



WEB ORIENTED TEACHING TO ENHANCE VERBAL AND WRITTEN COMMUNICATION SKILLS

1. Pratibha Misra,
Research Scholar
CMR University
Bangalore

2. Dr.V.N. Sudheer
Associate Professor
CMR University
Bangalore

Abstract:

English communication and technology have become an integral part of our daily life. In today's technological world, Digital Pedagogy is playing a pivotal role in the learning process of a language. As it is rightly quoted by the present prime minister of India Sri. P.M.Narendra Modi in the inauguration of 5G services "Digital is the biggest power of 21st century. New Technologies are helping our education system". When it comes to English Communication Skills, Digital Pedagogy such as usage of the digital tools is highly beneficial to teach and enhance knowledge of the students.

The English language is considered as a global language as it connects people from different regions, cultures, and nations. In this modern era, proficient English communication has become a mandatory skill for the employability as well. Digital communication tools for enhancing English knowledge of the students will drive a higher reach and affordability among the students from diverse demographics and income backgrounds. This paper will try to address key digital tools that can be used for driving higher English proficiency. Furthermore, the benefits and shortcomings of these tools will be analysed for us to plan pedagogy for English teaching in today's digital world.

Keywords: Communication, Digital Tools, VAST, KAHOOT, English Language Teaching, Grammar Translation Method etc.

Introduction:

Over the years, English Language Teaching (ELT) have seen significant transformation. The introduction of English as a required subject in the students' curricula was a challenge for the English language teachers to teach so they taught English as a "Knowledge subject rather than a skill subject to the non-native speakers. In order to help children, understand and learn English they develop the "Grammar-Translation Method," in which the teacher would explain each term to them in their own language. There were many other methods such as bilingual method, direct method, audio-lingual method, the structural approach and the situational teaching, communicative language teaching method etc. all these methods are vanished today and now methods are emerging today because of the advancement of the technology.

The 21st century presents people with new options, opportunities, and problems as a result of technology's pervasive presence in all aspects of life. Now, educational institutions can no longer afford to simply remain a place for prescribed sets of information to be shared, but rather, are required to be up to the mark of today's growing demands. Educational institutions must encourage "learning to learn," or the acquisition of knowledge and skills that enable continuous learning over the course of a lifetime, rather than remaining merely conduits for the transmission of a prescribed set of information from teacher to student over a set period. As a result, it is the obligation of the teachers to prepare themselves appropriately for the demands of the day.

Visuals2Go:

Visuals2Go is an all-in-one app created to support people who face regular difficulties and hardships in standard communication and traditional learning methods. It is a modern take on the regular educator and student interaction interface, and thus, is designed to support users as both educators and learners.

A large ratio of the world population finds it difficult to absorb and retain information in the standard methods. In such cases, visual aids offer a large helping hand, especially for languages like English, and communication. English grammar concepts are better absorbed and retained when put across to the learner in a linked format. The linking of topics and subtopics with other facts enables the possibility of a higher clarity and understanding level. Visual aids promote such functions.

Communication skills are given the opportunity to be inferred and understood in the individual's preferred method when presented visually. Linkage, absorption of information, retention and recollection is made much easier with visual aids such as mind maps, flowcharts, Venn diagrams and table charts. Visual aids also guarantee a higher percentage of reach across all age ranges. Software and apps also allow for materials to be printed and recorded in preferred templates, styles and orientations which are customised to an individual's learning needs and preferences.

Owing to the functionality of a higher reach percentage, visual aids software also promotes the learning amongst people with disabilities such as autism and down syndrome, who otherwise, struggle to learn with the standard teaching methods.

VAST:

VAST is a software based off visual aids. It helps create visual flashcards and other learning material. What sets it apart from other visual aids software is that it can be accessed even when the user is offline.

Every feature which promotes learning is completely accessible without an active network connection. This means that individuals and groups who are deprived of the modern assets of networking and digital connectivity can access such learning aids. These individuals and groups could be situated in any place, such as a rural town or a small village. Thus, this software proves to reach to a higher percentage of people, both as educators and learners, regardless of location and connectivity. This app also helps create visual and sensory timetables, schedules, and lists which not only aid in educational learning but also in self-discipline and routine building. People are also aided by its exclusive features of colour coding and simple themes which promotes memory and retention levels. This tool, thus reaches out to people who have disabilities and difficulties.

KAHOOT:

KAHOOT is a learning platform that contains quizzes, discussions, and surveys with gaming mechanism. It was invented in 2013 and immediately became very popular. KAHOOT has its own unique features of games that are very interactive and competitive in nature.

The central idea of KAHOOT is to create a game-based interactive platform and to help reduce the tediousness of learning by helping to convert traditional learning into fun activities. It ensures privacy of every user, and is incredibly easy to understand and access. It has implemented both on teachers and students and results in educational growth both as an educator and a learner. It promotes education in all different regions and social groups across the country as it offers educational material in any preferred regional language. KAHOOT offers tremendous efficiency levels; it has an average class size of one thousand size in K-12, and can accommodate 50 in higher studies.

Implication of usage of digital tools and web-based education:

Although digital tools and web-based software have numerous benefits as discussed above, the drawbacks and disadvantages are still prevalent and cannot be neglected. Digital tools, although having multiple positive impacts on the verbal and written communication, still have their fair share of drawbacks. Some of them are discussed as follows:

The continuous use of digital tools over a larger span of time threatens the data security of users. One must constantly be wary of malicious virus, software and threats which may risk the security of the submitted data on the given software, more importantly personal information, and passwords. Usage of digital tools also leaves the door open to privacy concerns.

An individual who is highly dependent on digital tools and web-based education has a much higher chance of falling into the hands of cyber crimes as victims. Cyber crimes also promote the chances of leaked personal information. Non-web-based activities are accompanied by the seldom spread of disinformation, whereas the spread of disinformation on web-based platforms is comparatively much higher.

The overuse of digital tools and the web leads to the gradual loss of traditional lifestyle and values, which have been followed and shared by people from centuries. Over usage can also lead to frequent

information overloads. All these factors are topped of the everlasting addiction to social media that has been prevalent in the newer ages.

When an individual or a group is focused greatly on solely the web-oriented learning methods, it arises a set of problems and long-term issues.

Distractions through use of Web based learning:

Web based learning cuts down on the social interaction which would otherwise occur along with the traditional teaching methods. These social interactions are just as valued as the learning interactions in the modern society.

- Web oriented learning creates a sense of isolation amongst individuals, and such situations can develop to become dangerous to mankind.
- It requires large amounts of self-discipline, which is not commonly practiced otherwise.
- It also leads to a sharp increase in the average screen time of an individual, which has a negative impact on a person both physically and mentally.
- It has a larger scope of technical issues and learning irregularities when compared to traditional teaching methods.
- The replacement of non-web-based learning to web based learning provokes individuals to indulge in cheating and malpractice.
- It has limits on vital aspects of education such as communication, clearance of questions and doubts and certain disciplines.

Conclusion:

From the above discussion, it can be concluded that Web Oriented Learning Methods and Digital Tools have numerous advantages which have helped mankind advance further in many fields of expertise. However, it is apparent that these advantages come with their own set of drawbacks and distractions. It orders to channel these tools into the lane of highest productivity and efficiency levels. One must possess the knowledge of judicial and healthy use of such tools, and should be able to identify when these tools are required and when matters must be taken in our centenarian traditional methods.

References:

- <https://blogs.umass.edu/onlinetools/assessment-centered-tools/kahoot/>
- <https://elearningindustry.com/advantages-and-disadvantages-online-learning>
- <https://e-student.org/disadvantages-of-e-learning/>