NEP 2020 AND EDUCATION POST COVID 19-A PARADIGM SHIFT FROM CONVENTIONAL TO MODERN TEACHING LEARNING METHODS

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Abstract:

"The task of modern educator is not to cut down jungles, but to irrigate desserts" – C.S.Lewis

The New Education policy 2020 was initiated amidst the Covid – 19 pandemic. During the lock down phase the teaching learning community was obligated to resort to the contemporary online mode of teaching learning process. It is in this period that the teachers as well as the learners realized and adapted to the innovative method of cybernetic teaching learning system. It is said that necessity is the mother of all invention. However during the lock down phase the inventions preceded the necessity. Although the modern virtual teaching tools pre-existed, its importance was only realized during the lockdown phase. It would be prudent to conclude that had there been no lockdown the virtual tools of teaching learning process would also not been abundantly explored and exploited.

This research papers intends to explore the implementation of the new education policy during the Covid Era vis a vis the exploration and adaptation of the new virtual tools of teaching learning process.

Keywords: *E-Learning, LMS (Learning Management System), RTL (Real Time Learning), Blended Learning, Metaverse, OBL (Outcome Based Learning), Experiential Learning, Virtual Reality, VLE (Virtual Learning Environment), Distance Learning V/S Virtual Learning.*

Hypothesis:

H_0 = Online mode of teaching learning process will not be effective in the future.

H_1= Online mode and offline mode of teaching learning process will be complimentary in future.

Introduction:

It is said that Experience is the name we give to our mistakes. But wise men gain experience from other people's mistakes. When human beings invented machines, they added power to their muscles. With the help of machines human beings got strength equivalent to an elephant. Big cranes used in construction are the best example to elucidate this argument. Further when human beings invented wheel they added power to their legs. Now human beings could now move fast comparable to a cheetah and that too without burning any calories. However, when human beings invented computer they added power to their most powerful asset that is their brains. As compared to other animals' human being have a tremendous power of rational thinking, reasoning, imagining and contemplating. The human beings are capable of generating ideas. It is this power which has been magnified and amplified by the computer.

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A computer can be described as

Commonly

Operated

Machine

Purposely

Used for

Training

Education and

Research

Computer has two major advantages. Firstly, to do repetitive task and secondly to store huge information. Apart from this, computers exhibit extremely fast capacity to do multiple and complicated calculations. For example, it takes approximately 2 to 3 minutes to get an answer [for any product] say instance for a two-digit number 32 multiplied by 53. Buta computer can do approximately forty thousand such calculations within in a fraction of a second. By the turn of the century there has been a tremendous development in technology related with computers. According to one of the experts from department of electronic in USA, who delivered a talk in Nehru science center in Worli, Mumbai in the year 1995 wherein he stated that that, had there an been equivalent pace of research and development organized in car industry then cars could have been available as cheap as two dollars per car. This is so because when there is an advancement in technology it leads to increase in the production. This results in increase in the supply of that specific product due to mass scale production. Hence the product needs to be sold at a cheaper price. This is so because the law of demand and supply as propounded by Prof. Alfred Marshal a neo classical economist will be applicable. According to the law of demand other things remaining constant demand expands when price falls and vice versa and with reference to law of supply, more is supplied at a higher price and vice versa. However, when supply exceeds demand the supplier needs to lower the price in order to exhaust the excess stock as consumers will buy more when prices are reduced.

Due to fast pace of advancement in the computer related technology it has led to proliferation of computers and its use. Not only this, but all the products related with computer technology and gadgets have also have developed accordingly. Further with the advent of internet in the year 1983. It became possible to connect one computer with another. So, with the help of machine languages one computer could communicate with another computer. This fusion of computer and internet resulted in a tremendous information explosion. And hence information was accessible on a fingertip.

This has led to a big revolution in various industry and particularly in the field of education. Researchers and Inventors discovered and invented more technology and gadgets related to the education respectively. However, these inventions and discoveries were least explored and exploited by the teaching fraternity universally. Thou in pre Covid-19 era many educational institutions were disseminating online education with the help of internet technology however, most of the teachers world over were still gratified with the chalk and talk mode of education. Thou many universities world over have taken advantage of disseminating virtual education through

online platforms like YouTube, Video jug, Facebook etc. The use of Virtual Reality in real time only gained prominence during the lockdown due to Covid-19.

It is at this time that educationist and learners simultaneously realized and discovered that they had no choice but to resort to the online mode of teaching learning methods. It is an implicit reality that it is extremely challenging to unlearn conventional methods and replace it with modern teaching/learning methods. All over the world the schools, colleges, universities and educational institutions whether public or private had no choice but to resort to this online mode of teaching and learning. Initially it was extremely tough to adapt and adjust but as time passed by the teachers and learners both got familiarized with the use of new online teaching learning technology.

