



USE OF MULTIMEDIA AND E-LEARNING IN LIBRARIES-A GLOBAL SCENARIO

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ABSTRACT

Multimedia is one of the recent developments in information technology. It is a combination of text, audio, video graphics, Images and animation . Present paper describes what is multimedia and the use of multimedia in libraries is for better services & easy use of information.

E-Learning now a days has become essential and it is implemented in every field in the universe including in the library and information services. There is a need for capacity building, which will help in the usage of all types of collections of the libraries. The present paper covers what is e-learning, need of e-learning in LIS education, benefits and major challenges. Further new trends in the e-learning are also explained.

Keywords: E-Learning, Web2.0, E-education, Information Communication Technology, Online Learning.

INTRODUCTION

The primary function of a library are to collect , organize , preserve and deliver information to users. Currently several techniques and technologies have emerged

for handling the information more speedily and effectively. Computer technology has made a significant impact on the way in which people work with documents. Multimedia deliver information in a simpler and understandable way to the last users. Multimedia has become very popular now a days because, it stores a huge amount of data and it presents the information in an understandable form

E-learning is now the global scenario and it should not be avoided in welcoming in library and information science. Over several years the education process has seen drastic changes in imparting knowledge. During the last few years it has been seen, an almost exponential development and growth of the digitalization, multimedia and the Internet, with little sign of a slowdown.

The most recent influence of ICT in the field of education is e-learning. ICT provides some of the essential characteristics that students with learning difficulties necessitate to succeed in a learning environment (Samira. S 2010).

Definitions of multimedia

1. Oxford English Dictionary (Ed.2) : Design pertaining to a form of artistic, educational or commercial communication in which more medium is used. 2. Multimedia is all things to all people-multimedia computing with sound and motion.

To find the use of multimedia in libraries

- i) To familiarize the elements of multimedia.
- ii) To explore multimedia information resources.

Main Elements of the Multimedia

- i) Text : Information about an object / event etc notes, captions, subtitles, contents, indexes, dictionaries and help facilities.
- ii) Data : Tables, charts, graphs, spreadsheets, statistics and raw data.
- iii) Graphics : Both traditional and computer generated such as drawings, prints, maps etc.
- iv) Photographic Images : Negatives, slides, Prints.

A multimedia system records , processes, stores and delivers all types of information in binary code as like computer. According to the needs of users digital format is flexible in combining, transmitting , manipulating and customizing the elements of multimedia.

Multimedia Information Resources

The kinds of multimedia information resources available in libraries include

- i) CD - ROMs
- ii) Video discs (VD)
- iii) Laser discs (LD)
- iv) Audio and video cassettes
- v) Web
- vi) Databases on servers
- vii) Digital Video.

Many publishers converted their reference books from the traditional print form to multimedia format. Some of the multimedia publications are as follows:

1. Encyclopedias : Crompton's Interactive Encyclopedia 1998 , Britannica CD 98 and Britannica Video CD, Encyclopedia Americana 98, Grolier Multimedia Encyclopedia 1998, World Book Multimedia Encyclopedia, Microsoft Encarta 98 etc.
2. Dictionaries and directories: Oxford English Dictionary, Webster English Dictionary , The Dictionary of Living World , National Geographic Mammals , British Birds , Microsoft Dinosaurs etc .
3. Reference Manuals: MIT Movie Manual Interactive Graphics Documents, The Manual of Medical Therapeutics.
4. Year Books - The Guinness Disk Of Records.
5. Reference Books - Earth Quest, World Climate Disc, Interactive Periodic Table etc.
6. Electronic Books - Manual Of Medical Therapeutics, The electronic Whole Earth Catalogue , Microsoft Musical Instruments , Introductions to Classical Music , The Oxford Textbook of Medicine on CD - ROM etc.

Merits of multimedia (Information Resources) in Libraries :

- a. Users can get collected information at one place in various mediums , such as print , microform , audio , video etc. & it also helps in economy , space saving and maintenance in libraries . Therefore multimedia is useful for libraries as well as users .
- b. The information in digital form can also be got by remote users on networks.
- c. The multimedia information resources are very much helpful in comparison to other forms such as print, microform & online information.

E-EDUCATION AND E-LEARNING

The term e-education means electronic and it is basically the online delivery of information communication, training and learning, E-education seems to have a multiplication of definitions to each of its users and the term seems to mean something different. A very comprehensive definitions has been given by the Cisco system, which defines E-education is Internet-enabled learning, components can include content delivery in multiple format E-education provides faster learning at reduced costs, increased aces to learning and clear accountability for all participants in the learning process in today's fast- paced culture, organizations that implement.

E-learning refers to learning facilitated and supported by the application of ICT. It is a process of education using

computers, telecommunication, networks and storage technology. E-learning is the use of network technologies to create, foster, deliver and facilitate learning anytime and anywhere without any geographical barriers.

