Digital Education in India

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Abstract: Education plays a vital role in our life. We exist with education and we die with education. The role of educational environment in an individual's personal growth, skill development and skill India endurance immensely overall prosperity of a nation. No wonder there is a strong relation between education skills and up taken use of digital technologies in various spheres of life. The role of education and skills in promoting innovation is critical. I pledge from the beginning that this research would be meaningful and put into practice based. My investigations were rooted in a railway train coach (random survey) with contexts and I acknowledge the surprising co-operation. I received from the tourists, who taken actively participation in my small survey. This paper reports the conclusion of a project "Digital Education" and support for popularity of digital literacy is outlined, drawing deeply on socio-cultural models of digital practice that has the prospective to re-imagine teachers and teaching, as well as learners and learning and which, at the same time, deal with the 'why' as well as the 'how' of digital Education take place.

Coming to the point digital education may be understood and defined in your own way within digital world and disciplines; the concept is primarily about literacy rather than digital resource or digital capability. Digital education involves finding, using and disseminate information in a digital world. We need technology upgradation, in every classroom and in every student and teacher's hand. We also come to know about how teachers should teach in the classes so that digital awareness could be improved among students as well as for the old age people. At the end we will focus on some of the benefits of Digital Education.

Keywords: Digital campaign, Digital education, Digital capability

1. Introduction

Education: "Education is not the filling of a pain, but the lighting of a fire"

"Digital is the capability to read and use written information to enhance globally in a range of contexts"

- Social communication.
- Human survival efforts.
- Simplify improve, culture, technological advances.
- Ability to decode and encode text.
- Develop the knowledge and skills needed in today's society.

2. Digital education

". . . . A group of internet- based applications that… allow the creation and exchange of user-generated contexts, based on interactions among people in which they create, share or exchange information and ideas in virtual communication and networks.

The four catharsis of digital literacy as:

- understanding assembly
- evaluating information research
- search the internet
- navigate hypertext contexts

'Digital Education is the understanding, manner and ability to evaluate individuals appropriately use digital tools and facilities to recognize, access, manage, compile, interoperating, analyze and synthesize digital resources, construct new knowledge, create media expressions, and could do the communication with others, education is changing and spread everywhere social action; impacting what, where, how and why people learn and to reflect upon this process and development.' But Digital Education is not only about the knowledge of technology but the conceptual thinking to solving the problems within a technological environment. We have to make out when information is needed in debated and have the ability to accept digital challenges, and real present use efficiently the need of the information technology."

From the literacy-as-skills viewpoint, digital tools offer some new ways to facilitate the skillful artisan of reading and writing – for example, a word processor can "cure" untidy writing. From this point of view too, digital competences can be seen as a detach set of skills – knowing which buttons to press to achieve desired special effects.
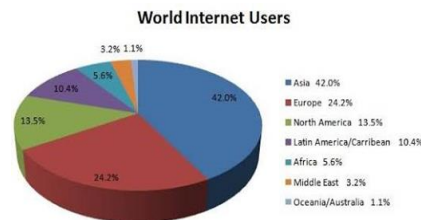

Fig. 1. World internet users

A. The importance of digital education

In a world increasingly driven by data and computation, the ability to enhance technology and software packages is insufficient: education for the digital age needs to be widening to encompass a deeper understanding of how to work with computation and data, and how to understand its societal result. Children need our help in understanding how the technology

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that shapes the world around them works, how it impacts on society and healthy environment, and how they can actively shape a data and computation-driven world. To do this, they need a deep conceptual understanding of the information and processes underlying software upgradation and digital data, and a broad understanding of its social and cultural consequences. Active participation in education academia events e.g. conferences, webinars, speeches etc. in real time, without leaving home destination. It saves time as well as money. Today's digital technologies are very advanced and make it possible to capture the global world through pictures, sounds, audio visual sequences or animation and to bring together and present all of these with or without outdoor education. In this technique children of all ages and abilities can connect with the world and make their own meaning. This is why we need to be aware of digital education and how it is connected to learning and teaching among students and other people's daily life.

Fig. 2. Digital education

B. Recommendation

Some specific recommendation takes place from the following:

- Young generation have smartphone, Laptop, IPod, Tablet that are changing the way of education.
- It develops specific digital skills in people learning.
- I found that digital media promotes high levels of commitment and participating in several types of activites.
- I wish, at that time I could have a wide range of digital devices and technology alongside more frequent emphasis on the need for more   and device and many number of devices to make research better.