It is said that necessity is the mother of all invention and hence various E-Learning and Learning Management System (LMS) where developed by software companies world over. Online Education became the new normal as it was based on real time learning. Blended learning became more wide spread. It was now possible to make the dream of outcome-based learning into a reality. The focus of education was now more into experiential learning rather than just learning for getting marks and grades. The use of virtual reality and virtual learning environment made distance learning a grand success.

All this was due to the following advantage of online education

1. Convenience – There was no need for commuting or traveling to the al-maters.
2. Best use of Technology – Internet was used to finest ethical use.
3. Flexibility of time – The learners and teachers can mutually decide on convenient time.
4. Flexibility of Place – No geographic place restriction.
5. In Expensive – As expenses on commuting or traveling is avoided

Having considered the above advantages, we also need to consider the following disadvantages of teaching learning mode.

1. Lack of Span of Attention
2. Lack of class control
3. Limited interaction
4. Technological Barrier
5. Fair conduct of attendance & exam

On the basis of the above disadvantage it can be argued that Post Covid the practice of online teaching and learning have become redundant. However, this is not the case. All the disadvantage of online teaching and learning mode can be overcome by adopting the metaverse technology.

The question arises is as to what is metaverse.

The Metaverse is an assembly of all virtual world constructed using block chain technology.

The key thing to always remember when you consider about the Metaverse is that it is not one place. It is the collective or combination of new digital or virtual spaces that users are terming the next rehearsal of the internet.

A metaverse is like a virtual 3D world created by amalgamating diverse classes of virtual spaces. Users can access this virtual 3D world by means of their virtual identity in the form of digital avatars and can relocate

across various metaverse spaces for shopping, teaching, learning or meeting friends, exactly as they would do in the real world. The only variance is that users can enjoy immersive experiences from the luxury of their own places of convenience. Merely it refers to, actions that occur within isolated environments in the real world which will happen virtually, within the metaverse.

So how exactly metaverse can overcome the misgivings of online teaching and learning experience. This can be explained with the help of the following examples.

It is criticized that during online teaching learning mode the teacher is not facing the students rather there is just a virtual co-existence of teacher and learner and hence there is no effective teaching learning process taking place. The help of metaverse the teacher's image can be project in three dimension which will give the feel to the students that lecture is being conducted as if it was a live offline class. On the other hand, it would also be possible for the teacher to see the students there making it possible for an eye to eye contact but virtually.

As per the vision for the new education policy 2020 Technology use and Integration is imperative in order to give a direction to the learners to make India a digitally empowered country and a knowledge economy in the entire world. Further, the incorporation of ICT makes education reachable to people in remote areas particularly the rural India.

In order to prove the above an inferences a survey was conducted among teachers and student. The findings of this survey are as follows.

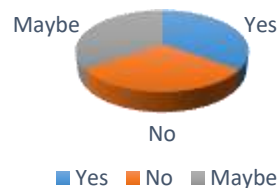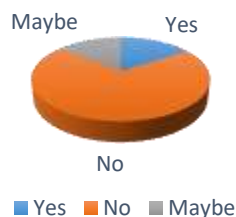| Do you think online mode of teaching learning	Yes	No	Maybe
Is more effective than offline mode.	10	39	22
has possibility of span of attention/control	14	34	23
has enhanced teaching/learning effectiveness	25	21	25
Enables interaction between teachers and learners.	11	50	10
Are complimentary to each other.	24	20	27
Will play a more dominant role in the future.	40	14	17
Result in virtual universities will gaining more prominence.	39	12	20
Is effective tool as compared to just chalk and talk mode.	47	14	10

GRAPHICAL REPRESENTATION OF THE ABOVE DATA

Do you think online mode of teaching learning is more effective than offline mode.

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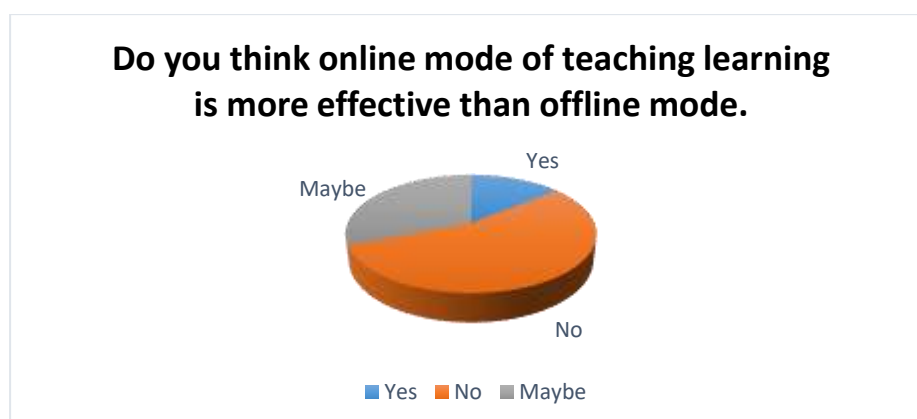
Do you think there is an appropriate span of attention/control in online mode of teaching/learning process.