WHY E-LEARNING

- Learning is self-directed, allowing students to choose content and appropriate to their differing interests, need and skills levels.
- Accommodates multiple learning styles using as verity of delivery methods geared to different learners, more effective for entrain learners.
- Designed around the learner
- Learning is self paced and gives students a chance to speed up to slow down necessary

CATEGORIES OF E-LEARNING

- On – Line Courses
- Informal learning
- Blended learning
- Knowledge management
- Networked learning
- Work-based learning (EPSS)

IMPLEMENTATION OF E-LEARNING IN LIS EDUCAITON

As in perspective phase of e-learning system is not possible to introduce all LIS education institutions, therefore it will be wise to introduce LIS education through distance learning method in less ICT facilitated institutions in different phases .

Extensive preplanning of an online course is essential. Knowledge of the capabilities and limitations of the e-learning system is an important prerequisite to design an online course. Faculty members should have a solid understanding of the major principles of online course design before they attempt to put a course together.

Mobile based learning should be encouraged in LIS education. The success of the mobile phone and subsequently short message service in remote areas has demonstrated the functionality of portable communication devices with the access to internet resources using LAN or long range wireless communication services.

E-LEARNING & LIS EDUCATION

Libraries play a vital role in education. The library is a hub of any institute or organization. In the present age of information highway, e-services & profession e-learning is the fusion of technology with education. Electronic combination of content & instructional methods delivered via a computer & designed to build knowledge & skills.

BENEFITS OF E-LEARNING IN LIS EDUCATION

- E-learning can empower learner as well as instructors.
- It makes the information workers more competent & confident in the use of IT.
- It saves the time and manpower.

- It provides the self learning environments to the learner. The lesson at his / her own pace.

GLOBAL SCENARIOS IN E-LEARNING -NEW TRENDS

Web 2.0

A Web 2.0 site allows users to interact and collaborate with each other in a social media dialogue as creators of user-generated content in a virtual community, in contrast to websites where users are limited to the passive viewing of content that was created for them.

Social software

Social software has played a major role in changing the ways people interact online. The term “social software” is difficult to define because it can include so many different tools. Some people argue that social software includes the tools that allow people to connect more easily to each other online, such as wireless internet access and mobile devices.

Social Media

Social Media is the future of communication, a countless array of internet based tools and platforms that increase and enhance the sharing of information. This new form of media makes the transfer of text, photos, audio, video, and information in general increasingly fluid among internet users. Social Media has relevance not only for regular internet users, but business as well.

Tagging

Tags with software that makes the categorization of these resources relatively simple and you have created a personal searchable database of information.

Blogs

The word blog is shortened from the word "web-blog." It is often inaccurately described as an online diary that is subscribed, organized in categories, and displayed in reverse chronological order.

Wikis

A wiki is a type of free on-line writing space that allows users to add, modify and update its pages. If something is missing or incorrect in a wiki and permissions allow you to edit the wiki, you can easily add your thoughts or make changes to the wiki. It is essentially a fully editable web site

MAJOR CHALLENGES IN LIS EDUCATION

The rapid growth of e-learning courses at academic institutions has brought about a big change for students and tutors with various levels of academic experience. Instructors and students must possess specific skills to successfully use various e-learning tools. Students may demonstrate their learning efforts via different types of technology such as text, video or audio devices. Instructors often need to restructure their courses to be successfully incorporate learning. These activities represent challenges that all groups must overcome to succeed in e-learning.

The increase demand of LIS education with the changing global scenario of job market requires to face the challenges with regard to survive in the competitive climate and to provide quality of LIS education programme is important. Limited Internet connectivity, inadequate computer and communication infrastructure make it difficult for universities and institutions to access and download full text database and other key recourses. The major challenges and issue of introducing e-learning LIS education are as follows:

- Lack of finance.
- Lack of knowledge and training.
- Insufficient contact classes.
- Lack of IT proficiency.
- Lack of evaluation

CONCLUSION

In this way multimedia information resources is now being used by the users in the libraries. Now most of the publications are available with multimedia application. It recently entered in library field but at the nearer year's it will take the important position in the libraries. Multimedia technology is a boon to the libraries, it is up to the librarians how they use it in their libraries to improves the services.

E-learning is not merely a new concept but also has grown as the World Wide Web [WWW] has developed in each and every country and spreading its roots for Indian environment as well.. Some standards have to be developed in reading material, infrastructure facilities, suitable for the Indian conditions so that the growth of e-learning can be made much faster. LIS is

vitally important for development. This is the time to think intensely about the changing condition of LIS education.

The aim of this paper was to provide a summary of LIS education in the development of e-learning. Unquestionably, e-learning will continue to grow in our organizations. In anticipation of this growth, the governments, business companies and professional associations can start focusing on applications and the effective and efficient implement action of e-learning. By recognizing that e-learning truly is a methodology, one can experience the greatest benefits that e-learning has to offer now and in the future.

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