A MINI PROJECT REPORT

ON

"NURTURING CREATIVITY AND INNOVATION THROUGH DIGITAL LEARNING PLATFORMS"

MINI PROJECT SUBMITTED IN FULFILLMENT OF THE REQUIREMENT FOR THE AWARD OF THE DEGREE OF

MASTER OF BUSINESS ADMINISTRATION

FROM

BENGALURU CITY UNIVERSITY

SUBMITTED BY

UWAIZ BAIG

Reg. No. MB206258

UNDER THE GUIDANCE OF

Prof. DEEPAK SINGH M.C

HOD & ASST. PROFESSOR, AIMS

Al-AMEEN INSTITUTE OF MANAGEMENT STUDIES

AFFILIATED TO BENGALURU CITY UNIVERSITY

(2021-2022)

CERTIFICATE OF INSTITUTION

This is to certify that this Project entitled **Nurturing Creativity and Innovation Through Digital Learning Platforms** has been successfully completed by **Uwaiz Baig** of Reg. No. **MB206258** during the year **2021-22** and the report is submitted in partial fulfillment of the requirements for the award of the degree of **Master of Business Administration** as prescribed by the **Bengaluru City University** under the guidance of **Prof. Deepak Singh M.C**.

Place: Bangalore **Dr. B.A. ANURADHA**

Date: **Principal**

CERTIFICATE OF GUIDE

This is to certify that this Project entitled **Nurturing Creativity and Innovation Through Digital Learning Platforms** Submitted by **Uwaiz Baig** bearing Reg. No. **MB206258** is an original work of the student and is being submitted in partial fulfilment of the requirement for the award of the degree of **Master of Business Administration** of **Bengaluru City University** under the guidance of **Prof. Deepak Singh M.C**. This report has not submitted earlier either to this university/ institution for the fulfilment of the requirement of a course of study.

Place: Bangalore **Guide's Signature**

Date: **Prof. DEEPAK SINGH M.C**

CERTIFICATE OF HEAD OF THE DEPARTMENT

This is to certify that this Mini Project Report is submitted by **Uwaiz Baig** is an original work of students and is submitted in partial fulfilment of the requirements for the award of the degree of **Master of Business Administration** of **Bengaluru City University** under the guidance of **Prof. Deepak Singh M.C**. This report has not submitted earlier either to this university/institution for the fulfilment of the requirement of the course study.

Place: Bangalore **Prof. DEEPAK SINGH M.C**

Date: **Associate Prof. & HOD**

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BENGALURU CITY UNIVERSITY

CERTIFICATE OF ORIGINALITY PLAGIARISM

Name of the Student: **Uwaiz Baig**

Registration Number: **MB206258**

Title of the Project: **Nurturing Creativity and Innovation Through Digital Learning Platforms.**

Name of the Guide: **Prof. Deepak Singh M.C**

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The project report has been checked using it in plagiarism software and found within limits as per plagiarism policy instruction issued by university (CBMS). We have verified the contents of Mini Project report as summarized above and certified that the statement made above are true to the best of our knowledge and belief.

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Prof. DEEPAK SINGH M.C **Dr. B.A. ANURADHA**

STUDENT DECLARATION

I hereby declare that the Project Report entitled **Nurturing Creativity and Innovation Through Digital Learning Platforms** has been prepared by me under the supervision and guidance of **Prof. Deepak Singh M.C**, during the year **2021-22** in a partial fulfillment of the university regulations for the award of the degree of **Master of Business Administration** by **Bengaluru City University**.

I further declare that this project is based on the original study undertaken by me and has not been submitted at any time to any university or institution for the award of any other degree or diploma.

Place: Bangalore **UWAIZ BAIG**

Date: **Reg No. MB206258**

ACKNOWLEDGEMENT

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UWAIZ BAIG

TABLE OF CONTENTS

CHAPTERS	PARTICULARS	PAGE NO.
CHAPTER 1	**INTRODUCTION**	1 - 14
CHAPTER 2	**METHODOLOGY**	15 - 18
CHAPTER 3	**SWOC ANALYSIS**	19 – 21
CHAPTER 4	**OUTCOMES OF THE STUDY**	22 – 25
CHAPTER 5	**LEARNING EXPERIENCES AND CONCLUSION**	26 – 28
BIBLIOGRAPGY		29 – 30

CHAPTER: 1

INTRODUCTION

CHAPTER 1: INTRODUCTION

INTRODUCTION ABOUT TOPIC:

➢ DIGITAL LEARNING:

- **Introduction:**

Digital learning is any type of learning that is accompanied by technology or by instructional practice that makes effective use of technology. It encompasses the application of a wide spectrum of practices, including blended and virtual learning. Digital learning is sometimes confused with online learning or e-learning; digital learning encompasses the aforementioned concepts.

