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**Title:** Changes And Adaptability in Blended learning.

**Keywords:** Education in India, Adaptation of new change for blended learning

**Abstract:**

Food, water, air are the three important needs for every person till 21st century. In 21st century technology arrived in our day to day life. As it introduces it becomes important part of every stage of human life from Birth to Death and after Death also it become necessary. This technology changed a lot thing in human life. Food, water, air and technology becomes fourth compulsory need of every person.

With the arrival of technology education system also changed. In India before 21st century student lives in “Gurukul” in Gurus ashram for learning purpose. But as time changed “Gurukul” system changes and school system arrives people get adopted with it. In 21st century with the arrival of Technology people used to learn by sitting in their home except visit to college or school. Learning process changed with Advanced Pedagogy. Society gets adapted to this blended Learning even school and societies get adapted with this so easily within few days. Society accepted this new change very positively and in India this new change frames first step of New Education Policy.

**Introduction:**

The meaning of education differs from place to place and from time to time. It has passed through many ages and stages of evolution. At every stage it has had a different meaning according to existing social conditions. The term education is derived from the Latin word ‘educate’ which means to ‘educate’, to ‘bring up’ or to ‘draw out’ the latent powers of child. Confirming to this meaning Durkheim defined education as “the action exercised by the older generations upon those who are not yet ready for social life. Its object is to awaken and develop in the child those physical, intellectual and moral states which are required of him both by his society as a whole and by the milieu for which he is specially designed. The term education has different meanings. Each person interprets the word in terms of his past experience, his needs and purposes. Education is the social process by which individual learns the things necessary to fit him to the social life of his society. The parents, the teachers, administrators, religious leaders, politicians and artists interpret the term education in their own ways. For example, to a student, education means acquisition of knowledge, receiving a degree or diploma. This statement may claim that it means to train individuals as ideal citizens. A teacher may interpret education as means for creation a new man and new society.

Education is interpreted in two senses, “narrow’ and ‘broader’ sense. Education, in narrow sense, is a planned, organized and formalized process. It is imparted at a particular place (School, College, and University) and at a definite time. Its curriculum is also formal. In narrow sense education is limited to classroom. In broader sense education is not related to schooling or teaching. Education is a continuous ‘process’. Education of human being begins at birth and it ends with his death. He leans throughout his life. There is no end to it. Education is much more than schooling. The child goes on reconstructing his experiences throughout the whole life. Instruction ends in the classroom, but education ends only with life.

**Change:-**

In India before 21st century student lives in “Gurukul” in Gurus ashram for learning purpose. But as time changed “Gurukul” system changes and school system arrives people get adopted with it.

**Adaptability:-**

Different Aided, Un-aided School of various mediums established in Society and as per Parents need they get admission for their child in School.

In 21st century with the arrival of Technology people used to learn by sitting in their home except visit to college or school. Learning process changed with Advanced Pedagogy & Society also get adopted to this. Even in school and society all get adapted with this so easily within few days. Society accepted this new change very positively and in India this new change frames first step of New Education Policy.

Advanced Pedagogy gives us different new teaching of strategy out of this Blended learning is one strategy this allows for personalized education, replacing the model where a teacher stands in front of the classroom and everyone is expected to stay at the same pace. "Blended learning allows students to work at their own pace, making sure that they fully understand new concepts before moving on." A classroom environment that incorporates blended learning naturally requires learners to demonstrate more autonomy, self-regulation, and independence in order to succeed. If teachers offer a form of initial program orientation before introducing blended learning strategies, it can better prepare students to feel confident navigating the different components and developing a stronger sense of independence.

Blended learning, and eLearning as a whole, has seen rapid change in the past two decades, beginning in 1998 with the first generation of web-based instruction. Computers were no longer just for organizations and the wealthy few, but for the masses.

Blended learning is introduced as it is useful for an enabler  
It gives students an opportunity to be challenged in different ways, introducing new visuals and devices through which your lesson content can be interacted with.

