

TRANSPOSING EDUCATION TO MULTIMEDIA

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ABSTRACT:

In this paper we describe multimedia as well as the applications that are fully used for IT (Information Technology) and education sector. This paper will help the audience to better understand future power and uses of multimedia in various sectors. We are going to create a Google form for these surveys which will help us to know the public opinion on Multimedia market. We study uses of multimedia and future Indian Multimedia industry by age in this research paper. This research paper that we are also includes public awareness of Multimedia tools and Multimedia applications.

Keywords – Multimedia, IT (Information Technology), Graphical Image, Audio frequency, video, Audience, Impact of Multimedia, Survey, Animation.

INTRODUCTION :

The pictorial intellectual journey, which began many years ago with the hunter-gatherer movement of pictorial animals in caves, evolved pictorially with manuscripts in the following years. Media such as music, audio, text, video, animation came into existence and was used in the history of the acquisition of human intelligence. Many mediums began to be used to produce a specific output. The age of multimedia has to be considered as computer or digital media. 1966 singer and artist Bob Goldstein for his show "light work at L'Orsin" he showed an output through several new mediums like Dick Higging's concept of intermedia which will be the primary content of mainly multimedia. Multimedia or the definition of multimedia is the systematic representation of information in an interactive way using the combined use of graphics or graphical images, audio, video, text, animation. Multimedia has revolutionized education through computerized method of presenting information combining textual data, audio, visuals (video), graphics and animations. Multimedia has made a difference in the way of learning that has not changed in any other period in the past. Multimedia signifies a positive impact on the user experience and intellectual capacity. Multimedia has created an effective learning system that is modern and intellectually understandable. multimedia software's. Multimedia is the work of multiplying the change or effect that no other medium has brought about in the past. Current pedagogy helps to develop talented students as well as professionals by using multimedia i.e. presenting educational materials like instructions, sounds, animated pictures, sounds, words, animation visual in a clear and specific way. At present many business companies or It companies in India like BYJU'S, Vedantu, Topper, Khan Academy, Wonder school, Age of Learning are using multimedia in the field of online education. They also used graphical Image animation, audio frequencies for delivering better lecture and presentation. Invention of multimedia has opened a new horizon in the field of electronics such as Interactive TV, Voice Mail, Electronic Mail, World Wide Web, computer games and virtual reality, Augment reality, courseware and many more. At present, the Indian multimedia market is worth 221 billion Indian rupees and is expected to grow to 441 billion rupees in the next two to three years. The Indian multimedia industry is a powerful sector that will energize the Indian economy and lead to major economic growth. Using social multimedia, we can analyze community situations and activities.

We use social media like Face book, Twitter, WhatsApp and YouTube to broadcast or present in-depth analytical content of events, chronology and also send this information digitally and electronically to others. In this research, students were given some questions and detailed analysis of how effective multimedia is. In this survey it is clear that students were less satisfied with learning in traditional way and students were more interested in learning using multimedia application.

PURPOSE OF THE STUDY:

Computer, Internet, Music, Television, mobile phone (mobile drive), Games, Education Study online, Entertainment, Marketing, Communication all the things are affect in my daily life. India is a developing country and multimedia has become a part of daily life but its effect on urban dwellers is shifting towards multimedia education system as compared to people in rural areas who are either learning traditional education or are not aware of multimedia. According to some villagers, multimedia is only used to create visual effects. In this research article, we describe the views of presenters and viewers on multimedia. According to the presenter design, animation, audio Multimedia presentation can be done in education and various industries using editing, video editing, graphical image, text. Research papers have found that the brain is useful for organizing or storing information, and that signals can be used to make connections to stored information. Using animation, text, photographs, audio frequency we can create an amazing view that can be useful for explaining any concept.

OBJECTIVE

After working on the purpose following objectives can be achieved

- Describe information of multimedia
- Define the term multimedia
- Describe History and Concept of Multimedia
- Describe Multimedia Features
- Describe the various types of media used
- Illustrate
- Applications of Multimedia technology

LITERATURE REVIEW:

Rikuo Takano, pictorial presentation of animation which has (impact of multimedia technology on society and industry) the key to a multimedia education society was highlighted. According to HilalAlmara'beh , it is clear that the most frequently heard term in multimedia, as well as the meaning of the defined term, can be used extensively for personal use of text, audio, video.

Nameer. M , in this article, the author explains the pictorial presentation of impact on social media of technology-based learning environments and Multimedia has a significant influence and impact on our society.

Yadav, V. (2006) The author discussed how Multimedia can be used to promote e-learning understanding of scientific explanations. It also examines the role of multimedia learning, including multimedia educational messages and micro world games, presents a cognitive theory of multimedia learning, and summarizes our research agenda. It also includes the multimedia principle presenting the text on the screen near rather than far from the corresponding new multimedia education and narration.