- **Overview:**

A digital learning strategy may include any of or a combination of any of the following:

- adaptive learning
- badging and gamification
- blended learning
- classroom technologies
- e-textbooks
- learning analytics
- learning objects
- mobile learning, e.g. mobile phones, tablet computers, laptops, computers.
- personalised learning
- online learning (or e-learning)
- open educational resources (OERs)
- technology-enhanced teaching and learning
- virtual reality
- augmented reality

- **Pedagogies that incorporate digital learning:**

Digital learning is meant to enhance the learning experience rather than replace traditional methods altogether. Listed below are common pedagogies, or practices of teaching, that combine technology and learning:

- Blended/hybrid learning
- Online learning
- Flipped learning
- 1:1 learning
- Differentiated learning
- Individualized learning
- Personalized learning
- Gamification
- Understanding by Design (UBD)
- Universal Design for Learning (UDL)

➢ DIGITAL LEARNING PLATFORM:

- **Introduction:**

An digital learning platform is designed to support a student's learning. It is an digital portal for education, and within it are multiple tools, all self-contained, to be a one stop resource for both students and teachers alike. Activities supported include lectures, assignments, quizzes, interactions between the teachers and learners as well as between the learners, and also the issuance of certificates. More advanced versions have features for course creation and to streamline the production and delivery of this content.

- **Definition of Digital learning platforms:**

An digital learning platform is a space or portal filled with educational content and/or live instruction on a particular subject or many different topics. Such platforms - also referred to as "e-learning" - are typically membership-based, but there are other options where users can jump in and learn immediately without registering.

- **Examples of Digital learning platforms:**

There are a number of various types of online learning, taking a variety of forms and setups, and differing between industry, offerings, and more. For instance, some of the better known online learning platforms include Udemy, which touts over 100,000 courses and 24 million students, and Coursera, which offers courses, certificates, and degrees from different companies and universities. For kids, specifically, you have ABC Mouse, which operates with a goal to: "...help children build a strong foundation for future academic success by providing a comprehensive and engaging online curriculum to greatly assist early learners to succeed in pre-k, kindergarten, and early elementary school programs."

Virtual summer camps like iD Tech's Virtual Tech Camps offers a different take, allowing students and live instructors to come together for two hours per day over a week, with curriculum based in Python, Java, Roblox, Minecraft, and more. A similar approach is taken with iD Tech's online after-school programs. Other, less formal examples that don't offer memberships or subscriptions include something like PBS Kids, where kids can have fun learning through a variety of games and different online activities. And then of course YouTube is routinely used as an online learning tool, with videos spanning from lectures to step-by-step "how to" clips, explainer videos, and much more. (Take a look at the positive and negative effects of YouTube.)

- **Benefits of Digital learning:**

It's easy to see how learning online can be advantageous, offering a number of benefits including:

- **Immediacy**: Users can learn pretty much whenever they want
- **Breadth**: Users can find opportunity in most any subject/topic
- **Cost**: Online courses can be free and often less expensive
- **Self-paced**: Users can typically move and learn at their own pace
- **Comfortability**: Users can learn in whatever environment they prefer

Like all things, there are potential downsides as well depending on your unique situation, and many wonder about the differences between face-to-face and online learning.

- **Digital learning allows for exploration:**

In addition to the benefits mentioned above, perhaps the biggest overarching advantage of online learning is the fact that it allows for exploration. Think about the curious kid who isn't taught coding at school, and isn't even sure it's something they'd enjoy, but wants to give it a shot. Online learning opens the door and allows for them to take a step inside and see if that "something" - whether it's coding or something else - is a topic they'd like to pursue on a deeper level. If this sounds like your child, that first step could be now! Check out iD Tech's online coding courses for kids to get started—whether that's today, tomorrow, next week, or at some other point in the future. Lessons are tailored to your child's interests and busy schedule.

- **Best Digital Learning Platforms:**

The best digital learning platforms make it a snap for educators and trainers to manage course materials digital. Learning Management Systems (LMS) and Virtual Learning Environments (VLE) have become increasingly common, especially due to the sweeping educational changes that became necessary due to the pandemic. This can be both cheaper and easier to manage for businesses, and also for educators it translates to being able to reach people from a distance. In a remote situation is where digital learning platforms really come to the fore, as platforms for education make the most of modern technology. That's not to say traditional means of education are about to be extinct, but academic institutions and businesses have identified that we can achieve plenty more through tech, such as smartphones and other internet-connected devices which can facilitate learning from any location.

Digital learning platforms have become more diverse, so to learn a language, you can use language learning apps and digital flashcards, and for younger ones, there are e-learning digital classroom services as well. Additionally, there are coding platforms for schools as well. Through digital means, learning is on tap. It doesn't take long to find out a fact, or to develop a specific skill. The way training organizations and educators create courses is also dramatically changing. In this article, we're looking at the best learning management software tools available right now.

