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A COMPARATIVE STUDY ON IMPACT OF DIGITAL EDUCATION IN GOVERNMENT VS PRIVATIVE SCHOOL IN WATRAP

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ABSTRACT

Traditionally Digital Education Focuses on Sources Like Schools, Teachers and Printing Media. Students Access Registration Resources With Schools, Teachers And Libraries. Before the digital age, information was inaccessible to most people, and even those with access were unable to access current information regarding today's context. Education is thus given the highest level of understanding and the ability to understand becomes the most valuable asset of the organization. Information is a place that can be provided and polished with the best use of the Smart Educational Board Technology which is a Tool or Related Software. Includes Text Content, Work, Media, Animation Films, Language Program, Mathematics Lab, Geometric Toolbox, Quiz, Library, Internet Center, Worksheets, Gamedge etc. Enables Student-Based Techniques That Create Interest in High School Students, By. The Teaching and Learning Process And Provides Opportunities For Confidence, Skills And Knowledge Of Their Lives With Carriers The researcher therefore conducted the study as, "Comparative Study of the Impact of Digital Education Technology on Learning Behavior, Attitude and Success Between Public School and Watrap Independent School Students in Virudhunagar District".

Keywords: *School, Digital Education, Information.*

Introduction

Learning Activity can be defined as the interaction between the learner and the environment, which leads to a planned outcome. Learning is defined as a change in behavior. In other words, Learning is approached as a result - the final product of a particular process. There Are Many Types Of Learning Techniques And Ideas But E-Learning Develops Very Fast. E-Learning is well received for many reasons and the same areas are explored in this study E-Learning covers a wide range of applications and processes, such as web-based learning, computer-based learning, visual classes, and digital collaboration. Includes Internet Content Delivery, Intranet / Extranet (Lan / Wan), Audio-And Videotape, Satellite Broadcast, Interactive TV, and Cd-Rom.

Living Place

Watrap A Small Village in Virudhunagar District, Tamil Nadu, India. The name Watrap Is Corrupt "Vatratha Iruppu" means More Water. This is a well-built village with a purpose. Although the Ancient City had a magnificent area based on ingenuity as one can understand the construction of roads, there had never been a civil war on the streets named Caste, boasting of a peaceful village. There is a Shiva and Hanuman temple on the outskirts of the village. The Holy Uphill Shrine "Sundara Mahalingam Temple" also known as Thaani Paarai and Sathuragiri Malai is located here. "Aadi Amavasai" No Day A Month In Aadi Month This is where Devotes from all over Tamil Nadu bustle here. Agriculture is the livelihood. There are three government-assisted schools and two private schools in the city. Scientist Sir.K.S.Krishnan Born in This Village; He was Mr.'s Assistant. C.V. Raman. The population of Watrap Village is 3,875 According to the 2011 Indian Census Survey.

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Review of Literature

Wong, Wylie (2008)[1] Explain that Faculty Can Involve Students Using A Smart Board To Create A richer, More Compelling Reading Knowledge and The Use of Smart Board Technology in Classes Provides Educational Benefits to Students.

Monica Campbell, Linda Mechling (2008)[2] Learned That Smart Board Technology Affected Sounds To Read Disabled Readers, Demonstrated Amazing Progress.

Karen Swan Et Al. (2008)[3] Concluded That Technology Allows Students To Face Academic Challenges And Appear Confidently In Different Entry Exams, Mathematical Examination and Science Examination.

Brown Wyatt, Valencia (2011)[4] argues that Technology Helps Eliminate Illiteracy by Extending It, Improving Student Educational Skills, and therefore the Teaching Program for Primary School Classes.

Riska Patricia (2010)[5] Concludes That Excellent Students Should Be Provided With Innovative And Various Board Technology Information, And Curriculum.

Wong, Wylie (2008)[6] Learned the Concept of the Intelligent Classroom which is a combination of PowerPoint Presentations, Videos, Web Pages, and Other Technologies. Learning Outcome Faculty Can Involve Students Using The Smart Board To Build The Icher, A More Compelling Learning Experience. The Conclusions Made the Technology in the form of Smart Boards in the Classrooms Provide Educational Benefits to Students.

