Govt. Girls' P.G. College, Ujjain (M.P.)

वयं राष्ट्रे जागृयाम् पुरोहिताः

(Established in 1958)
A Centre for Excellence, "A" Graded by NAAC in Two Cycles
Affiliated to Vikram University, Ujjain

Internal Quality Assurance Cell

Academic Counselling Cell

समाधान
IQAC
GGPGC, Ujjain

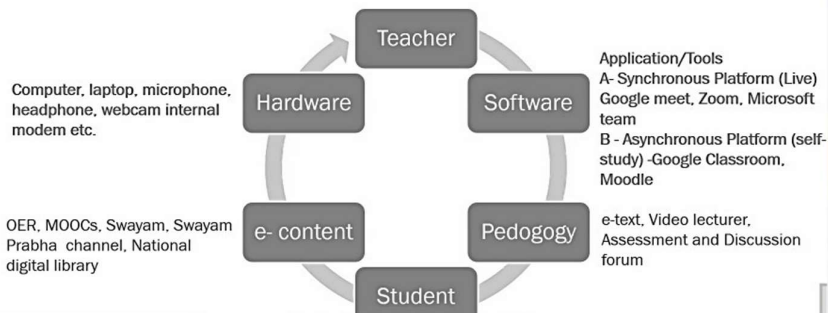4 QUALITY EDUCATION

Digital Learning Pedagogy

> # Digital Learning is "learning facilitated by technology that gives students some element of control over
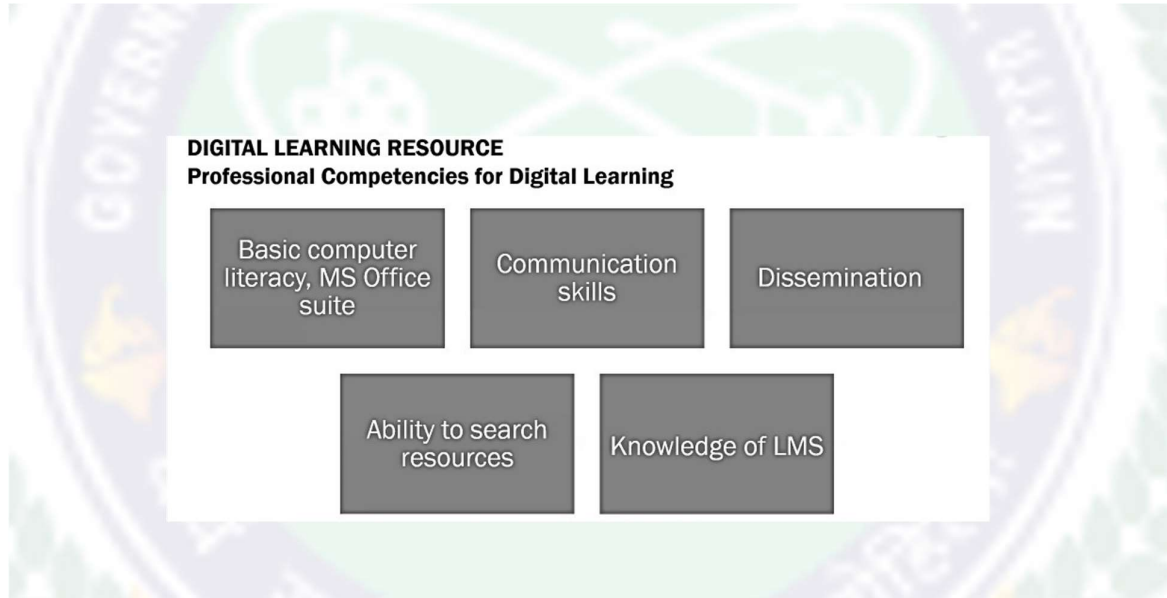> # time, place, path and/or pace."

- **Time:** Learning is no longer restricted to the college day or the college year. The Internet and a proliferation of Internet access devices have given students the ability to learn anytime.

- **Place:** Learning is no longer restricted within the walls of a classroom. The Internet and a proliferation of Internet access devices have given students the ability to learn anywhere and everywhere.

- **Path:** Learning is no longer restricted to the pedagogy used by the teacher. Interactive and adaptive software allows students to learn in their own style, making learning personal and engaging. New learning technologies provide real -time data that gives teachers the information they need to adjust instruction to meet the unique needs of each student.

- **Pace:** Learning is no longer restricted to the pace of an entire classroom of students. Interactive and adaptive software allows students to learn at their own pace, spending more or less time on lessons or subjects to achieve the same level of learning. Digital learning is more than just providing students with a laptop. Digital learning requires a combination of technology, digital content and instruction.

- **Technology:** Technology is the mechanism that delivers content. It facilitates how students receive content. It includes Internet access and hardware, which can be any Internet access device – from a desktop to a laptop to an iPad to a smartphone. Technology is the tool, not the instruction.

- **Digital Content:** Digital content is the high quality academic material which is delivered through technology. It is *what* students learn. It ranges from new engaging, interactive and adaptive software to classic literature to video lectures to games. It isn't simply a PDF of text or a PowerPoint presentation.

- **Instruction:** Educators are essential to digital learning. Technology may change the role of the teacher but it will never eliminate the need for a teacher. With digital learning, teachers will be able to provide the personalized guidance and assistance to ensure students learn and stay on track – throughout the year and year after year – to graduate from college.

Open Learning Sources

- Learning Materials
- Teaching Materials
- Research Material

COMPONENTS OF DIGITAL LEARNING

Teacher

Software

Pedagogy

Student

e- content

Hardware

Computer, laptop, microphone, headphone, webcam internal modem etc.

OER, MOOCs, Swayam, Swayam Prabha channel, National digital library

Application/Tools
A- Synchronous Platform (Live) Google meet, Zoom, Microsoft team
B - Asynchronous Platform (self-study) -Google Classroom, Moodle

e-text, Video lecturer, Assessment and Discussion forum

DIGITAL LEARNING RESOURCE
Professional Competencies for Digital Learning

Basic computer literacy, MS Office suite

Communication skills

Dissemination

Ability to search resources

Knowledge of LMS

Digital Learning Resources
Learning Management Systems

Learning Management System (LMS) provides ability to track of delivery of e-learning courses, learner's engagement, assessment, result and reporting all in one centralized location

Learning Management Systems have faced a massive growth in usage due to the emphasis on remote learning during the COVID-19 Pandemic like

Google Site

Google Classroom

MOODLES

Other LMS like E-Shiksha Portal etc.

Blended Learning

Blended Learning is combining multiple components and learning events to create a meaningful learning experience.

Why Flexibility in Learning

- Today Learners want to have more say in
- WHAT they learn
- WHEN they learn
- WHERE they learn
- HOWthey learn

Components of the Blend

- **Online Component**
  - Significant portion of the class time
  - Enabling dispersed students to attend
- **Face to Face Component**
  - On Campus
  - *Or another Agreed-upon Location*
  - Many possible Variations
- **Blending together these components to leverage new learning opportunities that are *neither* online nor campus-limited**

"Blended learning, also known as *hybrid learning*, is an approach to education that combines

Online educational materials and opportunities for interaction online

with

traditional place-based classroom methods

Blended Learning Modes used by College

Self Learning
- Further Reading Activities
- Multimedia Resources Digitally
- Print Material
- MOOCS
- Webinars
- Invited-Talks
- YouTube Videos
- E-Content

Interactive Learning
- Quiz
- Assignment
- Academic Chat Activities
- Online Classes
- On Campus Classes

Collaborative Learning
- Discussion Forums
- Online Meetings
- Virtual Workshops