Table 1
Data collection of person age (15-30)

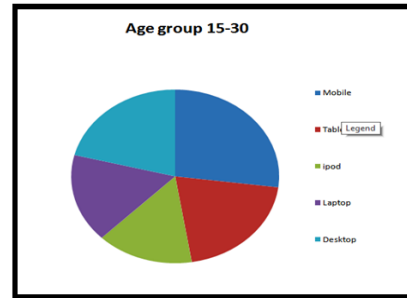| S.NO	Name of person	Person Age	Mobile	Tablet	IPod	Laptop	Desktop
1	Rinku	20	Yes	Yes	No	Yes	Yes
2	Raju	30	Yes	Yes	No	No	Yes
3	Alisha	25	Yes	Yes	yes	Yes	Yes
4	Aman	15	Yes	No	yes	Yes	Yes
5	vinay	22	Yes	Yes	yes	Yes	Yes
6	vishnu	21	Yes	no	yes	No	Yes
7	Hemant	25	Yes	Yes	yes	Yes	Yes
8	Amardeep	23	Yes	Yes	yes	Yes	Yes
9	vivek	29	Yes	Yes	No	Yes	Yes
10	Ritik	17	Yes	No	yes	Yes	Yes
11	Sivangi	22	Yes	Yes	yes	Yes	Yes
12	Sweta	27	Yes	No	yes	Yes	No
13	Shubendhu	19	Yes	Yes	No	Yes	Yes
14	Adarsh	18	Yes	Yes	yes	Yes	Yes
15	Varun	15	Yes	Yes	yes	Yes	Yes
16	Anil	24	Yes	No	yes	Yes	Yes
17	Manisha	21	Yes	Yes	yes	No	Yes
18	Rita	17	Yes	Yes	No	No	Yes
19	Manoj	28	Yes	No	yes	No	Yes
20	Govind	30	Yes	No	yes	Yes	Yes

Fig. 3. Age group 15-30

Table 2
Data collection of person age group (30-45)

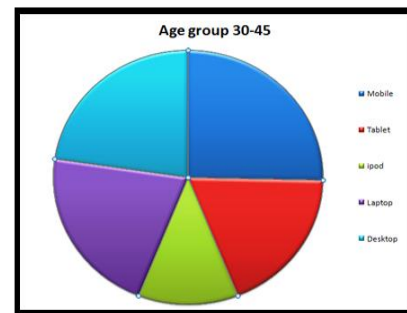| S.No	Name of Person	Person Age	Mobile	Tablet	Ipod	Laptop	Desktop
1	Arpit	37	Yes	Yes	No	Yes	Yes
2	Mohit	44	Yes	Yes	No	Yes	Yes
3	Pranjul	30	Yes	No	No	Yes	Yes
4	Chotu	40	Yes	Yes	No	Yes	Yes
5	Manas	39	Yes	No	No	Yes	No
6	Ankur	45	Yes	No	No	No	No
7	Nikhil	38	Yes	No	No	No	Yes
8	Akhil	42	Yes	Yes	No	No	Yes
9	Kusharge	35	Yes	Yes	Yes	Yes	No
10	Deenanath	42	Yes	No	Yes	NO	No

Fig. 4. Age group 30-45

Table 3
Data collection of person age group

SNO.	NAME OF PERSON	PERSON AGE	MOBILE	TABLET	IPOD	LAPTOP	DESKTOP
1	RAM JI	50	YES	NO	NO	NO	NO
2	MAHESH	55	NO	NO	NO	NO	YES
3	KRISHNA KUMAR	54	YES	NO	NO	NO	YES
4	SHUSHIL	58	NO	NO	NO	NO	NO
5	SUNNET	55	YES	NO	YES	NO	NO
6	SOMU	47	NO	NO	NO	NO	NO
7	MONU	60	NO	YES	NO	NO	NO
8	RAJU	45	NO	NO	NO	NO	YES
9	PINTU	56	NO	NO	NO	NO	YES
10	LAALLU	57	YES	NO	NO	YES	YES
11	RANU	60	YES	YES	NO	YES	NO