Types of e-Learning

- **Video Conference:** In This Kind of Learning A Student Can Talk Face To Face With A Teacher Or A Seated Teacher In Video Conferencing The Teacher Can Communicate With Many Students. As Compared With Other E-Learning Technologies This Technology Is Expensive.
- **Web-Based Learning:** This type of learning is similar to an online seminar and is therefore called a Webinar seminar / Webinar. This Kind of Learning Teacher Uses Audio, Video To Instruct More Online Students As A Seminar. After the Complete Presentation Participants Can Ask Related Questions Or Questions. This Webinars form is usually industry-oriented and very profitable because it saves participants time and helps reduce travel costs and other costs.
- **Graphics:** Text and images are basic components of multimedia programs. text without images will fail to retain human attention and retention for a long time. bitmaps graphics, vector graphics are two basic types of straightforward graphics. each type has its own characteristics and the components are different needs.
- **Text:** Text is one of the most effective pieces of presentation. Words Compiled As Text, Conveys A Powerful Message And This Has Been Used Widely For Written And Printed Media. Most of the data and information is represented in this Medium. Impossible to Transfer Blurred Message Without Text. To convey a message effectively, the message must be clear, concise, and concise. Choosing the Right Font and Significant Size for Learning and Beauty Outcomes. Reading Is Impacted, Summarized To Identify Key Points And Detailed Interpretations Of The Meanings And Following Reading.
- **Animation:** Animation Add Effect to Presentation. Unlike Text and Images This is Media-Based Power. The Visual Effect of Animation Links to the Learning Process. Animation Takes Forms such as Screen Shot, User Holder Movement, Bitmap Browsing and Full Animation Files. Writing Tools Used To Create Such Things.

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1 Wong, Wylie (2008), The Case for Smart Classrooms, pg 31-34
2 Monica Campbell, Linda Mechling (2008),Small Group Computer-Assisted Instruction With SMART Board Technology, An Investigation of Observational and Incidental Learning of Non Target Information, vol. 30 no. 1 , pg 47-57
3 Karen Swan et al. (2008) ,The effects of the use of interactive whiteboards on student achievement, pg 3290-3297
4 Brown-Wyatt, Valencia (2011) ,Perceptions of the use of interactive whiteboards in teaching literacy to elementary school students, pg 100-210
5 Riska Patricia (2010), The impact of smart board technology on growth in mathematics achievement of gifted learners, pg 12-16
6 Wong, Wylie (2008), The Case for Smart Classrooms, pg 31-34

- **Sound:** All Forms of Voice Communication Use Audio. Technology Used to Transfer Sound Worldwide. Teacher's Voice Has Been the Main Purpose in Delivering Information. Audio Can Be Organized Using Computers, As well As Midi (Audio Instrument) And Digital Audio Two Basic File Types Used in Communication Programs. Multimedia System Requires Use of Speech, Music or Special Sounds. When Used in Teaching, Speech should be concise, manageable, and integrated with other media. Should Be Used As A Text Addition.
- **Video:** Video Takes Too Much Disk Space And Bandwidth When Used On Network. So Video Can Be Combined With Other Media Only By Using Video Clips In Each Stage Delivery Specific Message.
- **Intranet:** Intranet Use Only for Company, so Limit Access to Information from Outside the Organization. Appropriate Security Precautions (E.G. Firewalls) Apply These Requirements. These Websites Allow Authorized Users and Users to Access Information While Protecting the Same for Others. This technology is used to share confidential information within an organization. Teachers and Supervisors Can Monitor The Whole Student Situation And So Take Proper Action Immediately. Teachers Can Also Make Their Learning Materials And Exercise Available To Them. Some E-Learning Systems operating on these networks have login accounts designed for their users.

e-Learning Technology in Classrooms

E-Learning is such a comprehensive term that encompasses teaching, learning and a conducive learning environment. It can use a range of Teaching and Technical Support Techniques. Some Examples of Applying Technology in E-Learning Classes Below:

- **One-To-Many (Communication between Teachers and the whole Class)**

Online Classes. Contents may include Notes for Speeches, Tasks, Message Boards, Linked Bible Graphics Readings and Websites, Questions, and Discussions. B) TV, Video or Other Pre-Viewed Views in the Central Area. Teacher in a Multi-Content Media Classroom Using a Projector or Screen, or Using a White Interactive Board. Content Can range from PowerPoint Slides, News Broadcast, Collaborative Websites, and Teacher Drawings, to Educational Software featuring Visual Chemical Examination. C) Remote Reading Classroom or Video Conference, When Teacher Distributes 15 Live To One or More Remote Classes. Remote rooms can communicate with teachers and others via text or audio or video chat.

