

Exploring new learning options

Technology, and IT *per se* has the capabilities to make education more interactive. It prepares them for the new economy, and helps them to think creatively, solve problems, and make decisions intuitively. For instance, to understand the implications of drought in Orissa might require students to read textbooks and, perhaps, to watch a film or news on the television. Today, with the help of computers and the Internet, this lesson could be transformed from a narration into an interactive process. Students could go online to search for the latest research and reports on the causes of drought. They could search for views from scientists, environmental and geo-political specialists on the cultural impact of the problem. And the more adventurous ones could simulate a similar environment by applying digital geography and weather tools to discover the effects of drought on crops and the environment.

Learning platforms today are the most advanced forms of teaching resources that complement classroom learning. They could either be interactive, online, collaborative or even equipped with visual and audio tools. The core idea behind all these mechanisms is to make learning interesting, meaningful and also complement classroom knowledge. This ensures that it can be deployed in far-flung schools and colleges, so that students have the advantages of absorbing quality learning. In fact, research has demonstrated that collaborative learning in comparison with individual and competitive learning ecosystems brings learners to a higher achievement level. It offers cognitive advantages to learners, raises the bar on their problem solving-abilities and also plays a positive role in enhancing development traits.

About gyanX

gyanX is a learning platform from Liquid Krystal, committed to providing quality education across a wide spectrum right from K-12 to colleges across various disciplines, for instance, science, arts and humanities, engineering, business, management and soft skills. Its mission is to engage in taking rapid strides to facilitate integrated, online learning and collaboration between students and faculty. In brief it is a robust and purposeful platform with globally-recognized alliances for content and courses that are most suited to national and regional boards of education.

Our mission is simple: To add value to student learning by providing them opportunities for advanced and relevant learning. The idea is to maximize the potential of a student's capability to learn with a major emphasis on quality content and courses that are standardized according to curriculum as well as customizable to individual requirements of universities and colleges.

Liquid Krystal works with institutions aligned to regional and central boards to ensure that the courseware is relevant and update.

gyanX facilitates a learning framework within which the transfer of information and expertise contributes to programs of self-learning or learning without the help of a human interface, for example an instructor.

Consider some of the advantages:

- Increased access to learning
- Improved flexibility to learn
- Better learner satisfaction
- Consistency in content delivery
- Easy revisions, complemented with tests and quizzes
- Helps learners in remote regions be on par with their counterparts in cities

gyanX's content and courses are knowledge repositories which come from globally-recognized investments in the learning space. They can all be mapped to suit individual requirements of universities, be they autonomous or affiliated to a particular university. Unlike regular instructional design courseware, the content and courses on gyanX are interestingly interactive with audio and visuals, be it History, Literature, Sociology, Psychology, Journalism, Communicative English or any of the Science streams like Maths, Physics, Chemistry or Biology.

For IT skills, our tool CodeSaw Collaborate encourages students to participate and share their learning through its mechanism of collaboration.

At a national level, India is catching on the digital learning wave in consistent and firm manner. To prepare students for the industry, schools, colleges and other institutes need to help teachers integrate technical tools and content into the curriculum. Technology is no panacea for educational issues, but experience demonstrates that when linked to clear educational objectives, it can help learners master both new skills such as IT and traditional subjects really well. Besides IT, digital learning also connects with audio, video, CD-ROMs, and the Internet as well as tools such as e-mail, computer simulations, real-time video discussions etc. Digital content is available in various formats, and can be tailored to a student's individual learning style. Students who learn visually can rely more on charts and video; and those who learn analytically can use text. More importantly, it helps students seek and use information in a collaborative and creative way that enables both them and their teachers engage in a new kind of educational experience. e-Learning platforms may never completely replace textbooks, classrooms, teachers and notes, but they could supplement and enhance learning in almost all grades and subjects in schools and across streams like Arts, Science, Commerce, Business, Management, Engineering at the University and non academic levels. Importantly, students can explore subjects in greater depth and apply their own research and information in increasingly complex ways. This will surely help reduce the gap between student learning, knowledge, skill sets and industry requirements.

For more information, please write to: marketing@liquidkrystal.com