MANAGERIAL COMPETENCIES FOR LIBRARY PROFESSIONALS: TRENDS & OPPORTUNITIES

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NISI DOMINUS FRUSTRA

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E-LEARNING 2.0

Saddam Hossain,
M.Phil , Department of Library and Information Science, Annamalai University, Annamalai nagar,
saddamhossain654@gmail.com,8116916151

Muneer Ahmad
Ph.D research scholar, Department of Library and Information Science, Annamalai University, Annamalai nagar,
muneerbangroo@gmail.com,9797920174

Dr. M Sadik Batcha
Associate Professor and Head, Library and Information Science Wing, DDE, Annamalai University, Annamalai nagar,
msbau@rediffmail.com,9443665624

Abstract

As e-learning we know it has been around for ten years. At this time, it has emerged from a fundamentalist concept- whose functionality has not yet been proved- which is widely considered as mainstream. The idea of learning through digital connections and colleagues cooperate, developed by technology Web 2.0 driving users/students are empowered, search, create, and collaborate, to meet the requirements- Trinsic will learn new information. This is mostly a business plan and a service provided by most colleges and universities. And now, e-learning fully evolving with the World Wide Web and it changes significantly for a new name e-learning 2.0.

Introduction

When we think of learning the content today, we probably think of a learning object. Computer-based delivery (CBT) system inventions, learning objects, like lego blocks or atoms, little bit of images can be combined or organized. Today, e-learning basically takes the form of online courses. Fundamentals of fundamental units of the course organization, from materials distributed from Design College and University, contributed by contributions from Rice's Connexions project in MIT's OpenCourses Project.

Web 2.0, of wiki, and social networks among the topics in e-learning used in every day. These are technology has empowered users, and technology high the price of formal education rises in price of formal education rises in price a major part of the learning process technology innovation is rapidly changing many things with e- learning . We are still in the very early stage of the integrating this technology in to our existing design methods, and so have, yet no definite reply.

What is e-learning?

Easy to understand e-learning is learning to use electronic technology to access outside of a traditional classroom learning curriculum. In most cases, it delivers a course, program or degree completely online.

There are many words distributed online, through the Internet, from remote learning, computerized electronic learning, online learning, internet learning and others. We have eLearning Definitions that are taught specifically to the professor where the classroom is distributed apart from the classroom where it is specially distributed as the course. This is not a DVD or CD-ROM, video tapes a television channel.

Purpose of e-learning the idea of   e-learning is to give students the ability to enable personal success, basic school or degree certification without going inside the school, university or any other academic institution.

Another idea is that students can apply e-learning at all levels of school education to ensure adequate text.

Psychologists believe that the audio-visual education system creates a disciplined learning environment and engages the effective student in the class.

The next learning experience in online or electronic media assures you with consistent education. Also, digital and self-initiated learning can be achieved in the desired position. One needs to be filled in search of learning.

E-learning is versatile and sufficient according to all learning methods.

Definition E-learning 2.0

The word "e-learning 2.0" is a "neutrality" using Web 2.0 for collaborative learning through PCs and web-based technologies, and especially with CSCL's progress. This definition has begun and the initial transformation of the traditional education system, which is widely used on the Internet. Contrary to the use of "traditional" e-learning, these emotions concentrate on the new generation of e-learning and the social production of knowledge. However, it is useful to mention e-learning 2.0, it is the only major learning distance.

Future of e-learning in India

E-learning is a very bright future in India. Since India is a country where people have ambitious education and spend a lot of time for values. Unauthorized learning communities are not a simple process, they need something that does not require extra effort or does not complicate the processes. The solution will be easy to use and easy to relate.

Just as the NuVarsity teacher / organization did an amazing job to take their teaching online. NuVarsity (www.nuvarsity.com) The UI is simple and clean, it is not complicated, but what the teacher needs. It was created by teachers for teachers.

Difference between e-learning 1.0 and e-learning 2.0

Web-based training models have emerged in e-learning architecture, which can be mentioned as "eLearning 1.0" Using e-learning and creating LMS, designing, and managing courses as well supporting content delivery, user registration, monitoring, and certification. System focus is turned on content and learning objectives, with less consideration to the learning process. There are not many opportunities for communication and collaboration. Even tools for collaboration are available, their application lack of learning. The learning process is transformed when the course is interactive. User contributions newsgroups and mailing lists are not limited. "Social Software" has revolutionized online education. Web 2.0E-learning has got 2.0. The effect of new exercises on the web has resulted in a new array Services, which can be collectively referred to as e-learning 2.0.

Definition and classification of Social Networks

The variety of exclusive and built-up social media services makes it challenging to define them. Nevertheless, marketing and social media experts widely agree that social media has the following 13 types of social media: blogs, business networks, collaborative projects, enterprise social networks, forums, microblogs, photo sharing, product / service reviews, social bookmarking, Social gaming, social networks, video sharing, and virtual world.

Blogs

A blog (abbreviated to "Weblog") is an online journal or informative website that displays information in the opposite sequential order; the latest posts are first displayed. This is a platform where an author or even authors share their opinions on a separate topic.

Business networking

Business networking is the process of establishing mutually beneficial relationships with other business people and potential clients and / or customers. The primary purpose of business networking is to help others talk about your business and convert their customers into hopes.