➢ How To Choose Best Digital Learning Platforms?

There are plenty of choices in the digital learning management software area, so there is sure to be one well suited for each organization. A major differentiator is price. Some LMS' are available for free, or have a low cost entry tier. Others offer more features, but at a higher price point. Pricing models are also different with some providers charging only by each student, while others having the price based on the plan, and then a lower additional cost for each additional learner. Another feature to look for are the mobile apps. Especially younger learners value these apps so that a learner can engage in education from anywhere, at any time. Be sure that the apps are available for both of the mobile platforms- Android and iOS. Also, check the ratings of the apps in their respective stores, as just because an app is available it may not be a great one with some low rated, glitchy ones out there.

○ Google Classroom:

- ✓ Reasons to buy: Clean interface that's easy to learn, Powerful media sharing tools and Integration with Google Workspace.
- ✓ Reasons to avoid: No direct contact for support and can't be licensed separately.

Google Classroom offers a cloud-based learning environment to enable remote education for learners from pre-K through the university level. We appreciate that it pulls together a number of Google tools, such as Google Meet, Google Drive and Google Docs all in one place to enable learning. Teachers can put in assignments as all types of documents, including .doc and pdf's, students get the notification, complete the assignment and submit it. Teachers then grade the assignment, keep a virtual gradebook and can give classroom style lectures via the Google Meet function. Google offers this via several tiers of features, but we can appreciate that the free tier is plenty powerful for budget conscious school districts. The platform is also cross platform to allow learners to function with it with whatever their device of choice is, including laptops, Chromebooks, and both smartphone platforms- although the Android one garners complaints from the users.

- **Docebo:**

✓ Reasons to buy: Smartphone apps for iOS and Android platforms, Notable clients, Free trial & demo and User forum via Docebo Community.

✓ Reasons to avoid: Very opaque pricing, Limited support options, Low rated apps and Few specifics on the website.

Targeting the enterprise market, Docebo takes an AI approach to a learning platform with an impressive list of Fortune 500 companies that use its service. Incorporated under the Docebo Suite are multiple products to create content, deliver it, and also to measure the metrics of its impact. This style of product is well suited to onboarding, and retaining new employees. There are some issues with the lack of support options as we would have liked to have seen some more direct choices, such as a direct phone number or a chat option. Also of concern is the completely opaque pricing as we could not even figure out the available tiers or options without direct company contact.

- **Adobe Captivate:**

✓ Reasons to buy: Free trial, Choice of acquisition options, In software image editing and Supports VR projects.

✓ Reasons to avoid: Cancellation fee on monthly plan, Limited support options and Higher price.

Adobe Captivate is a professional platform for creating learning content. This can be incorporated from a variety of sources, including images that this software can edit, screen captures that can be done automatically, and by importing PowerPoint presentations. We are impressed with the support for VR projects, and users are sure to like the choice of acquisition options along with its use of templates to streamline project production, and provide consistency. Users do have issues with the stability of the app, the limited options for direct support and the cancellation fee for the monthly plan will undoubtedly irk some out there. Quibbles aside, Adobe Captivate is a mature piece of software that has endured with good reason, and is well worth a closer look via the 30-day trial that is longer than most of its competitors.

- **Blackboard Learn:**

✓ Reasons to buy: Free month trial, Available smartphone apps, Trackable progress and Fosters student and teacher interaction.

✓ Reasons to avoid: Lacks free tier and Opaque pricing.

Blackboard Learn is a learning platform that is used for learners of all levels from pre-K to university and beyond such as in government and industry. It has some shortcomings such as the opaque pricing, the limited direct support options and the multiple bugs that users report in the apps, especially the Android version. Balance that against the integrated tools that some competing solutions charge for, such as an plagiarism checker to check student assignments against. Also factor in the accessibility tool to be ADA compliant, and the other items to foster communication between students and professors, and the tracker to keep students on track with submitting their assignments. Additionally, the 30-day trial is longer than most others, and the iOS app is highly rated, so organizations that need a full fledged solution will see quickly why this learning platform enjoys its popularity.

- **Acorn LMS:**

✓ Reasons to buy: Generous 60-day trial, Transparent pricing, Direct contact support options and Imports video content.

✓ Reasons to avoid: Lacks advanced support options, Limited user reviews and No Android app.

For those that are looking for some upfront pricing, Acorn LMS- unlike some of its competition- answers that need. Rather than keeping potential users in the dark, Acorn LMS is upfront offering both a tier without content and another with content The company also offers a flat fee for the first 100 users and an additional student fee for each user thereafter. Beyond that, this platform has a number of strengths that impress us, such as the ability to make individualized student pathways via LinkedIn Learning content, the white label approach to foster customization of the site for consistent branding at an organization, and support for multiple tendencies allowing an administrator to easily manage multiple acorn LMS accounts via a single set of sign on credentials.

