Research Paper

Effective Teaching Through Media

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ABSTRACT:-
Media can be used in almost any discipline to enhance learning both in class and also for out-of-class assignments. Use media is a great tool to lead students to real-world examples. Using media engages students, aids student retention of knowledge, motivates interest in the subject matter, and illustrates the relevance of many concepts. Using media is the key to moving students to higher-level thinking. Teaching is considered to be an art. The use of media in teaching-learning process is not a new thing. Many teachers know that media will be helpful. Media give students something new, but not all of teachers know how to implement it correctly, so sometimes media disturb learning process instead of helping students in learning process. This article provides a teacher's experience in implementing media for teaching social study.
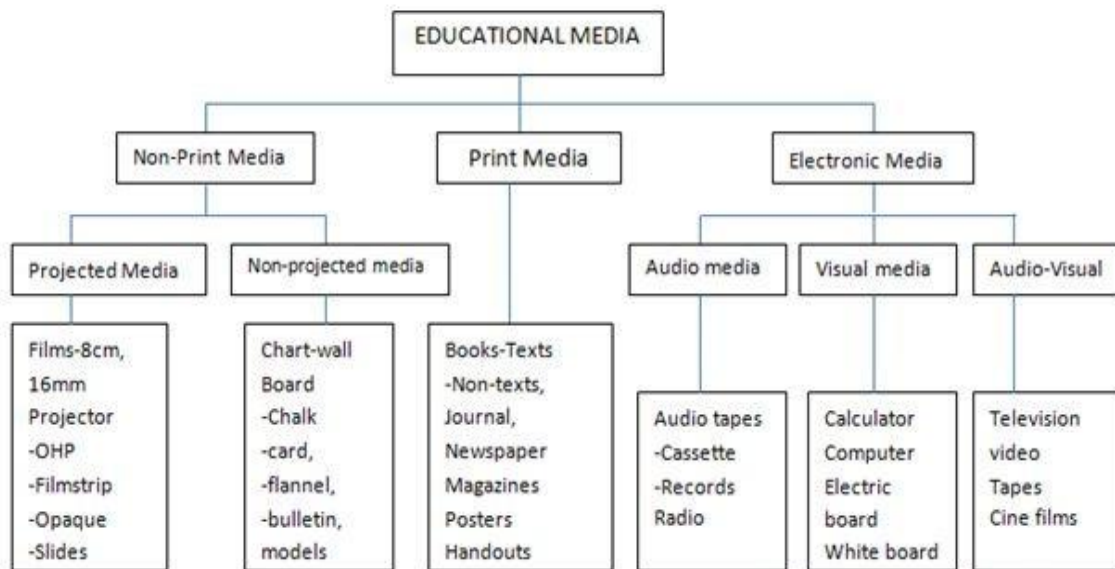
I.   INTRODUCTION:-

Teaching is the activities of educating or instructing activities that impart knowledge or skill. An agency by which something is accomplished, conveyed or translated is called media. Electronic Classroom was defined in terms of a technology rich classroom having capabilities for multi-media presentations through computer, television, networking and other supportive technologies. The purpose of electronic classroom was to supplement regular teaching of general science according to the requirement of a science teacher for making his/her teaching more lively and interactive by utilizing specially developed digital content related to the topic to be taught.

II.   TEACHING THROUGH MEDIA:-

Media classified different ways, which is print media, non-print media, electronic media,
- Print Media: Books, Journals, Magazines, Newspapers, Workbook, Textbooks.
- Non-Print Media: Projected and non-projected media.
- Electronic Media: Audio Media, Visual Media.
- Projected Media (require light source): Film projector slides
- Non-projected Media (not require light source): 3D objects, 2D objects, prints, charts, models etc.
- Audio Media is form of media carry sounds alone. Audio tapes, record player.
- Visual Media are the ones that can be seen. TV, computer, white board.
- Hardware: Classification of machines or equipment used in the instructional process. It is upon these gadgets that the software is traditional. Television set, tape recorder etc.
- Software: Classification consists of all materials used with the machine. They are the real carrier of knowledge or information. They include films and tapes transparencies.

