# Development of E-Content for Effective Teaching and Learning

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## ABSTRACT

**E-content is fast recent trend in world wide. E-content is one of the ways of Digitalization. E-content generation and adaption procedure is proposed for effective teaching and learning of different subjects. Multimedia is changing the way of communication with each other making effective teaching learning method. Multimedia is a combination of digital media into a presentation to convey a message to students.**

**This paper represents issues on developing an innovative and user-friendly e-content generation and adoption procedure suitable for different aspects of Electronic Science. The content and its quality is the key component of education system. The e-content are divided into different modules. The modules include e-text, PPT and animation, Audio and visual lectures. The electronic experiments are explained with an effective animation. This paper explain the details of e-content methods to effective teaching and learning**

**Index Terms:  Audio-Visual, E-content, Electronic Experiment and Multimedia.**

## I. INTRODUCTION

Good teaching can't happen without student learning. Teaching and learning are the two sides of a coin. Teaching is complex and demanding work that requires highly specialized skills and knowledge to impact significantly on student learning. Information technology and the Internet are major drivers of education, growth and social change [1]. As a student point of view understanding the subject and concept need effective teaching methods.

Recent technological advances and the advent of e-Learning have dramatically altered the world of education and training. There are millions of e-Learners in the world. Today's e-Learners come from a wide variety of backgrounds, and are of all ages. Most are working people who are trying to continue their education and improve their opportunities. Still, e-Learning is quite different from traditional classroom learning. Successful e-Learning students share certain qualities and abilities. E-Learning requires a real

commitment to keep up with the flow of the process and to finish within the required period of time.

E-learning is an inclusive term that describes educational technology that electronically or technologically supports learning and teaching. In e-content the "e" should be interpreted to mean "exciting, energetic, enthusiastic, emotional, extended, excellent, and educational" in addition to "electronic."

The data require in e-learning. That data is called as e-content. That includes data, power point presentation, audio, and video. For best quality of e-content requires the ability to efficiently read and it is important to be comfortable with your ability to express yourself through writing**.** E-content is a convenient way to receive education and training. To be a successful e-content author must believe that meaningful, high quality learning can take place without a traditional classroom. When properly designed and executed, e-Learning is a highly effective and rewarding learning environment.

## II. E-CONTENT AND ITS NEED

The best form of teaching is where the student is kept engaged through the process of imparting education. By using electronic technology teacher make effective teaching i.e. e-content. E-content is a fast-moving area; waiting too long could prevent an institution from helping to shape the marketplace going forward.

Besides, it is unlikely that we will have a "final" state for some time yet. Institutions should be careful not to leave students and faculty sitting on the sidelines simply watching others.

In e-Content designing use the electronic media, educational technology and information and communication technologies. E-content includes numerous types of media that deliver text, audio, images, animation, and streaming video, and includes technology applications and processes such as audio or video tape; satellite TV, CD-ROM, and computer-based learning, as well as web-based learning.

E-content has following benefits

Basically E-contents are student centered. The students are the core of any e-content system. Materials and activities are designed with the needs and interests of the student in mind. The e-content will be interactive.

E-content can be take place anytime and anywhere. E-content is also useful for physically or otherwise challenged students to more fully participate. It also provides consistent and effective training.

## III. DESIGNING OF E-CONTENT

E-content metadata analysis can suggest when students are struggling over a particular piece of course material, when students aren't reading at all, or when faculty/teacher need to freshen up the content to improve student learning.

E-content will have the ability to retain long-term access. Ensuring that access rights be given not just for the current quarter or semester but for the duration of the student's time at the institution, at a minimum, is the best path forward. In short good designing of e-content is necessary. Following are the steps of e-content development

### 1. Interactive interface

The interface must be designed to give the user a complete classroom experience. The developer we must know the audience, and their skill, budget of the e-content, delivery methods and its constraints with due dates.

### 2. Simple designing phase

In simple designing phase the complete design of the learning solution. It helps to plan of an e-content preparation.

### 3. Development and Testing

Some extra features like online test, multiple choice questions, fill in blanks, Match the pairs, audio video, animations and doubt clearing etc must be incorporated in the system to make it more usable. Testing help developer to test e content properly like spelling mistake, audio video problem, animation problem or other any kind of problem.

## IV. ADVANTAGES AND LIMITATION OF E-CONTENT

There are many significant advantages for the student who learns online. E-learning has definite benefits over traditional classroom training. While the most obvious are the flexibility and the cost savings from not having to travel or spend excess time away from work. Here are just a few to consider:

- E content improved open access to education, including access to full degree programs
- Better integration for non-full-time students, particularly in continuing education
- No age-based restrictions on difficulty level
- It can work from any location and any
- Technology tools make collaboration among students much easier.
- Lack of social interaction between teacher and students.

## V. CONCLUSION

The work describes an innovative work of e-content in digital form. The process is easy and used as a template to develop any e-content course. Sharing knowledge in the way of digitalization is one of best way effective teaching. Effective teachings are necessary to understand the subject. The content includes power point presentation, multiple choice questions, audio video animation increase a interest of subject. The proposed e-content generation procedure is platform to design an independent e-content and can be use across the world.

### ACKNOWLEDGMENTS

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