



## Growing Trend of E- Pedagogy Using Electronic Gadgets for Skillful Learning

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**ABSTRACT**

E learning and its concept in the context of education and modern learning has assumed great relevance for 21st century pedagogy. Students use different kinds of electronic gadgets every day like cell phone, iPod, pap, etc. With that case, students who are addicted in using electronic gadgets affects their studies. Modern technologies like smart phone and computers provide identifiable educational advantages such as greater access to information and more compelling presentations of that information. Over-use of technology, though especially such gadgets as cell phones, iPods and video games, presents a whole range of problems which may interfere with a student's ability to learn and attend to lessons.

**KEYWORDS**

**Introduction:**

Teaching and learning can be quite informative for teachers and students alike. Not only have expectations changed for the teachers, but students also are expected to learn a lot more and at an earlier grade than before. Using gadgets in the classroom, such as iPods, Smart Boards and digital electronic devices, satisfies the growing list of technology standards and prepares students for life beyond the classroom.

School systems offer country-wide teacher training for effective ways to implement the use of various gadgets such as Smart Boards, Mimios and Interactive White boards. School systems invest a great deal of money into these devices to encourage and motivate educators to create interactive and engaging lessons.

The impetus for incorporating technology standards into the curriculum for most school systems is preparation for real life. Because society is becoming more technologically advanced, school systems have to keep up with trends to better prepare students for life outside of school.

Gadgets also help to make the learning environment interesting and engaging. As we move toward a more digital society, kids are being exposed to technology and digital devices at a young age. So when they come to school, they have little to no patience for lecture-style teaching. Students are seeking a high-tech, digital experience in the classroom. While they may not get this exactly, with the continual use of various digital and high-tech gadgets, they are coming close. Smart Boards, iPods, and Mimios are just a few of the gadgets that are improving the quality of education in today's school.

Since not all students learn in the same fashion, employing the use of gadgets in the classroom helps teachers reach all learning types. Smart Boards can engage the visual, audio and kinesthetic learners. iPods can reach the audio and visual learners, while digital cameras and videos reach the kinesthetic learners. Using gadgets to engage all learners will facilitate the comprehension of content and allows for consistent progression in the teaching of material

**Methodology:**

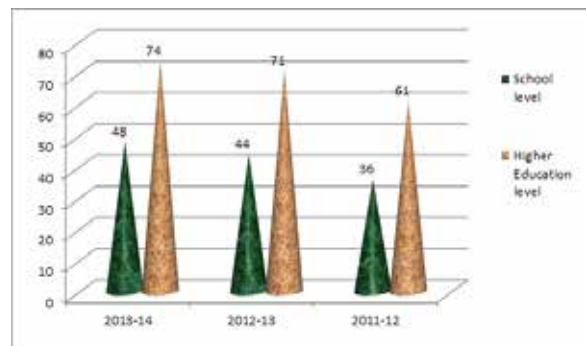
To find status of this trend, student data collected from schools, colleges, coaching institutes. Questionnaire containing questions related to use of electronic gadgets was prepared. Data was collected from 400 students. Collected data was tabulated in table separately to find trend value. Year wise user % calculated, User % marked on the basis of purpose, study level of user. User is divided into boys and girls category.

**Result and Analysis:**

**Table-1: Year wise Electronic Gadget user %**

Student level	2013-14	2012-13	2011-12
School level	48	44	36
Higher Education level	74	71	61

**Source: Data collected from institutes**



**Chart-1: Year wise Electronic Gadget User %**

**Table-2: Electronic Gadget user students at different level**

Category	Electronic Gadget User	
	Boys in %	Girls in %
School students up to 11th class	43	47
12th class student	51	56
Post Higher Secondary Students	77	71

**Source: Data collected from students through questionnaire**

Year wise comparison data shows that for the year 2011-12, at school level 36 % students found to use electronic gadgets while at higher education level 61% use such items. Data of 2012-13 year indicates that 44% and 71% are school student and higher education student user respectively. 48% school

students and 74% higher education students are found as electronic gadget user for 2013-14.

Electronic gadget user student data shows that the students up to 11 th class are less using electronic gadgets as 43 % boys and 47% girls. 12th class students are using rather than high percentage, boys are using 51% and girls are using 56%. User percentage is high for post secondary classes as 77% boys and 71 % girls are using electronic gadgets.

Students use these items for different objectives. For study 56% boys and 53% use electronic items which are less rather than other objectives. For worldwide knowledge 62% boys and 56% girls use these items. These are source of entertainment also, 73% boys and 68% girls found using these gadgets. As status symbol 73% boys and 67% girls have these gadgets.

**Conclusion:**

These days number of Electronic Gadgets are in market and are being used by everyone. These items have approaches to villages also. Not educated population is also enjoying these items. Data shows students are getting advantage of electronic gadgets making education time saving learning and available for everyone. Data represents increasing % of students as electronic gadget user. These items help in advance study which is required for quality management.

**References:**

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