- **Moodle LMS:**

- ✓ Reasons to buy: Open-source, Free to use, Available smartphone apps and Included text editor.
- ✓ Reasons to avoid: Limited support options, User reports bugs in mobile apps and Certified Service Provider may be needed at additional cost.

While commercial software has its place, sometimes it is truly impressive what an open source project can achieve, such as in the case of Moodle LMS. This open source learning platform can be downloaded and used for free. While direct support is lacking (although an organization can engage one of 80 Certified Service Providers to remedy that deficit), there is still plenty here, including documentation such as guides on how to use this platform. Learners and teachers are sure to like the expansive feature set, such as interaction with multiple choice questions in the content, an integrated text editor, and support for 3rd party cloud storage providers, such as DropBox to submit assignments. It is also multi-language capable, and supports open standards such as SCORM.

- **Thinkific LMS:**

- ✓ Reasons to buy: 30-day guarantee, Choice of tiers, including free tier, No transaction fees and Integrates website builder.
- ✓ Reasons to avoid: No smartphone apps, Few reviews, Certificates issued are too basic and Missing direct support options.

Thinkific is an digital platform that has enjoyed meteoritic success as a relative newcomer to this space. We also like that this platform can be used to issue certificates of completion. It is used worldwide, and can accept payments from learners signing up for courses from over 100 countries. Some omissions, such as the lack of a direct phone number or email for support, and no smartphone apps for either Android or iOS show the immaturity of the platform. We also wanted to see more user reviews than what we found digital. However, with a choice of tiers starting with a free one, and a track record that has already earned its experts over $650 million dollars, it is seriously hard to dispute.

- **Absorb LMS:**

✓ Reasons to buy: Business focused, Variety of content supported, Integrate in polls and surveys and Smartphone apps for iOS and Android.

✓ Reasons to avoid: Opaque pricing, High cost, Poorly rated apps and Additional cost for higher tier support.

The Absorb LMS is a learning platform that focuses on business. It is also especially adept at social aspects, as it can easily integrate with corporate social media accounts. We also like the social focus that continues on to allow learners to create social accounts on the platform. This then allows them to virtually interact with the other learners, and also display the awards and certificates that they accumulate for completed content. However, some aspects frustrated us, such as the learning community that is not running yet, the opaque and ultimately high pricing, and the buggy smartphone apps on both the iOS and Android platforms that have users commenting they would be better off accessing content on a computer.

- **360Learning:**

✓ Reasons to buy: Choice of tier plans, Available smartphone apps, Extensive knowledge base, Free trial and Streamlines course creation.

✓ Reasons to avoid: Semi-opaque pricing, Multiple features reserved for top plan and Few options for direct support.

360Learning meets the challenge head on of streamlining the task of project creation. Users are sure to benefit from the integrated tools such as the video editor, the included templates that are branded as 'Cheat Sheets,' and the option to include ten different types of questions to test learners. We also appreciate the free 30-day trial without credit card info, and the choice of tiered plans. However, we were less impressed that there are few options for direct contact, with some features reserved for the top plan (like support for course attachments), and that the Android app has a significantly lower rating than the iOS version. We also like the 'Collaborative Authoring' approach that lets even inexperienced users create a course in minutes, rather than months.

- **Canvas LMS:**

✓ Reasons to buy: Free trial and free teacher plan, Highly rated smartphone apps, Automated grading and User support community.

✓ Reasons to avoid: Opaque pricing, No app dark mode, Some sign on issues with apps and Lacks gamification.

The Canvas LMS is used by top institutions worldwide, and it can boast it has over 6 million users with an over 90% satisfaction rate. Users are sure to be impressed that it integrates well with popular apps that students use, such as those from Adobe, Google Workspace and Microsoft Teams. We also like the robust community forum, with thorough answers for common user issues, and the multiple communication options covering the spectrum from messaging (individually and as a group), to audio, and video. Some areas we would like to see improved would be support for gamification, and some transparency in the pricing. Teachers will also be pleased to see the support for automated grading via integration with SpeedGrader. While the opaque pricing is frustrating, we appreciate both the free 30 day trial, and also the lowest 'Teacher Tier' plan that is free long term for both teachers and students to allow for education of all.

- **Digital Learning Platforms Vs (LMS) Learning Management Systems:**

Both a learning platform, and a learning management system have the commonality to offer an environment for learning- but they are not the same. They are both useful pieces of tech to assist teachers and students for the management of learning. A learning management system (LMS) is a software based app that facilitates a user making, designing and delivering their own self created course content. It can use either, or even both a website, or a mobile app for the creation and delivery of this content. LMS' tend to have a larger feature set to collaborate between teachers and students, and greater support to share files. A good example of an LMS is Blackboard. Alternately, an digital learning platform is a web based learning platform for a user to both design the digital course, and then deliver this content to the audience of students.