- **Individual (Student and Teacher Communication)**
  - Teachers Monitor Individual Student Work and Progress Using Response Program
  - Teacher Review Practical Tasks, Questions.
- **Individual (Alone Student Content, Automated)**
  - E-Learning Devices with Textbook or Other Reading
  - Interactive Tutorials, Exercises, Questions, Games or Other Student Login Computer, Mobile Phone, Tablet or Other. Requests May Predict and Promote Student Behavior-Based Content and Progress.
  - Student Research, Writing and Other for Homework on a Laptop or Other Computer
- **Multi-Multi (Students Communicate between them)**
  - Students Communicate in Class Class Discussion, Share Information or Communicate with People Outside Class
  - Student Group Presentations.
- **Teacher Training**
  - Teachers Access Training Materials, Exercises and Take Exercises Using Online or Hosted Materials and Software
  - Teachers Build A “Community of Practice” Sharing Experience; Get Comments on Type of Local Media.

The Role of the Teacher

In the modern role of learning the role of the teacher changes from “Information Provisioning” to “Learning Facilitator” as it should be only to guide active students involved in the use of e. fully equipped classrooms with permanent multimedia projector and computers and assistant needs access to the e-learning system through the intranet. teachers should not control the learning process as they should allow students to work together and make their own decisions on their own. changes in teaching and learning were discussed with the help of two conditions.

Student Role

Some classrooms are equipped with computer access for all students. in such cases, students participate in the learning process. now the student's focus is on the complete learning process instead of copying the note as learning materials can be reached in the future. and learning activities. teachers need to consider how these reading materials can motivate students who do this type of mental activity. Therefore, a student who used to learn facts and skills through the use of teacher-presented content and media resources should continue to build personal knowledge through the use of teacher-provided content, media resources, and personal experiences. the focus should be on acquiring advanced order skills like problem solving and critical thinking.

Benefits of e-Learning

- **Cost Reduction:** Investing in E-Learning Infrastructure and Technology Simultaneous Investment for Participants and Regular Graduation and Retention is Required.
- **Time Saving:** Save Time for Teacher and Students by Getting Information Anywhere.
- **Knowledge Development:** Helps to develop new ideas or processes thanks to the participation of many students and trainers from different areas.
- **Social Cause:** Educational institution or educator can distribute n number of copies of modules or software to students at free costs as responsible to the public. In a country like India many NGOS are already using such modules under the right to education policy.
- **Environmental Protection:** Proper use of devices and recycling technology and other company-made learning resources.

Limitations of e-Learning

- **Cost And Knowledge:** To improve customized e-learning investment requirements may be higher and more expertise needed.
- **Cyber Crime:** There is a chance of hijacking of private information and placing unwanted viruses or information on instructor and student websites or devices.
- **Authenticity and Reliability:** In the case of open access software authentication and reliability is a biggest student and teacher problem. In open access platform information and data are shared by many people and there are opportunities for outdated, invalid data and data and this may lead to miscellaneous identification and wrong reading.
- **Environmental Security:** Policies relating to the development of e-learning infrastructure and use of devices until their disposal can be properly contributed by participants. One of the greatest threats to the environment is e-wastage and this kind of waste is very dangerous to ecology. Different types of diseases are found in e-wastage work workers. many young children between the ages of 7 and 15 are working in this field because they are less organized.

Objective of Study

- To find out the comparison of attitude of school student on E-education with accessibility of computers at home.
- To find out the Academic Achievements of Students In Government School or in Private School.

Design of the Study

In Order To Study The Attitude Towards E-education In Relation To The Academic Achievement Of School Students Descriptive Survey Method Is Used.

Population of the Study

There are three government-aided schools and two private schools in the watrap town. but for my research study I have chosen 1 government school and 1 private school.

Sample

The total population of school students in watrap town for the year 2018 is 4677. However in the study the participant includes 125 school students of town. Here 2 schools were identified, which includes 1 government and 1 private schools. Concerning the board it includes 1 state board and 1 cbse board. Of these 75 are females and are 50 males.

