

## **E-Learning: The Historical roots and The contemporary perception of students towards e-learning**

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### **Abstract**

Escalating knowledge retention is one of the most rewarding benefits of eLearning. Since e-learning provides students with various types of interactive content, they can retain much more of what they learn and improve their skills and knowledge quickly. The flexibility offered by e-learning in terms of place of learning and time of learning means that complete education programmes can be rolled out across teams all over the globe. E-learning provides a Synchronous learning and asynchronous learning which benefits the students in understanding the concepts more effectively. Few institutions include a blend of both asynchronous and synchronous online learning. E-learning is also termed as computer based learning, internet based learning, online learning. The main purpose of the study reveals the history of e-learning. The other objective of the paper is to study the perception of contemporary students towards e-learning. The Research methodology is relied on primary data using the Questionnaire and secondary data. The findings of the study revealed that the students were having a positive perception towards e-learning. This paper pays attention to the need of e-learning in this pandemic situation and helps students to adopt the online learning in more constructive and proactive way.

**Keywords:** *e-learning, synchronous learning, asynchronous learning, pandemic.*

### **Introduction**

*"We need to bring learning to people instead of people to learning." Elliot Masie, Masie Center*

E-Learning is learning through electronic technologies to access educational curriculum with elevation to traditional classrooms. In majority

cases it refers to a course, program or degree delivered completely online. E-learning is a learning system which is based on conventional teaching but with assistance of electronic resources. "Web based learning", "internet based learning", "Online learning", "Computer based learning", "learning portal", "Massive Online Courses", "I-Learn" are commonly mentioned as e-learning. Due to the rapid progress in Technology and the furtherance in learning systems, it is now clutched y the group of people. The instigation of computers was the basis of this revolution and with the tick-away we get hooked to smart phones, tablets etc,. These electronic gadgets now have an importance in the classroom for learning. Books are slowly replaced by electronic educational materials such as optical discs, pendrives, etc,. Through e-learning knowledge can be shared 24/7 across the globe.

### **Statement of the study**

E-learning has become an pivotal part of every learner. There are various factors which are leading to e-learning such as Learners' Attitudes, Flexibility, Improved Retention, Cost-Effective and Environmentally Friendly. If the learners and instructors adopt the favourable attitude towards online learning by overcoming the issues then e-learning could be much more effective.

### **Objective of the study**

- To study the Historical roots of e-learning
- To study the perception of students towards e-learning among PG students

### **Scope of the study**

The study has made its attempt to gather the data from the students across Telangana state pursuing Post Graduation from different universities in Telangana.

### **Research Methodology**

**Secondary data** like journals, Newspapers, Websites has been referred to collect the history of E-Learning

**Primary data** Questionnaire has been used to collect the first hand data from the students of Post Graduation

**Descriptive analysis** has been done

**Simple percentage** method has been used to analyse the data.

**Random sampling technique** has been opted for a sample of 109 students were taken from Post Graduation studies.

### **Historical roots of e-learning**

In Los Angeles at a CBT systems seminar in the year 1999 the term e-learning was first used, but the idea behind the word dates back to much earlier in History as far back as 200 A.C .A Roman piece found near Trier depicts a Teacher surrounded by 2 students reading a parchment roll and 3<sup>rd</sup> one arrived with writing slate in his hand. Dr. Marcel Mirande stated this as the oldest example of “Integration of Technology” into learning and stated the functions of writing slate to the modern Laptop.