- **Digital Learning Platform Vs Digital Course Websites:**

There are plenty of ways to receive education digital these days. This can include anything from casual content, such as an educational YouTube Video, to more structured digital education such as a series of videos, and in some cases supplemental content in the form of text or a downloadable PDF. While there are many websites to educate and impart content, they are not all digital learning platforms. An digital learning platform goes beyond what an digital course website offers, with additional content to support the education. While it will incorporate the elements of an digital course website, it will include additional tools, which will all be combined into a single platform. These tools can be communication methods such as live video or messaging, the opportunity to have assignments, and a record of certificates of completed courses.

- **Learning Platforms Can Be Divided Into Three Different Categories Based On The Pricing Model:**

The first is free, which has the benefit of no cost. There are both services that offer this at no cost, or ones that have a free tier, with reduced features, that then hope to upsell the service to a paid tier, and use the free offering as a gateway to getting a paying customer. A downside of these free offerings is that the support tends to be minimal to non-existent, such as only via an digital community board.

Open source is another nice option for a learning management system. In this model the software is distributed for no cost. This can allow an organization to then run this off of its own server. However, there are still costs to doing this, and then this must be supported internally. Another downside is that then the software may not be as updated as frequently, exposing it to security vulnerabilities.

The final option is a paid offering. While this does have an upfront cost, and in most cases for each additional learner, it does have plenty of advantages. This includes that the provider can host the software as a cloud service, requiring no in house personnel to provide support. Also, there may be options for phone support, and also more features.

- **Pros And Cons of an Digital Learning Platform:**

There are plenty of pros for an digital platform. This includes the instant availability of the education, and that learners are not limited by geography and can attend class anywhere- even from the comfort of home. The learning is also self-paced, as it can accommodate a variety of learning styles and learner needs as it is more flexible. There is also the benefit that learners don't need to commute to the school reducing the cost and burden of education, which can also be a time saving benefit as well. While there are certainly benefits, there are some downsides as well. Some students may prefer face to face learning with a teacher directly in front of them, that an digital learning platform lacks. Also with no physical school to attend, there is less of a structured learning environment, which some learners may do better with. Furthermore, there is less or even no camaraderie between learners than at a physical school, which can all be part of the total educational experience, and is a missing component with an digital learning platform.

- **Features of an Digital Learning Platform:**

When choosing an digital learning platform for your organization, be sure the choice is a good one. Here are some essential features to look for:

- **Scalability:** Nobody wants to outgrow their platform too soon, and have to transition to another one. Therefore, look for scalability that can grow as you need it to.
- **Mobile presence:** Today's learners want to be able to learn when on the move. Therefore, look for an digital learning platform that has well rated apps for both the iOS and Android platforms, that are highly rated.
- **Tools for authoring:** A flexible platform allows for content creation that is easy to use. This can include tools for text editing, and also video capture and editing from within the platform to streamline production.
- **Easy to use interface:** Nobody likes to use a clunky interface, so look for an easy one to use, that is well presented, and won't distract or overwhelm users.
- **Robust support:** When the inevitable issues of a platform come up, users are going to need some help. Look for a platform that offers a variety of support choices, including options for direct support such as a direct email and phone number.

STATEMENT OF THE PROBLEM:

The statement of the problem is to study the nurturing creativity and innovation through digital learning platforms. Online Learning encompasses a range of technologies such as the worldwide web, email, chat, new groups and texts, audio and video conferencing delivered over computer networks to impart education. It helps the learner to learn at their own pace, according to their own convenience. Online Education requires a great deal of resources and careful planning. In this, teachers act as facilitators rather than transmitters of content knowledge, and ICT is regarded as resource that enhances the learning experience of students. Learners learn through e-learning tools which are available to all. E-Learning has brought back the joy in learning through its innovative and interactive content delivery and has proved to be more appealing among students. Therefore, an attempt has been made to study the nurturing creativity and innovation through digital learning platforms.

NEED AND RELEVANCE OF THE STUDY:

Online Learning or online classes predominantly succeed on its' technical operations in most Schools, Colleges, and Universities due to unwanted circumstances and an optional remote learning practice beyond our students of today. Different E-Learning apparatuses were discovered for the interest of several teaching methodologies resulting to an effective E-Learning experiences. Among its' online IT infrastructure platforms are made exclusively for learners to make their E-Learning activities more exciting. Likewise, different online class explorations were developed into more meaningful educating ways by improving their self-directed online learning strategies. Moreover, the blended education frameworks of these online classes is to ensure that lecturers are now ready to introduce online modules while incorporating different E-Learning methods as their way of appreciating online classes to their students.

