MULTIMEDIA AND TEACHING OF ENGLISH LANGUAGE

Dr. G. KARTHIGA
ASST. PROF. DEPT. OF ENGLISH, SRI VIDYA KAMACHI COLLEGE OF ARTS AND SCIENCE FOR WOMEN, MECHERI, SALEM
Email: gkitech@yahoo.co.in
doi: doi.org/10.33329/rjelal.73.15

ABSTRACT
Computers have exponentially become more authoritative in our day today life. Today’s youngsters and even children use android smartphones to collect information from every part of the world. They expose their speed which is equal to spacecraft. In this global competitive world, Indian Education system can sustain only if they have high level of modernization and resourcefulness in teaching English. Traditional educational teaching methods and approaches have created a mismatch between what is taught to the students and what is needed by the society. Multimedia for English Language Teaching focuses on the instructive, imaginative and practical aspects of English literature text that is incorporated through computer technology for effective learning of the students. The power of multimedia defamation is in the capability to ignite the thought and action centres of students learning English through stunning pictures, sounds and video along with textual material.

Introduction
In the past, News papers and radios were used as means of communication in all parts of the world. Later computers, pagers and next came cellular phones to replace Newspapers as initiative for modern technology. Further technology was reshaped with internet and had great development in the field of technology. Standard protocol in internet helps users around the world. Internet is linked with networks that are associated with private, public, academic institution, business, and government. The Internet transmits broad range of information through World Wide Web (WWW). Internet in computers has given birth to new services such as voice and video features. Newspaper, book and print publishers are adapting to web site technology, and uses blogs and web feeds.
together to lead a successful life in the current knowledge-based society.

According to Watson, the first and best key area for ICT application is Education. ICT is apparent that it acts as a catalyst for transformation in teaching and learning styles according to the needs of present students. Traditional methods can be outdated and replaced with ICTs. Future is predictable with Information and Communication Technology tools. By using modern Information and Communication technologies, students can acquire required information in no time. They can access information through e-mail questions to a particular person and can progress their learning by using ICTs. Teachers are essential link in the education chain between students and society. They should make use of internet, search engines like google and Mozilla firefox, and websites to collect information with current affair.

Multimedia is defined as any amalgamation of text, graphic, sound, video and animation. Multimedia is a great feature in teaching and learning a language. One should have creative, technical and organizational skill to manipulate through a multimedia project. Multimedia has moved a step forward from normal motion pictures to voice command, touch screen correction, messaging and video capture which is called as interactive multimedia. Interactive multimedia can be called hypermedia. Hypermedia extends Multimedia with links in browser that can be accessed through computer.

Multimedia helps the students to comprehend better about the topic that they are learning. By enabling teacher to have access in multimedia, they provide a positive support by concept progress. Even if the teacher is being more centered and concerned about teaching the subject, they help the students to understand the topic independently through multimedia. The development of multimedia allows students to learn effortlessly not just in college or school but also at home. This will potentially help students to look up their learning skills. Interaction with students can be made efficient by incorporating multimedia text, graphic, video, sound and animation.

**Characteristics of Multimedia**

- They are controlled through computer.
- It should be integrated with speaker, headphone, mic, microphone.
- Interactive and user friendly- the user can assign start and end time, and they can also deepen the content as needed.
- It is finally presented through various digital signals.

**Multimedia and students**

Teaching is a profession and trained teachers are professionals. Trained teachers should therefore show signs of great skill in teaching. To achieve this, teachers should be specialized with high standards of effective teaching through knowledge of current technology usage. Today’s students are immersed in diversified mode of technology. They use mobile phone with internet and access information immediately. Children are greatly exposed to computers, Internet, instant messaging, social networking sites, and android mobile phones that provide in no time contact through worldwide. Currently digital students learn more through youtube, facebook, Whatsapp and Instagrams. When student teachers are engaged in significant, pertinent, and intellectually inspiring schoolwork which are linked to modern technology will help them to widen the horizon of learning. Educating media-competent student teachers to face more competent students in future to handle effective tools of multimedia is the need of the hour. Education institutions may either assume a leadership role in the conversion of education or be gone behind in the whirl of quick technological change.

**Multimedia in classroom teaching**

Multimedia in classroom involves selection and gradation process as students should be taught from basics.

- Students at lower level can be taught with shapes, colors, pictures of animals and birds, sound of the animals, animated stories of Aesop’s tales, rhymes.
Students at middle level can be taught with simple and basic conversations of active and passive vocabulary, phonetic and pronunciation.

Students at higher level can be taught with conversations of different situations presented in the form of movies, story development with picture and self-introduction videos can be presented.

Multimedia Games

- Word building- to develop English vocabulary
- Jeopardy games- to develop critical thinking
- Substitution tables- to develop grammar
- Finding characters- to develop memory
- Interactive games- to develop LSRW skill

Multimedia and Virtual reality- a new era of learning

At present, teachers in India are not aware of Virtual Reality. It is a step forward in multimedia and computer technology. Virtual Reality incorporates computer technology to create a real time environment in an artificial environment. The program is saved in a software and executed as needed. It involves listening and hearing. It includes 3d images which are movable and creates a false feeling of closeness. It is also surrounded by sound. It involves Haptics technology that provides a pseudo-tactile feeling. Another footstep in the field of technology is Virtual reality in teaching and learning. It can provide fun with interactive games.

It is provided with special goggles attached to Virtual Reality box. There are various activities in Virtual reality that can be used in English Language Teaching.

- Two various environments can be provided for students to explore their experience through perception. Student can explain their perception in English to develop communication skill. It also develops Listening skill.

English plays can be presented to experience surroundings.

It can include cardboard, quiz and role play games in English.

Youtube acts as library for Virtual Reality users.

Individual experience can be jotted down by the students.

To achieve the full profit of multimedia in learning and teaching English, it is essential that teachers should have essential skills and competencies to deal with modern multimedia tools. Education institutions must provide innovative new pedagogies and tools for learning. They must also provide training for both teachers and students to handle and best utilize new technologies like Virtual Reality for effective learning of English. To carry out these goals, curriculum and syllabus should be prepared have access to new tools of learning.

Effective use of Multimedia

i) Proper infrastructure and scientific support should be provided by administration

ii) Multimedia through ICT’s can be incorporated in syllabus

iii) Access to E-journals should be available

iv) Word processing, Database, Spreadsheet etc are different tools of multimedia that help the teachers in different assessment mode.

v) Multimedia prepares teachers to utilize their skills in the virtual classroom situation and also make students for their prospect occupation and social life.

vi) Teachers must provide technological support to students to learn using motion picture, animation, simulation training.

Conclusion

If the teacher is highly prepared with multimedia technology, the student will also be equipped with technology. It removes the traditional method of teaching and prepare teacher to apply current method of teaching. Multimedia bridges the
gap between teachers and students. Multimedia teaching helps teacher to inspire students’ growing attention in learning. Multimedia has been an important weapon for educators to develop their teaching. It helps them to create their own content based teaching. Multimedia moves both teachers and students to another level from traditional method of teaching and learning.

References