RESEARCH METHODOLOGY:

Since the paper highlighted and focuses on awareness about multimedia in education and how

multimedia transpose. This research discovers the Values are being added to the learning community by providing narrow observations and visual details of multimedia active participation. The role of multimedia transpose in education needs to be highlighted in the study of how relevant multimedia tools and applications in various fields meet the needs of education.

There are 19 female and 31 males are participated in this survaey . We ask them 4 questions and based on multimedia.

1. Do you know the media selection theory proposed by Anderson?

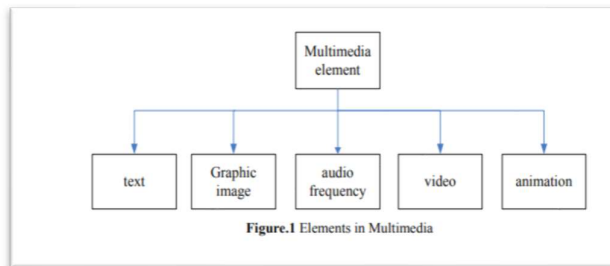


Figure 1: Multimedia Understanding

2. Are students using multimedia more satisfied with the technology provided than with traditional learning?

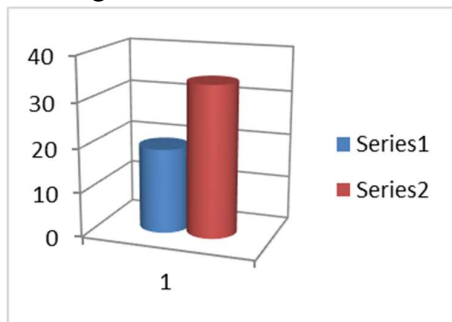


Figure 2: Multimedia vs Traditional class room

3. Do students who take classes in multimedia classrooms perceive their learning achievements differently than do those who take classes in traditional classrooms?

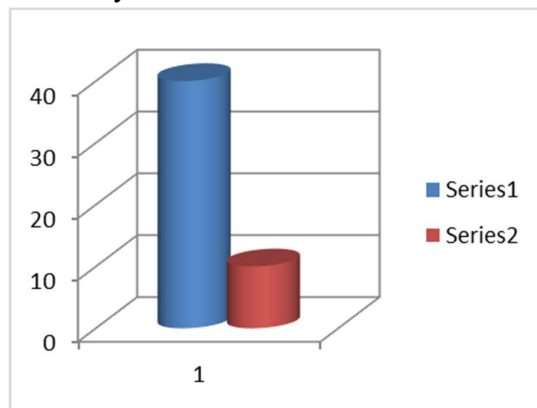


Figure 3: Understanding & Usability of Class room

4. Do students who take classes in multimedia classrooms perceive the instructors' methods differently than do those who take classes in traditional classrooms?

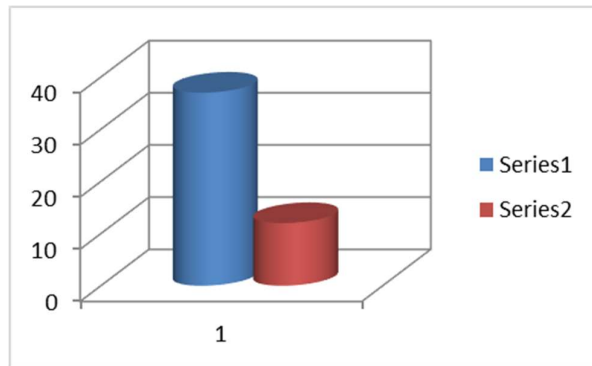


Figure 4: Perception of Multimedia classroom.

It is clear from this research that the benefits of using multimedia in education have been demonstrated by focusing on it. The power of multimedia in this research is progressive for the Indian education community.

Multimedia is part of everyday life today, but people are not aware of it. In this research article, we describe the presenter and audience's views on Multimedia. According to the user, designer, animator, Multimedia can be used in various industries and can also be used in various designs, presentations, short audio/video clips but according to the audience multimedia is only used in designs to create visual effects. The research paper includes the investigation from which we found that, thanks to public view, animation used in video games is harmful, but animators found it to be safe. The visuals were useful in organizing information in the brain and the clues were used to make a connection between the stored information and thus retrieve it efficiently. We found that participants have the same opinions regarding the use of animation in education. Using animation, we can create wonderful scenes which can be helpful in understanding any difficult concept.

6. CONCLUSION:

In this article, we discuss the graphical representation on the inquiry approach towards the sight of peoples and Students. The research concluded that subjects remembered more words when presented with visual presentation because visual elements were encoded as intact pictures in memory and were retrieved intact in response to cue words. Visuals have been useful in organizing information in the brain, and clues have been used to link the stored information and thus retrieve it efficiently. Creating structural arrangements is expected to improve recall and understanding of information in visuals by helping students organize information. As a pilot study I have created a google survey form and pass it on to Student. I have collected 50 pieces of pilot data using this survey document. There are 3 faculty members from department of animation science.

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