CHAPTER: 2

METHODOLOGY

CHAPTER 2: METHODOLOGY

REVIEW OF LITERATURE:

Hall (2000) contends that e-learning will take the form of complete courses, access to content for "just-in-time" learning, access to components, a la carte courses and services, and the separation of "courses" to acquire and test knowledge vs. content as an immediate, applicable resource to resolve an immediate, perhaps, one time only problem. Learning is and will continue to be a lifelong process, that could be accessed anywhere at anytime to meet a specific need or want. Hall added that more links to real-time data and research would become readily available.

Zahm (2000) described computer-based training (CBT) as usually delivered via CD-ROM or as a Web download and that it is usually multimedia-based training. Karon (2000) discussed the convenience factor of well-designed computer-based training by saying that any well-designed computer-based training- whether it's networked based or delivered via the Internet – is more convenient than traditional instructor-led training or seminars. Karon went on to say that self-paced CBT courses are available when learners are ready to take them, not just when the seminar is scheduled or the instructor is available.

Gotschall (2000) described distance learning as a broadcast of lectures to distant locations, usually through video presentations. Hall & Snider (2000), as mentioned above, characterized distance learning with three criteria; they are: a geographical distance separates communication between the trainer and the participant; the communication is two way and interactive, and some form of technology is used to facilitate the learning process. Willis (1994) in his definition of distance learning identified the acquisition of knowledge and skills as another criterion and supported the former three criteria by saying that distance learning occurred through mediated information and instruction, and encompassed all technologies and other forms of learning at a distance. Porter (1997) shared that distance learning was education or training offered to learners who are in a different location than the source or provider of instruction.

Berge (1998) explained the difference between distance education and distance learning. Distance education was seen as the formal process of distance learning, with information being broad in scope, for example, college courses. While, distance learning was seen as the acquisition of knowledge and skills through mediated information and instruction, encompassing all technologies and other forms of learning at a distance. This may be why most educational institutions used the term distance education. In reviewing five institutional definitions of distance education, these were the main tenets: historically, it meant correspondence education, it is planned teaching and learning, connects learners at a distance, designed to encourage learner interaction, uses audio, video and computer technologies as delivery modes, delivery modes evolve as technology expands and grows.

Urdan & Weggen (2000) related that technology, the rapid obsolescence of knowledge and training, the need for just-in-time training delivery, and the search for cost-effective ways to meet learning needs of a globally distributed workforce have redefined the processes that underlie design, development and delivery of training and education in the workplace. In addition, Urdan &Weggen related that the need for different learning models due to skills gap and demographic changes and demand for flexible access of life long learning have played upon teaching and learning. Some terms are: e-learning, distributed learning, online learning, web-based learning and distance learning. The purpose of this section is twofold. First, to review and summarize definitions related to e-learning. Second, to solidify a working term and definition for the NCSA efforts.

Mcrea, Gay & Bacon (2000) presented the shift from the industrial to the knowledge era, rapid technological change, the ever shortening product developmental cycles, lack of skilled personnel, enterprise resource planning, and migration towards a value chain integration and the extended enterprise as being prominent contributors to the e-learning value chain. Mcrea, Gay and Bacon (2000) also recognized the robust economy and the increasingly competitive global business environment as central to the e-learning movement. Ticoll, Lowy & Kalakota (1998) related that the competitive environment requires companies to work together to create online networks of customers, suppliers, and value-added processes – that is, an e-business community (EBC).

OBJECTIVES OF THE STUDY:

- To study about Digital Learning Platforms.
- To study the Advantages and Disadvantages of Digital Learning.
- To know the Impact of Digital Learning on the Students of Higher Education.

SCOPE OF THE STUDY:

The research of the present study covers the scope which is limited to Digital Learning Platforms and Impact of Digital Learning on the Students of Higher Education. The study enables the students to develop independent critical thinking skills and it can be utilized by the juniors as reference material for their relevant research study.

METHODOLOGY OF THE STUDY:

The study is descriptive in nature. It has been carried out with the help of secondary data taken from various journals, text books, newspapers, magazines, internet sources and online research reports.

SOURCES OF DATA:

- **SECONDARY DATA:**

Secondary data is a data which is readily available. The data for the present study covers the secondary sources such as magazines, websites, journals, newspapers, various books related to the topics and other references were made.

LIMITATIONS OF THE STUDY:

- Time constraint.
- In depth research was not made.
- There might be bias in the secondary information.

CHAPTER: 3

SWOC ANALYSIS

CHAPTER 3: SWOC ANALYSIS

STRENGTHS:

- This is good rather than staying home without studying.
- The lecturers give their maximum support to us during the lectures.
- Do not want to separate from siblings and to go to hostels.
- Very useful for having recordings of the online lectures.
- No data cost for students in the universities while in the online classroom.
- All the students have a chance to ask questions directly.