Fig. 5. Age group 45-60

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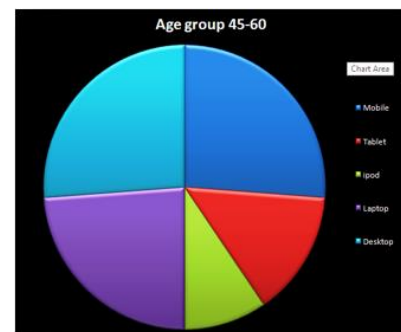**Volume-2, Issue-2, February-2019**
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The data shown above are based on according to the different age group and these data collected by the random sampling technique with the help of some questions and some of the activity. The final result of the research is shown in this line graph by which you will come to know about the use of different gadgets by the different age group people. All the data are interpreted in the form of a line in the graph and their mapping is given below.
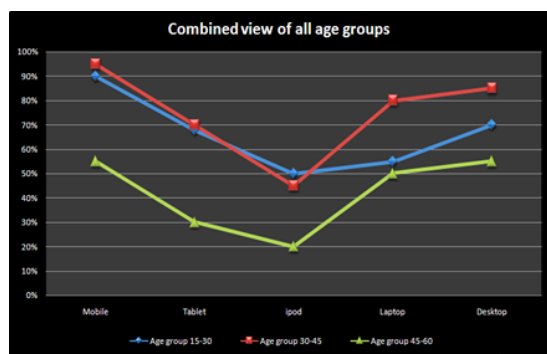

Fig. 6. Combined view of all age groups

C. Interpretation of graph

From the above graph we came in conclusion that the person in the age between 15 to 30 uses mobile phone and smart phone very much then they use tablets for the interaction with the others they least use iPod. On the other hand person between the age group 45 to 60 are very less aware of the technology. And they mostly afraid of using such technology. Most of the person does not use the iPod, but they use smart phone equal to the desktops. On observing carefully this graph one thing is common is that all the age groups that are persons of the entire age group least use the iPod for any purpose.

Assuming all the statistical data including the graphs we can say that the people are not much aware about the technology that is in other word is digital literacy. This data is a type of random survey at random place where all the age groups people were available.

Mostly people in the age group of 60 could not use the laptop or simple software like Microsoft word, Paint, etc. There is a very big reason behind this that those persons were not given any type of education related to the computer, mobile phone, laptop or tablets. The age group of 45-60 could not read in English that is a big problem with them. they had adapted themselves in ancient mythology and even people don't have zeal to learn. So education of digital literacy to the students and the teachers should be also involved in it for the interaction. Teachers should also take the training session to get the knowledge about digital world.

An individual study that is digitally educated should be able to:
- Understand the different types of digital services and no physical boundaries.
- More engagement in traditional learning and utilize the various.

- digital technologies.
- Comfort zone.

Cost effectiveness as well as the syntactical subtleties of words. To be digitally world, educator must be able to utilize technology to develop and transform classroom practice, and to enrich their own expert in personality development. The digitally learning has become more popular now days. "Learning should be more about digital the human touch and get connected across the world" about why, how and when technology skills resistance to change learning and teaching.

Generation in the 21st Century:

Facebook, Google, Yahoo, MSN, WhatsApp, Myspace, YouTube, Teacher tube, Blogs, Twitter, Wikipedia, Wikieducator, UC browser, Second Life, Learning Times, Skype, Global, Competitive, 24 hour, Word press, Notepad, Outlook, Box.net, Cloud Computing Tapped in. etc.

Today's era we had step in digital world. Therefore, modern method of teaching is required to provide education in a systematic manner as a result of developing huge amount of information. There is different medium of collecting resource it is very important to collect appropriate selection of information. It assists the information process by different external source like web search and ensure critical thinking of collaborate learning and writing skill. Digital technology interacts with social network and we can gather collective information by using internet and web tool use. We can spread or shared knowledge from one peers to peers. Digital literacy can be determined as the use of immersed in technology; digital content and instruction in the educational institutions were built largely for another age, to make it more effective and efficient than the traditional education system. Digital education is one of the big challenges to face in rural areas. With the objective to make the digital environment. A part of digital age, Prime Minister Modi's administration has launched the Digital India campaign. Some of this campaign's targets include providing broadband connectivity to a half of a million rural villages by 2020 and making Wi-Fi connectivity available in schools. Each student gets in contact to world-class education, which is not easy to impart by the traditional white chalk and black board teaching. This new learning is more interesting, personalized and enjoyable. With this traditional technological in the school teaching the students feel studying as enjoyable, easy, competent and above all interesting. There should be knowledge based activity. The aim of a teacher should be to create healthy environment such a creative atmosphere which makes every student want to study.

