

E-LEARNING, BETWEEN PRESENT AND FUTURE

Ilie (Popa) Georgiana-Florina, Institution name The Bucharest University of Economic Studies

Stanciu-Gorun Lucian, Institution name The Bucharest University of Economic Studies

Tanase Alina, Institution name The Bucharest University of Economic Studies

ABSTRACT

Efficient and convenient access to the latest information and knowledge. E-Learning contains the latest and most effective teaching methods, the present and the future of e-learning is an effective competence within the reach of the teacher and the student. Competence and experience in solving problems can be easily gained if the interdependence between physical reality and virtual reality is constantly taken into account and if efforts are made to acquire new knowledge. The e-Learning technologies spread today are the result of the evolution of both the pedagogy that has entered the field of manifestations in education and the advanced technologies that have entered the field of education. Software resources continued to be used for courses and teaching materials, providing rich educational content. The diverse use of IT to support and develop learning and assessment, the migration of e-Learning to the cloud, and the use of resources that are provided as an Internet service represent the future of e-learning because it offers many technical, functional, and financial benefits. Progress in the information society requires e-Learning. Standards are characterized by reliability, durability, management, accessibility, and transparency. These standards have many advantages such as a personalized learning system with dynamic and interactive technologies, different pedagogical methods, synchronous-asynchronous interaction, and administration.

Keywords: Information, Technologies, Evolution, E-Learning, Accessibility, Internet

INTRODUCTION

Since ancient times, the transfer of knowledge has taken place between teachers and students, practically from human to human. In the last 20 years, telecommunications have also influenced the evolution of the educational field, thus leading to the emergence of new training methods that are an alternative to the traditional ones. Continuous training throughout life has led to the emergence of continuous education, at a distance and from here, of e-learning systems.

The present and future e-Learning, is a competence, an effective tool within the reach of both the teacher and the student. The competence and experience in solving problems can only be obtained if the interdependence between physical reality and virtual reality is permanently taken into account and if efforts are made to acquire new knowledge.

The e-Learning platforms have got through different stages from simple (2001) to enterprise-type (2007) and portals (2011), now focusing on content and collaboration. The implementation of IT technologies in education is not a new concept.

Software and hardware resources have been and are being used for courses and teaching materials with rich content. The differences between the types of education concern the strategies, methods, and technologies used as they have evolved.

Japan offers the clearest illustration of a trend visible to all the great powers - that of making national greatness the ultimate goal of education, the aim being to produce citizens devoted to the state by cultivating their passions and useful to the state by the knowledge they have acquired.

While American public schools are successfully developing a form of education that seeks to transform an erogenous crowd into a nation (Bertrand, 2010). The above are just two examples of nations implementing a creed, a rather radical creed I would say, these being far from an ideal to follow anywhere and anytime, passionate beliefs do not produce stability, but either progress or disaster. Neither character nor intelligence will develop as well or freely as the teacher's love leaves much to be desired (Bertrand, 2010).

The purpose of early education is to shape instincts in such a way that they can produce a harmonious, constructive, not destructive, loving, and not grumpy, courageous, frank, and intelligent character (Bertrand, 2010).

All this can be achieved and is largely achieved nowadays if they have the right treatment and a balanced education from an early age.

Today much is done on the education of instincts, not as in the past when education was done through fear and punishment only so it is considered that one reaches a certain discipline and virtue, which nowadays we know that this behavior denotes only frustration and why not mental problems.

But none of this is possible without love, now, especially with today's technology, but the lack of love for ourselves, for our children, often prevents its application. Only when we come to create a youth free from fear, inhibitions, and rebellious or frustrated instincts will we be able to open the universe of knowledge to them freely and completely!

"*Investment in human resources*" through additional investment in higher education and on-the-job training, will increase the quality of the workforce. (Becker, 1993)

The way of defining and providing information through current technologies is innovative. All these technologies contribute to a transition in education that places learners in the role of role-taught persons through an interface for education, encouraging them to take a more active role in their edition. The standardization of technology is the result of using the Internet, which has fundamentally transformed the way of socialization.

Distance learning, which is offered on the Internet, is based on synchronous technologies such as chat, audio-video conferencing... which are modeled by participants, and synchronous technologies, www, e-mail, and messengers, which are computer-centric, practically the connection-interaction takes place via a computer.

E-learning models have been presented so far, based on the best elements of education; they are traditional systems for better education of classical methods.

- a. The self-directed model is addressed to students who have experience in continuous development, audio presentations, multimedia, and web pages.
- b. The facilities model is practically a combination of the individual e-mail model, a discussion forum where the transfer of documents takes place; practically the administrator facilitates the access and answers the questions.
- c. Advanced model that uses web technology for the mechanism of the educational process, real-time audio-video transmission techniques.

CONCLUSION

From the beginning, we can say that the e-learning system has many advantages: a personalized learning system, dynamic and interactive technologies, diversified pedagogical methods, synchronous and asynchronous interactions, online administration, and accessibility.

Of course, as in any system, we are hit by the major disadvantages of e-learning programs: a very high student withdrawal rate, the need for minimal computer skills, and high costs.

Online learning is a much easier read, being made of reusable materials, and another strong point would be to edit reviews much easier.

At the moment, there is a great emphasis on content and collaborative time, with each student being able to manage the content and assign it.

Of course, using these platforms, we must also comply with a few minimum requirements: registration procedures, selection, registration, monitoring, and archiving.

The platform includes specialized tools for conducting online educational activities.

The characteristics of the e-learning platform played a very important role because: offers a friendly and adaptable interface, is customized by types of users, easy installation, configuration, administration, easy navigation, allows the creation of simple content in compliance with standards, allows import-export of content from files, resource files, allows the modification/editing of the content, offers facilities for online evaluation of students' activity, offers facilities for the inclusion of specific standardized educational content, facilities for managing the teaching activity, the possibility to send surveys to students.

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