WEAKNESSES:

- The lectures are boring when compared to face-to-face lectures.
- Difficult to understand mathematical and advanced parts.
- Lack of doing group activities.
- All the students in the classroom do not join the online lecture.
- Learning with friends in a face-to-face classroom is more fun.
- Studying in a hostel is more relaxed than at home.

OPPORTUNITIES:

- By online lecturing, you know how to use new online learning software.
- Less cost on clothing and do not want to bother about external appearance.
- Students' fear of asking questions from the lecturer can't be seen in the online classroom.
- Easy to balance the time with other works.

CHALLENGES:

- For some students there are not enough signals to join the video, only they can hear the voice.
- Difficult to connect on time to the lectures because of the signal problems.
- The voice of the lecturer is not clear due to signal problems, therefore, cannot hear the lectures properly.
- Lack of having interactions with friends and lecturers.
- Some students have economic problems therefore they cannot join the online learning process.
- Lack of knowledge of using the internet and technology.

CHAPTER: 4

OUTCOMES OF THE STUDY

CHAPTER 4: OUTCOMES OF THE STUDY

OUTCOMES:

Technology is changing the way teacher teaches and learner learns. Difficulty in obtaining higher education increases for a number of reasons. It could be their possible limit of capabilities with an educational environment or disabilities that limit their access to educational institutions. There are also a number of people that live a great distance from the educational institutions. The need to commute becomes an encumbrance to achieving higher education. Also, the job markets are so competitive that employees find that they must obtain higher education for further employment success. With synchronous schedules in present educational institutions, individuals are required to resign from their current employment to further their education. Typically, individuals are not willing to surrender their income due to the need to support a family or their current lifestyle. Some form of educational reform must take place to address the problems. Distance education or Distance learning programs are the solution to the above problems. The greatest appeal of distance learning is that one can study without having to leave home or a job to obtain higher education. These programs made it possible for students to complete their education without having to sacrifice their career and family time.

Online distance learning meets the needs of an ever-growing population of students who cannot or prefer not to participate in traditional classroom settings. These learners include those unable to attend traditional classes, who cannot find a particular class at their chosen institution, who live in remote locations, who work full-time and can only study at or after work, and those who simply prefer to learn independently. The minimum requirement for students to participate in an online course is access to a computer, the Internet, and the motivation to succeed in a non-traditional classroom. Online courses provide an excellent method of course delivery unbound by time or location allowing for accessibility to instruction at anytime from anywhere. Learners find the online environment a convenient way to fit education into their busy lives. The ability to access a course from any computer with Internet access, 24 hours a day, seven days a week is a tremendous incentive for many of today's students. Some of the main advantages of online learning include:

- Convenience: 24/7 access from any online computer; accommodates busy schedules; no commuting, no searching for parking.
- Enhanced Learning: Research shows increased depth of understanding and retention of course content; more meaningful discussions; emphasis on writing skills, technology skills, and life skills like time management, independence, and self-discipline.
- Levelling of the Playing Field: Students can take more time to think and reflect before communicating; shy students tend to thrive online; anonymity of the online environment.
- Interaction: Increased student-to-teacher and student-to-student interaction and discussion; a more student-centered learning environment; less passive listening and more active learning; a greater sense of connectedness, synergy.
- Innovative Teaching: Student-centered approaches; increased variety and creativity of learning activities; address different learning styles; changes and improvements can translate to on-ground courses as well
- Improved Administration: Time to examine student work more thoroughly; ability to document and record online interactions; ability to manage grading online.
- Savings: Accommodate more students; increased student satisfaction = higher retention and fewer repeats.
- Maximize Physical Resources: Lessen demand on limited campus infrastructure; decrease congestion on campus and parking lots.
- Outreach: Give students options; reach new student markets; appeal to current students thus increasing enrollments.

SUGGESTIONS:

- Familiarize yourself with online learning practices and expectations: Many people jump into online courses with a lackadaisical attitude. If you take that approach, you'll cheat yourself out of valuable content.
- Confirm the course's technical requirements: The main difference between studying online and studying in the classroom is that you're responsible for the learning environment.
- Ensure reliable internet access: If your internet access isn't reliable, you might get interrupted throughout your course. Worse, you'll waste your time and resources.
- Create a dedicated study space: You don't need to replicate your third-grade classroom in your home to participate in online learning. However, you do need a comfortable place to work.
- Identify your learning objectives and goals: Earlier, you decided what you wanted to get out of your online course. Now you need to learn your instructor's objectives and goals.
- Build a study plan: Now it's time to get serious about your actual study sessions. If you have a written, stable plan, you'll be more likely to stick with it after you start your course.
- Leave room for error: Something might come up in the middle of a course, such as a sick child or an unexpected deadline at work. Try to leave yourself a little wiggle room in your schedule to accommodate those unexpected setbacks.
- Create a study calendar: A calendar works best for sticking to a regular routine. You can pencil in study times around work, family, and friends so that it becomes one of your top priorities.