Collaborative projects

Collaborative projects make it easy for Unity Team to save, share, and sync their projects with others. It is cloud enabled, built directly on the

unit and it is a simple workflow which is easy to use regardless of location and order.

Collaborate is now part of Unity Team.

Enterprise social network

Enterprise social networking is an organization that connects with people who share the same internal and external activities of social media, similar business interests or activities.

Forums

A forum is a discussion board where users of similar interests create topics and have discussions about that topic or something special.

Microblogs

The microblog that allows users to post small portions of digital content such as pictures, videos, or audio on the Internet. These posts, known as microposts, are immediately available to a small community or public. It is different from a blog due to its small content. Microblogging is very popular among users due to its portability and instantivity.

Photo Sharing

A website used to save photos and share. Users upload their photos to the site, which are stored on the server and made available to friends and family through personal web pages. Motivation to publish sites which may be printed and ordered in other accessories.

Product review

Product reviews allow buyers' sites to rate their products and comment on the product page directly for comments. While accepting the purchase decision, other consumers can read this.

Social bookmarking

A user-defined to-do system for social bookmarking. Such an algorithm is sometimes called a manoscope and is referred to as the bookmark tag. Instead of storing bookmarks in a folder on your computer, tags tagged on the web are stored on the web and can be accessed from any computer. Technorati describes the system as a blogging site, "Real Time Web Organized by You". Web book dedicated to social bookmarking, such as Flickr and del.icio.us, provides users with the ability to save, categorize, comment and share the favorite web pages and files.

Social gaming

Social gaming generally allows online games to play or social networking among players, which together play games opposed to it. It may mention:

Card games, multiple players involved.

Board games, which are placed in the counter or piece, are moved, or moved to a proven page on a specific mark.

Social network

A social network is a website that allows people of similar interest to come together and share information, photos, and videos.

Video sharing

Video sharing on the web can happen via free video sharing sites or content paid networks such as YouTube. Each video sharing site provides its own advantages and flaws as well as access to unique features and unique viewers.

Virtual worlds

A virtual world or widely multiplayer online world (MMOW) is a computer-based simulated environment that can create personal avatars of many users, and can explore and explore the virtual world simultaneously and freely, participate in its activities and communicate with others. These avatars include live video avatars, including curriculum, two or three graphical representations, or hearing power and touch sensation. In general, virtual users allow for more than one user.

The new Web

An important point is that easy to Change frenzy Web 2.0 is not about technology, and not e-learning 2.0. Human componentswhat makes the new web work? But the new web is not empty. All the people it is being filled with digital content in the world. Today Internet users provide information the ability to reveal their fingertips, as well as their own information. The new web also connects with us other people, facilitate our conversations, and support a global scale cooperation.

In general, where we are now in the online world where we started e-learning. The traditional theory of distance learning, (for example) Michael G. According to Moore, the distance of the transaction was adapted for the online world. The content is organized in accordance with this traditional model and completely with online or more formal seminars, following a specific curriculum completed at a predetermined speed, coupled with teacher's leadership in the students' classmates.

Daniel K. Schneider does not really know how to define e-learning 2.0, because it's just a buzzword. But some trends are involved in emerging technologies and various conceptual design patters:

The teachers took the Web 2.0 services Social software formula tools + services + effects of integration) ^ Scale students may change production

methods and ways of dealing with their own personalities. In particular, they may be easier to. Both teachers and students can create their "light weight" learning environment, e.g. combine tools with social computing services, fun news feeds and various office / productivity 2.0 mashup software.

Micro learning

Learning to master mashup spots published in the areas provided by the learners at the workplace of the private learning environment and access to resources for other informal education types may be centered.

Technology

Mostly web 2.0 things, e.g. software that is described in articles like: wbebtops (ajax home pages, webos)

Web widgets (applications embedded in webtops or mashups).

Personal learning environments

Virtual office software

Social software, e.g. wikis, blogs etc. in education

Education 1.0, 2.0, 3.0

For the last 7 years or more, the "edition" labels helped to understand the big changes in society and technology and the feeling of evolution. For example, the difference between World In Flat, Thomas Friedman Globalization Version 1.0, Globalization 2.0, and Globalization 3.0 (The third edition of his book is referred to as "Release 3.0"). Some thinkers based on this are even estimating 4.0 globalization. Perhaps a little more popular in its "version" web. First, of course, the web was 1.0; we are now in a dynamic Web 2.0, and web 3.0 Web 2.0 holes are hot and it is already accessible in some ways at the initial stage.

Education is going through an evolutionary process. Speed   of change and adoption of the new, transformational learning framework, but not clearly with the digital information technology. Despite the slow pace of change, "version" labels are being used to help understand the evolutionary phase of education.

Conclusion

E-learning 1.0 did a great job our traditional learning model works automatically. But it's widely involved in administrative works. New technology produced by user Web 2.0 content about culture students. And provide them with more power on learning process.

ELearning 2.0 does not show online learning tools as a platform and as a medium. This is a targeted goal learning environment, and not just a learning system. Participate and activate cooperation student creates, organizes, and uses content, e-learning 2.0 creates a "personal education portfolio".E-learning 2.0, "Everyone is a student, but everyone is likely to be a teacher

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