**IN era of 1960 to 1990:-**

Technology-based training emerged as an alternative to instructor-led training in the 1960s on mainframes and mini-computers. The major advantage that blended learning offers is scale, whereas one instructor can only teach so many people. In the early 1990s, CD-ROMs emerged as a dominant form of providing technology-based learning as bandwidth through 56k modems wasn't able to support very high quality sound and video.

**Changes:-**

CD-ROMs emerged as a dominant form of providing technology-based learning **Adaptation:-**

AICC, Aviation Industry Computer-Based Training Committee, was formed in 1988 and companies such as Boeing used CD-ROMs to provide training for personnel.

**Changes:-**

The limitation to CD-ROMs was tracking completion of coursework, so new learning management systems emerged as a way to facilitate progress tracking. **Adaptability:-** The aviation industry used this heavily to track how well one did on courses, how much time was spent, and where someone left off. Higher Education Authority makes (LMS) learning management systems compulsory to College.

**After 2000:-**

In this era technology blooms in every section and all people intends to use it frequently. In Education sector people try to use it for various purposes like admission ,teaching and learning and evaluation purposes.

**Changes:-**

Modern blended learning is delivered online, although CD-ROMs could feasibly still be used if a learning management system meets an institution's standards. Some examples of channels through which online blending learning can be delivered include webcasting (synchronous and asynchronous) and online video (live and recorded).

**Adaptability:-**

In recent days Solutions such as Khan Academy, BYJJUS  have been used in classrooms to serve as platforms for blended learning. When it comes to blended learning, a rotation approach, students in groups move through a set of online learning activities in the classroom with the guidance of a teacher. In other words, teacher-led instruction is minimized, and the students engage in common tasks online.

IT literacy can serve as a significant barrier for students attempting to get access to the course materials, making the availability of high-quality technical support paramount. Other aspects of blended learning that can be challenging is group work because of difficulties with management in an online setting. Reportedly the use of lecture recording technologies can result in students falling behind on the materials.

After 2010 year we observe following changes

**Changes:-**

Simple mobile applications give information but students won’t get attracted to the content. For to develop students interest most attractive applications are required.

**Adaptability:-**

Below applications are very useful as they are giving 3dimensional effect too list and working style of application are as follow.

1. **AR &VR:-** Augmented Reality Inventor! AR by Augmented Class! is an amazing way to create and share Augmented Reality contents and interactions. In higher education, augmented reality is used for a wide range of applications. Faculty use AR platforms to incorporate gamification into curricula and create educational material. Through AR technology, teachers can materialize abstract concepts to help students visualize and understand challenging subjects. Augmented Class! allows users to create their own Augmented Reality (AR) projects through a friendly interface, without previous knowledge in computer development, in an easy and quick way, which can be used by teachers, students and parents through mobile devices, both in classrooms and out of them. It is quite literally changing the way we view the world and has found its way into several aspects of life. One of the most important of these aspects is education – AR is giving students a new point of view on their work and material, and is keeping them engaged in what they learn.

App developers have been creating educational AR apps since the technology was first invented, and it’s astonishing to see how far things have come. Let’s take a look at these educational AR apps.

1. **Experience Real History**

ERH uses Reality Boards and cards in conjunction with the app to give students a unique insight into history, starting with the 1836 Alamo. The cards showcase important figures from different times, and when two cards are viewed through the app, the students can learn how the two individuals interacted.

**3. Curiscope**

It uses the Virtuali-Tee, a T-shirt embedded with a code, combined with the company’s app, to give students a look into the human body. They can explore all of the systems and understand anatomy on a deeper level.

**4. 3DBear**

This application lets educators and students create their own AR experiences by placing 3D models on reality. It is not specific to any subject or grade, and can be used throughout various disciplines. Teachers also get a few lessons to get things started.

Such types of other application are useful for teaching in classroom, teacher and student both enjoys the process of teaching and learning, students get encouraged to learn in home also beside observing YOU Tube or any other such activities.

**Closure:-**

Society gets adapted to this blended Learning even school, AR is a fast-growing technology, and everyday advancements are being made to shape the world around us and change our views on education, science, anatomy, and more. Perhaps in the future, Augmented Reality will become a core part of the education system. Society accepted this new change very positively and in India this new change frames first step of New Education Policy.

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