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TECH-ENABLED IMMERSIVE TECHNOLOGY AND ITS SIGNIFICANCE IN E-LEARNING

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Abstract: The main learning aid around this time are all the digital appliances around people, which concludes one decisive solution for learning that are mobile phones, laptops, and all the related instruments. Tech-enabled immersive technology is an amalgam of AR (Augmented reality, VR (virtual reality), and MR (Mixed reality), which can be used to generate a virtual place for one to learn and produce the fruits of learning from the comfort of his room. Artificial intelligence also plays a big role in performing the necessary tasks to produce the optimal output needed for the technologies to work.

INTRODUCTION

The era of digitalization is on the verge of starting a new chapter, it can easily be called the turning stone of the decade. The virtual world is a one-stop experience for multiple things, all the commodities can easily be found on the internet. Big Data is a revolutionary step towards making all the physical data virtual accessible to everyone. Even the currency is produced in a very decentralized manner that is a cryptocurrency, ultimately all these things giving power back to the user in disguise, these pretty great things are just on the variable depending around the user but the most amazing of all is an intrinsic property of the user that is skill enhancement. The revolution of learning is only a step away from the consumers of knowledge. Already achieving an optimized process for the delivery of knowledge it's time for the next level, with the help of advancements in technology we will be able to accomplish the drawbacks of the previously followed regime for learning. With the use of AR, VR, and MR we will be able to create a virtual biosphere for learning, to a full technologically advance learning.

E-Learning & Tech-Enabled Immersive Technology

The pandemic gave a boom to E-learning on a large scale, everyone stuck at their home yet learning at a steady and constant pace, be it colleges, schools, or any other educational institutions the learning never stopped. E-learning is such a wonderful tool to learn at one's own pace, at whatever time one likes. Some of the top institutions of the world launched their courses online, for the exam, plus Harvard and MIT made their recorded lectures available to the general public that too of multiple fields and for free, India IIT Madras launched a full-time online degree program for Data Science and programming boundless from an age factor, google providing certified courses for skill enhancement that too for free. It's pretty amazing to see to what extent E-learning can evolve that too with not much hassle and not only that but also receiving certified courses from the comfort of your home.

If one devotes his time to learning something it is directly proportional to the increment in the number of skills gained, particular skills like interpersonal skills, leadership skills, and many more are increased by not only doing certified courses but also attending virtual seminars, MUNs, and virtual competitions which are multiple platforms for E-learning, in turn, helps one to increase confidence ultimately preparing one for the professional life and facing the competition with a mentality of a victor.

An escape from reality, a space for the discovery of virtual peace would be the basic concept of Augmented and Virtual reality. The progression of humans from real to a virtual world is now within the reach, where creating one's own world is not just a dream it's the reality within our grasp. By activating a few senses virtually like the sound and vision we are transported to a virtual world without even moving from our original location. These amazing facts are just the foundation for what the future holds for us.

Augmented reality is basically adding up to reality from a virtual point of view its basic applications can be seen in the game Pokémon Go, where the player has to catch Pokémon's on his phone or tablet by seeing through mobile screens where the Pokémon actually don't exist in real-world but the output from the screens merges them with real-world virtually. Virtual reality is a step further than Augmented reality where one can experience the world virtually with the help of VR lenses and headphones one can be present in a different world at his home. The technology supporting them is not super complicated just some headphones for sound and lenses

with a projector on your eyes for the sense of sight or vision and for Augmented reality some extra codes with an interactive interface of your mobile phones.

The Virtual reality we are aware of is just the beginning of the amalgam of the real and virtual world. Let's take an example of the movie "The Matrix" where one is neurologically connected to the virtual world that would be full-body drive, where all your senses are active that is a sense of sound, touch, smell, taste, and vision. That would be the epitome of the virtual world, for now, rest we are building on the foundation with the help of coding language and neural networks creating a virtual biosphere for the existence of humans. Creating a way for freedom is the ultimate goal of this reality, a judgment-free zone.

It was already set in motion when one started learning from online platforms, the building blocks of Tech-enabled immersive learning. The past was just learning from textbooks, now the increasing curiosity and for more. The experience part is what boosts one's interest in the knowledge this is what the technology would enable us to do. Though it did not start from the knowledge point of the way, Gaming is what helped in building the concept, the greedy nature had its positive effect in this situation that is the "need for more".

Conclusion & Final statement

The era of web 2 is a form of virtual freedom for the learners. One can learn whatever, wherever, and however, they want. E-learning is the shortest path for skill enhancement. The ease and accessibility of the knowledge available will be boundless. If someone wants to learn something from the comfort of their home this is the solution. Ultimately it all comes down to the personal development of the person which is now just a goal within reach, the only thing one needs to do is take a step.

The digital era is on the verge of creating prodigies with the use of technologies one can create his own world virtually to learn and understand things at one's own pace. The use of immersive technology for example a full-body dive system where one can feel all senses in a virtual world. Access to diversity is an opportunity for different people from various demographics and Geographic would cultivate the relations between people from multiple ethnicities for a stronger bond between humans.

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