Sidney Pressey was an educational psychology professor at Ohio University in 1920's early, invented a Teaching machine which looked like type writer and was used for answering multiple choice Answers. The education world by then was not ready for this evolution and Teachers were afraid about their job security. After few decades in 1954 BF Skinner, Professor of Psychology at Harvard University invented a mechanical device that looked like box with list of questions. This idea inspired developers Daniel Alpert and Don Bitzer to create a very first computer based Training Program PLATO in the year 1960. PLATO stands for Programmed Logic for Automatic Teaching Operations was the first generalized computer-assisted instruction system. Starting in 1960, it ran on the University of Illinois' ILLIAC I computer. By the late 1970s, it supported several thousand graphics terminals distributed across the globe, running on nearly a twelve different networked mainframe computers. Many modern concepts in multi-user computing were originally

developed on PLATO, including forums, message boards, online testing, e-mail, chat rooms, picture languages, instant messaging, remote screen sharing, and multiplayer video games. was designed and built by the University of Illinois and worked for four decades, offering coursework (elementary through university) to UIUC students, local schools, and other universities. Courses were taught in a diversity of subjects, including Latin, chemistry, education, music, and primary mathematics. The system included a number of features useful for pedagogy, including text overlaying graphics, contextual assessment of free-text answers, depending on the inclusion of keywords, and feedback designed to respond to alternative answers. Before Internet development PLATO was in demand. In 1980's people were able to have a computer and it helped them to enhance their skills and expand their knowledge. In the years 1990 the virtual Learning environment offered numerous e-learning opportunities.

Moving back to 1840's when Isaac Pitman taught shorthand in Great Britain via correspondence. He used mail as bridge between Teacher and a Student. He sent assignment to his students via mail. The students after finishing the assignment they mailed it back to him.

In USA the first Introductory Online courses were offered by Alberta's Department of Medicine. The University used IBM 1500 network to teach 17 classes to approximately 20,000 individuals. It authorised Teachers to supply course materials, organise documents, and grade assignments.

In the Year 1976 The Open University launched 1<sup>st</sup> online classes through CICERO program. It developed Cyclops whiteboard system before invention of Skype or Google Talk.

The First School to offer fully online degree was established by coastline community college in the year 1976. Its attention was on Self-Directed Learning.

In late 1990's The Learning Management Systems (LMS) were widely used. The Pioneering Player in the educational market was the American Company Blackboard. In the late 1990s and early 2000s, interest in e-learning, both scholarly and commercial, increased substantially, particularly in the United States, Canada, and Australia. Studies of

American students in virtual programs at both the elementary and secondary level led researchers to tout e-learning's many benefits, including but not limited to its flexibility in geography and scheduling, its ability to address various learning styles, and its overall expansion of educational access to people in remote communities.

In 2000's e-learning entered the business worlds and became a popular form for Training new employees. As of 2010 onwards e-learning has been a social media such as YouTube, Skype, iTunes etc,. A diversity of new terms are also emerging such as Gamification, localization, mobile learning and many.

Now, In the Present Scenario the situation of Pandemic Covid-19 made most of the universities across the world to adopt the e-learning as a basic medium in enhancing their knowledge and skills. This e-learning is helping students to have synchronous and asynchronous learning.

The term e-learning seems to be trendy but the concepts behind it have deep roots. Hence this is one of the reasons it s encyclopaedically accepted by the entire learning commonly.

### Perception

**Perception** is related to insight and understanding. How people with individual experiences, intellects, memories, and worldviews receive and interpret stimuli. And it is different for each character. the way in which something is regarded, understood, or interpreted.

### Perception Process

Perceptual process involves different stages. They are:

### Perceptual Inputs, Perceptual Throughputs, Perceptual Outputs

#### Perceptual Inputs:

Perceptual inputs which are sensed through our sensory organs i.e. vision, touch, audible, taste, and smell. Inputs include Objects, Events, and Person

**Perceptual Throughputs:** A perceptual throughput starts once we receive the inputs through our sensory organs. It includes

- **Selection:** Perceptual selection influenced by two factors they are  
**External Factors** such as Intensity, Size, Repetition, Contrast, Motion, Familiarity and Novelty  
**Internal factors** such as Learning, Expectation, Motivation and Personality
- **Organizing:** Perceptual organisation is a process by which the People group stimuli into recognisable factors.  
The factors that influence the organisation of Perception are:  
**Figure background**  
**Ambiguous figure**  
**Perceptual grouping such as similarity, grouping, closure, and continuity**  
**Perceptual constancy**
- **Interpretation:** **Interpretation** refers to the process by which we represent and understand stimuli that affect the thought process. Our interpretations are subjective and based on personal factors.