Sampling Techniques

The sample was selected using simple random and stratified sampling techniques. The population was stratified on the basis of gender and types of school boards in watrap.

Methods of Collecting Data

The data for the study was collected from the school students of watrap using the standardized computer attitude scale instrument mentioned in the heading tools. Schools were selected by purposive sampling run by private and government as well as schools under the two boards namely Hindu Nader school state board of education and linga global school central board of school education. However only 125 students, final examination mark sheets of result noted of classes ix sslc, of both state board and cbse was also collected from the respective schools for the study of the student's academic achievement.

Tools

Mean, Standard Deviation, T.test.

Analysis and Interpretation

Hypothesis

There is no significant difference of attitude of students on accessibility of computers at home towards computer education.

There is no significant difference between government and private school students' achievements towards computer education.

Objective 1

To find out the attitude of students towards computer education with accessibility of computers at home.

H_{o1}: There is no significant difference on the student's attitude on accessibility of computers at home towards computer education.

Table 1: Result of t-Test on the Accessibility of Computers at Home as a Factor on Attitude Towards Computer Education

Accessibility of Computers at Home	N	Mean	Standard Deviation	Df	Computed T	Critical T	Remarks
Male	66	26.43	3.25	125	0.1344	0.863	Significant At 0.01 Level
Female	59	26.70	2.94				

Analyzing Table 1, It Shows That Gender Does Not Play Any Significant

Role on the attitude towards computer education [t= 0.1344, p >.01] as such the null hypotheses cannot be rejected.

Objective 2

To find out the academic achievement between government and primary schools' students.

H_{o2}: There is no significant difference of academic achievement through e-Education between primary and government students.

Accessibility of Computers at Home	N	Mean	Std-Deviation	Df	Computed T	Critical T	Remarks
Government	10	23.93	2.96	125	1.362	0.863	Significant At 0.01 Level
Private	115	26.80	3.01				

Analyzing table 2, it demonstrates that there is a significant difference on the types of schools that is attended by the students and its relevant attitude of the students towards computer education [T= 4.086, P<.01] as such the null hypothesis cannot be accepted.

Findings of Study

It is found that there exist no differences in computer education attitude between the male and female secondary students of watrap town. it is concluded that gender has no role to have a better attitude towards computer education. the statistics shows [t= 0.1344, p >.01] taken with total number of 66 males and 59 females. this also confirms the previous findings by hunt & bohlin (1996) who came to the same conclusion that gender has no influence.

This study finds that there is significant difference existing between government and private school students' attitude towards computer education. the type of school that a student attend has an influence on the attitudinal level. the private school students have a better attitude towards computer education. the other reasons on lower attitude towards computer education in the government schools was due to poor computer laboratory facility, no appointment of computer teacher, very low practical classes on it subject in the weeks routine and in some government.

Suggestion

Students' academic, career counseling's and seminars can be held during the academic session by experts and professionals as a base to spread awareness on the importance of computers, its benefits for one's skills and future purposes.

Research of this nature can be taken up in areas where access of computers has not been established in schools as well as at homes in the rural and remote areas of watrap. research can be conducted on possible negative effects of computers use and usage on school students besides that is prescribed in the school syllabus.

Teachers should optimally utilize smart board technologies for better teaching, learning process and development of students.

Conclusion

After investigating the Problems Under Research such as, "Comparative Study of the Impact of Digital Education in Government Vs Independent School in Watrap" It was found that there was a growing positive effect on computer education in terms of academic achievement. The School Uses Smart Board Technology to Teach Better, Learning Process and Student Development. To Improve There Skills And Benefits. Smart Board Technology How to Provide Quality Education to These Students With Knowledge, Skills and Values. Information is a place that can be provided and polished with the best use of Smart Board Educational Technologies which is a Related Tool or Software. Includes Text Content, Work, Media, Animation Films, Grammar, Mathematics Lab, Geometric Toolbox, Questions. Library, Internet Center, Worksheets, Gamedge Etc. Enhances Student-Based Techniques That Create Interest during Medium High School Students, In the Teaching-Learning Program and Provides Opportunities for Self-Confidence, Skills and Knowledge of Their Lives and Carriers.

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