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                         │   EDUCATIONAL MEDIA  │
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┌────────────────┐     ┌────────────────┐      ┌──────────────────┐
│  Non-Print Media│     │   Print Media  │      │  Electronic Media│
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   ┌──────┴──────┐            │            ┌────────┼─────────┐
┌──────────┐┌──────────────┐ │  ┌────────────┐┌────────────┐┌──────────────┐
│ Projected││Non-projected │ │  │Audio media ││Visual media││ Audio-Visual │
│  Media   ││   media      │ │  └────────────┘└────────────┘└──────────────┘
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| Films-8cm, 16mm Projector -OHP -Filmstrip -Opaque -Slides | Chart-wall Board -Chalk -card, -flannel, -bulletin, models | Books-Texts -Non-texts, Journal, Newspaper Magazines Posters Handouts | Audio tapes -Cassette -Records Radio | Calculator Computer Electric board White board | Television video Tapes Cine films |

III. MULTIMEDIA COMPUTER

A multimedia computer is a computer that uses the normal output media of display screen, printed hard copy along with recorded high-quality still images, animation or recorded motion video. The word 'recorded' and 'high-quality' should not be over looked; they refer to the capability of the multimedia computer to successfully display images, video or sound that has been captured from live sources, much like the capability of the television system. Capturing from live sources is in addition to the computer's inherent ability to generate its own pictures or sounds through software's, which is referred to as 'simulation'. Now in addition to signing one's name to a document, one can use one's own photograph or voice to sign. If one wants to show a real object as part of his presentation, one can simply point a video camera at it and click a button to include that in his work. The possibilities are endless.

IV. ADVANTAGES OF MULTIMEDIA COMPUTER

1. Easy to learn and operate.
2. Graphs and diagrams can be reproduced perfectly.
3. The presentation of information suits a variety of learning styles.
4. No wastage of time in rubbing out, drawing and writing on the blackboard.
5. The animation in the diagrams can go a long way in facilitating quick understanding.
6. Multimedia storage and retrieval system can contain more information than any human training agent can possibly embrace, and can have many terminals through which students can have access to the information.
7. The main educational benefits of multimedia are critical thinking, individualized teaching, learning and the students learn at their own time and pace.
8. Learning is self-paced and learners can obtain mastery at each stage.
9. There is increased access to education in subject areas given a shortage of specialist instructors.
10. The presentation of information is visually attractive with an auditory presentation, which can result in increased interest, higher retention of material and improved success rates.
11. There is non-threatening entry into subject areas for those who lack background or confidence.
12. Education level can be selected dynamically.
13. Individual monitoring, assessment and feedback are readily available.
14. It provides increased access and equity
15. Increased control and independence is exercised
16. The medium makes no personal discrimination among learners.

Another component of Multimedia is Animation, which is a technique of creating the illusion of movement, or recording on a recording device a series of individual states of a dynamic scene.

V.   ROLE OF MULTIMEDIA IN EDUCATION

Multimedia is fast emerging as a basic skill that will be as important to life in the twenty-first century as reading is now. In fact, multimedia is changing the nature of reading itself. Instead of limiting to the linear presentation of text as printed in books, multimedia makes reading dynamic by giving words an important new dimension. In addition of conveying meaning, words in multimedia serve as triggers that readers can use to expand the text in order to learn more about a topic. This is accomplished not only by providing more text but also by bringing it to life with sound, picture, music and video.

Multimedia is the integration of audio, graphics, animation and text, using the computer as a control and presentation platform so as to enhance significantly the learning and information environment. Multimedia integration allows interfacing with computer based applications using more natural information acquisition senses of touch, sight and sound, in a way which can provide a flexible insight into subject material with the user being interactively involved in the learning process.

VI.   CONCLUSION:-

Media play a major role in the classroom communication process. Media is also important for a teacher to develop the skills of using these media and also directly and indirectly developing the real experience in classroom teaching and learning.

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