### Perceptual Outputs

After processing the inputs the Behaviour of an individual is termed as an output which may include the opinions, Attitudes, Feelings, values.

### Perceptual Errors

A **perceptual error** is considered as an inability to judge Persons, Events or Objects fairly and accurately

#### Types of Perceptual Errors:

**Halo effect:** The "halo effect" is when one trait of a person or thing is used to make an overall judgment of that person or thing.

**Leniency:** Its a Personal characteristic that leads an individual to evaluate the object, Event or Person in an extremely positive fashion

**Stereotyping:** **Stereotypes** are generalized because one assumes that the **stereotype** is true for each individual person in the category. While such generalizations may be useful when making quick

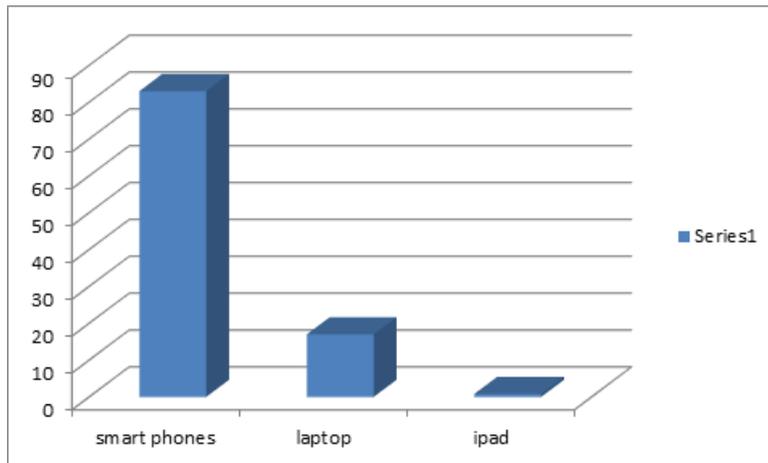
decisions, they may be erroneous when applied to particular individuals.

**Central Tendency:** It is a tendency for a rater to place most items in the middle of a rating scale. It is the inclination of evaluator to rate a individuals with an “average” score during evaluation.

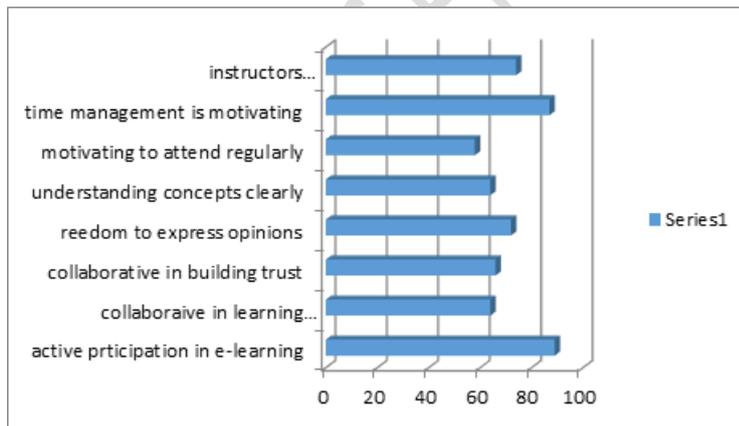
**First impression effect:** It occurs when an assessor assess the individual, event, object based on his first impression made towards them.

**Recency effect:** It is an order of presentation effect that occurs when much recent information is better remembered and receives greater weight in forming a judgment than earlier-presented information.

**Data Analysis** In the given data Students across the Telangana were taken randomly. Percentage of students from urban are 77% and rural are 24%.The sources of e-learning by the students are mostly smart phones i.e 83%.