- Hiring more sessional lectures in classroom.
- Providing assignment through digital platform.
- Increasing class size.

A book is a dream that you hold in your hand. Goods books are true friends. Therefore, the learning and teaching tool of the 21st century.

Top 15 Practical Benefits of Digital Literacy (Why You Should Care About Technology)

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1. Content Was Physically Separate
   Books/Magazines: paper-based
   Video: VCR tapes, DVDs
   Music: CDs
   Photos: film cameras
   Shopping: in-person
   Payments: cash, credit cards, debit cards
   Research: libraries, bookstores
   Directions: maps, the "gas station"
   Communication: in-person, phone
2. Use digital writing: technology had amended fundamental rights in writing produced, delivered, and received.
3. Use Digital resource is… Life Skills for an Electronic World; Mobile Phones and Tablets, Digital Cameras, Personal Computers, GPS and Auto Technology, Entertainment (A/V), Even accessories.
4. So, Why Should You Care? You're Lifestyle, Your Job, Your Conversations, Your Happiness… Will all depend on being Digitally Literate.
5. It Saves Time: Being digitally education can save time per month for tasks that could only be done offline in the past.
6. You Learn Faster: It increase the memory at your own pace, lookup words, data, facts, figures. Try new things (and some old) without fear.
7. Save Money: Coupon codes, daily deal sites, comparison shopping sites and mobile apps, construct it easier than ever to get the best manufactured goods at the best price.
8. It Makes You Safer: It maintain secrecy from checking document, traveling in a foreign country, to fixing your home – do more things safely.
9. It Keeps You Informed: From minor traffic information to life frightening and get informed natural disasters, new apps save lives and soundness of mind.
10. Get Connected: Technology allows you to talk to anybody, anytime, on your own terms. IMHO, LoL, OMG.
11. You'll Make Better Decisions: Digital education allows you to search, explore, learn, analyze and compare the whole thing at anytime and anywhere.
12. It Can Keep You Employed: Most jobs today involve some form of computer skill plus jobs update to be aware about recruitment external the traditional office.
13. It Makes You Happier (LOL): It is no matter how technically superior the world gets; it is important to make happy we will always love creativeness and a good laugh.
14. You Can Influence the World: Thousands of babies are born around the world each day. We never know who will be the next great manager. Throughout politics, religion, activism and even entertainment, people have brought modify to places they didn't know exist.
15. Now What? Learn about the enormous resources online Use those tools online…to live a more satisfying life offline. Share the information and help others experience the profit of digital literacy.
16. More Engagement: Digital education is a more interactive experience as compared to traditional learning. There different multimedia option which engage a person to person.
17. Comfort zone: It provides comfort while using digital platform. Comfort zone can be established in digital learning as you can study at the time that suits you.
18. No Physical Boundary: digital education has any locational and time restrictions. In case of face-to-face learning, the location limits the Group of collaborative e-learning to those who have the ability to participate in different area and different specialization.

3. Conclusions

From the above research we have seen that the digital education is very less in the old age persons then our youngsters. So we need to increase the literacy level in India by providing good education, aware them by resources and several types of activities then only the percentage of digital literacy could be improved. We should have to provide digital literacy to those children who were deprived against education. There are so many different ways to define digital learning and the educational approaches that can be taken in these learning academic environments; it is the conclusion of this author that e-learning is an innovative approach to learning. It is a holistic way of teaching and learning platform that meets the needs of today's digital natives. It is an environment made up of collaboration, choice, and medium of technological resources that supports a successful online learning experience. However, in other word learners to be successful in this learning environment of the challenges to e-learning must be overcome with support and best practice solutions. Instructors and learners must change their way of education the shift away from traditional classroom practices to an e-learning approach to education. We also came to know about how teachers/professors should teach in the classes so that digital literacy could be improved way of teaching skills among students as well as for the old age people.

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