Maybe | Yes

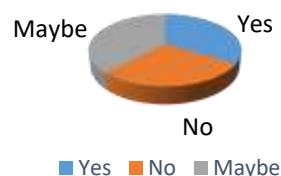No

■ Yes ■ No ■ Maybe
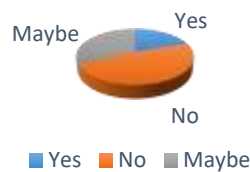
Do you think that online mode of teaching learning has enhanced teaching/learning effectiveness

Maybe | Yes

No

■ Yes ■ No ■ Maybe

Do you think there is enough interaction between teachers and learners during online session.

Maybe | Yes

No

■ Yes ■ No ■ Maybe

Do you think online and offline mode of teaching/learning are complimentary to each other.

Maybe | Yes

No

■ Yes ■ No ■ Maybe

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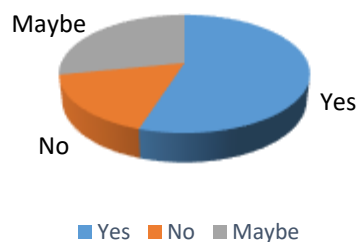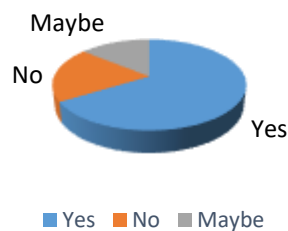
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Do you think online mode of teaching/learning will play a more dominant role in the future.
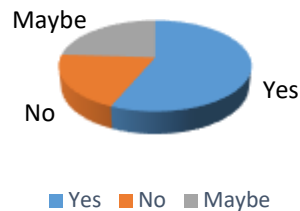
Do you think virtual universities will gain more prominence in the future.

Do you think teachers get more effective tool in online mode as compared to just chalk and talk mode.

| Do you think online education is	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree
Time Saving	30	24	13	3	1
Inexpensive	27	24	14	6	0
Enables Place Flexibility	31	30	7	3	0
Enables Times Flexibility	21	31	15	3	3
Enables maximum use of Technology	34	21	12	3	0

Do you think online education is
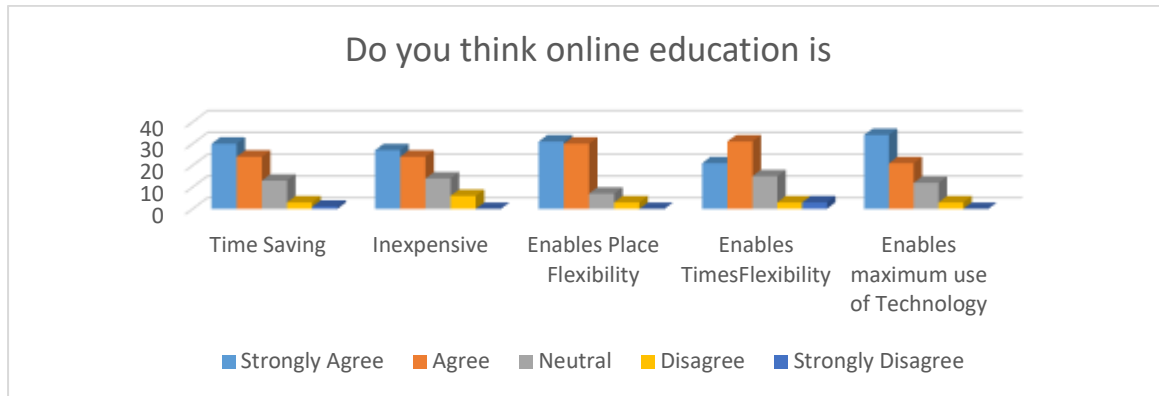
Conclusion:

From the above analysis we can easily conclude that the teachers and students are of the opinion that thou they prefer offline mode of education, online education will play a predominant role in the future.

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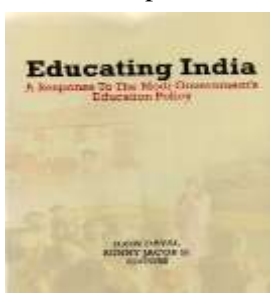
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