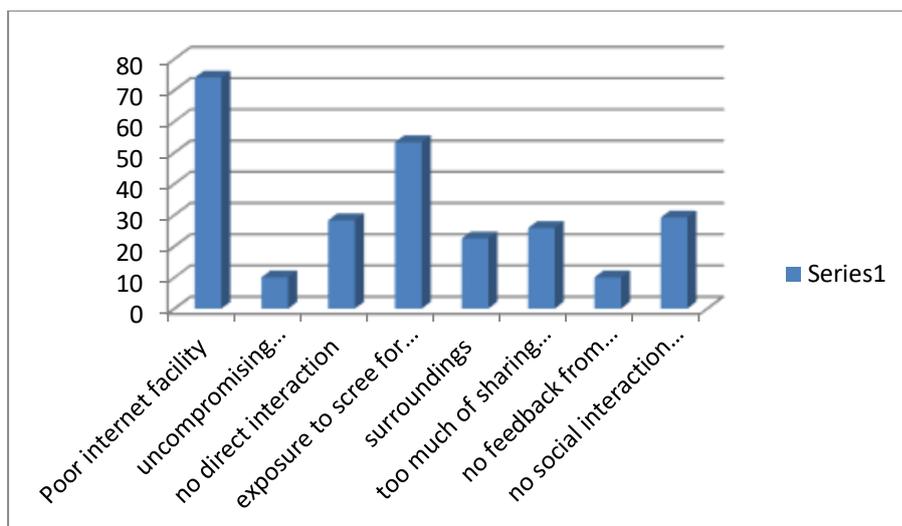


The below figure shows the percentages of students perception towards e-learning with reference to Collaboration, Freedom, Motivation, Activeness.



The given figure shows the percentage of students demotivating factors towards e-learning. From the data we can interpret that Poor internet facility is one of the major drawback to develop positive perception of students towards e-learning.the

second most disturbing causing factor is exposure to screen for longer duration. The third demotivating factor which is causing perception among students is they are missing direct interaction with their classmates.



### Findings of the study

The data reveals that the majority of students are facing poor internet facility issues, vision issues, and social interaction among friends. From the data it is also observed that the positive perception is developed due to time management of e-learning, active participation making e-learning more effective, Instructors warmth, friendliness developing a positive vibes fro students towards e-learning. As per the data it is observed that majority of the students are using smart phones.

### Suggestions

As per the observed data it is suggested that the students perception can be made positive by preparing them prior hand. Management has to conduct awareness programs of e-learning to the students through online before conducting the concepts directly. Instructors should also counselled by management regarding e-learning techniques in developing the students attitude towards e-learning. The Instructors must provide an opportunity to students interact with their fellow classmates through online sessions to reduce the feeling of loneliness. As majority of them are using Smartphone to attend the lessons it is advisable for them to opt Laptops or any bigger screen sources to reduce the concern of eye-sights. As rural students are facing much concerns related to e-learning wrt surroundings, poor signals. Hence The government has to take precautionary measures in extending the e-learning to the hook and nook of the country.

### Conclusion

E-Learning is trending in the present scenario of worlds which is facing with the pandemic situation of covid-19. It is vital to improvise the perception of students to enhance their skills, knowledge and overall personality with the help of Technology.

One cannot pause the inner development due to the external factors. Though we could learn the roots of e-learning are long back to 200A.C but the spread of the electronic tools in learning could be seen since recent decades onwards. It is proposed to reduce the perception errors towards e-learning such as Halo effect ( for example one factor such as poor internet facility making not to opt e-learning), or any other perceptual errors should not be pausing the transformation and face the challenges. It is always good to communicate the issues and resolving the issues and developing new ideologies, thoughts for the development of society. It is the responsibility of every Teacher, Student, and their parents to adopt the changes in the learning patterns and develop a positive thoughts towards e-learning. ***“The challenges are there, but they are temporary, transformation takes place, e-learning will flourish”***

### Refernces

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