are granted resources for advancing awareness and skills [12].

- Seminars – Seminars, symposiums and frequent lectures promote the participation of students. Students also take place at various schools in related initiatives.
- Workshops – regular workshops/trainings will be held.
- Guest lecturers – business and NGO experts give lectures on different existing and ongoing topics in the corporate/community environment in order to provide students with real-time facts and expertise.
- Blended learning – In addition to teaching techniques like chalk and duster, teachers also use the resources offered by IT to educate pupils, such as PPT, video clippings, audio systems, internet sources, simulation applications, communication lab and decision making apps.
- Certificate Programs: A wide variety of qualification programs are available to improve students' ability to hire and reduce the distance between the curriculum and business.
- Research based projects: All courses include research projects based on thesis by direction and oversight.
- Practical Assignments: assignments to different subjects within the program are necessary for students. This is done for the internal evaluation mark estimate.

## Innovations in Teaching-Learning Approaches:

The following addresses different approaches of instruction and learning implemented by the institution to make student learning central [13].

- Project-based learning: Small assignments in various classes are performed by groups of students. The team will show the same at the end of the projects, and this will be reviewed for the award of acceptable points.
- Laboratory-based learning: The Institute has an Internet programming lab. Students learn knowledge and technologies that allows them to gain real time information about topics.
- Experiential learning: Case studies collectively organized by faculties and students who remember their experience during visits and insights tend to improve their comprehension. This covers organizational styles, superior, verbal relations, problems solving, etc. [14]. In order to obtain realistic experience in the field, students give short term assignments in industry.
- Theatre-based learning: Students can perform such concept, such as role-playing, drama or short play, on the given subjects.
- Simulation games: simulation games are played in schools and provide a real-time business environment. Students have an actual feel to make decisions, evaluate situations and fix problems.
- Video case study: Students engage in special events such as video case studies on particular subjects.
- Activity-based learning: students engage in diverse events and management games that deal with the theme of their research.
- Technology based learning: internet, LCD, multiple software applications, etc. allows technology-based learning.
- Ecological & Environmental learning: Rural camps are held to learn about the climate and the nature.
- Community-based learning: Students' activities in neighboring communities provide community-based learning as part of village adoption.
- Field Work Based Learning: Field work practice as part of the program raises students' awareness of social issues.
- Analytical Learning: students use quantitative analytical techniques in learning.
- Team Based Learning: The total performance of the individuals is still less than the performance of the team. Team-based learning is therefore used in software development.
- Observation-based learning: Roll-Play demonstrations facilitate observational learning.
- Social Service Basic Learning: Community interactions help construct and develop a relationship between people that channels social services.

## Augmentation of Resources for Teaching-Learning Process:

Library is an important resource to be enhanced in the course of teaching. There could be a variety of ways.

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- Library hour: it is best possible, if you introduce predestinated library hours in every day schedule, to encourage and enable library use. During library hour, publications, books and other resources available could be used. Different library databases facilities offer students access to detailed information and knowledge of subjects taught in the classroom through different Internet sites.
- Projects and assignments based on library: the professors support students in developing projects and tasks for which students must use the resources available in the library.
- Digital Library simulation learning: the students are exposed in simulated online games with the university's digital bibliotheca to stock market operations and trading.
- Library-based research: Students are exposed to various online information sources and are encouraged to practice fundamental and technical analysis. Faculty members make extensive use for class preparation and research purposes of the library and digital library and collect case studies for the discussion of the classroom.
- Website-linked library information system: library, through an institutional website, supplies ancient questions papers and materials for the research of subjects. Whenever necessary, students can access it from home. You can also find text books and project reports available in your home.
- Educational CDs & NPTEL Learning Resources: The library has an extensive collection of student references soft-skill based CDs and subject-smart NPTEL video lecture CDs. These resources can be copied on their own laptop/pen drive for students.
- IIM Study Materials Collection: A large collection is maintained to raise the students' awareness about reputable B-School resources.
- Reports of Projects: a wide range of project reports are kept in the library. Students could use these reports when their projects are planned.
- Availability of Digitized Textbooks for Students: The library contains scarce and expensive books. The books are available to the students on request for internal use.
- Book Exhibition: The Library regularly organizes book exhibitions by different publishers. New useful books can be obtained and added into the library collection from such exhibitions from students and the faculty.

## Conclusion:

The ultimate progress of students is undeniably the goal of education. The aim is not to build and equip humans to manufacture more computers in the computer world surrounding us. The student should not be a workhorse. Apprenticeships are supposed to inculcate scientific spirit and temper, which will lead him into an economically productive, emotionally healthy, intellectually vigorous and spiritually fulfilled person [15]. Many methods are used. Technology, like education, has been active in all fields in today's world. Conventional methods of learning cannot produce the desired effect if technology takes a back seat. It is important that technology is integrated into pedagogy to allow effective use of internal resources, to leverage external resources and to create more creative approaches. Technology based learning by suitable methodology promotes successful learning and increases the consistency of learning through advanced learning methodologies, including technical adoption.

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