CHAPTER: 5

LEARNING EXPERIENCES AND CONCLUSION

CHAPTER 5: LEARNING EXPERIENCES AND CONCLUSION

LEARNING EXPERIENCES:

- Opportunity to learn new concepts.
- Opportunity to get explore new insights.
- Added value to the learning.
- Learned professional communication.
- Learned to collect relevant information.
- Learned to be persistent to complete the task.
- Learned to create a balance between collaborative and individual work.
- Learned to work independently.
- learned about the methods and issues.
- Studied about Digital Learning.
- Studied about Digital Learning Platforms.
- Studied about benefits of Digital Learning Platforms.
- Studied about impact of Digital Learning on Students of Higher Education.

CONCLUSION:

Digital Learning encompasses a range of technologies such as the worldwide web, email, chat, new groups and texts, audio and video conferencing delivered over computer networks to impart education. It helps the learner to learn at their own pace, according to their own convenience. Online Education requires a great deal of resources and careful planning. After going through the pros & cons of Online Learning, it becomes difficult to give judgement whether online Learning is a boon or bane. We are well aware about the positive side of online learning but the harm it does to a person or the society as a whole need to be debated upon. At present, we would like to conclude by saying that online learning is an excellent option in education, particularly when there are hindrances to traditional learning situations. For example, some people wish to continue their formal education but do not live within drivable distance of a college or university and don't find it feasible to commute daily. With E-learning environments, students can maintain the teacher learner relationship from different places at different times. Teachers of E-leaning programs need to be trained in information technologies and internet in order to be associated with their students in virtual classrooms. Additionally, they have to have the ability to administer all applications successfully and to follow the developments in pioneer countries in e-learning and distance learning. Models of E-learning that exclude any face to face contact may have limited prospects, but blended learning offers significant potential both on and off campus and should be pursued if the benefits of online learning are to be fully realized. So, to minimize the negative impact of online learning, blended learning can be provided at all levels of education.

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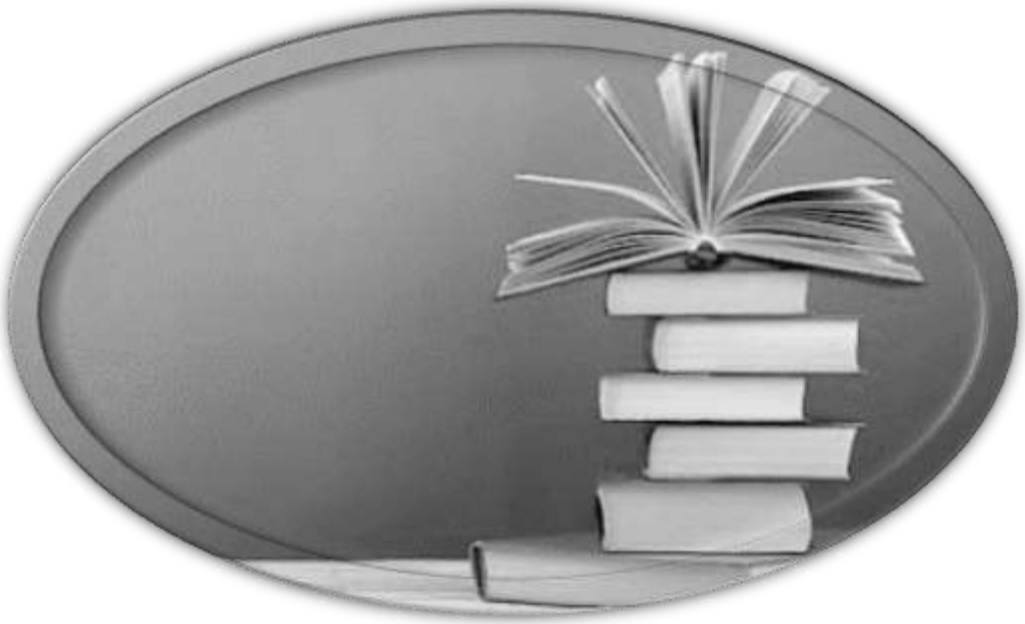

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19-Nov-2021	Discussion of title of the study, objectives of the study, statement of the problem, and need of the study.	
30-Nov-2021	Discussion of research methodology, tools for data collection and limitations of the study.	
09-Dec-2021	Discussion of digital learning, digital learning platforms, advantages and disadvantages of digital learning, and SWOC analysis.	
18-Dec-2021	Discussion of outcomes of the study, learning experiences and conclusion.	