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Course	DSR
Year Of Submission	2021
Module Code	BMSW4003
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ABSTRACT

In this report I have given all of my learnings which I have learnt in my Complete session about virtual learning like virtual learning is a part of Learning . In this report i elaborate all the results which I observe as a part of Virtual student at UWTSD London campus . I will discuss some of my experience and some of details and experience which I have read from books of teachers and from their observations of virtual study as a student .

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INTRODUCTION

In these days internet and computer has become a major part of our daily life. Sharing our views ideas and our lives by using internet with other people, has change a lot in the way we work, study and spend our free time. The decision to write this research paper relating to observe and find impact of VLE means computer and internet on students, (koistinen. n.d). According to Ahmad Fawaz Alzaghouli, "Delivery of education including the activities of instruction, teaching, learning and assessment through various electronic media is called E- learning. VLE helps the learner to get knowledge at a distance through internet. VLE enables people to learn at any time and at any place, for this we need a computer and an internet connection". According to Chorng-Chyang Ong *et-al* (2003) "Delivered or enabled experience by electronic technologies including the internet. Internet and extranet breaks the limitations of time and space and also creates many benefits, including reduced cost, regulatory compliance, meeting business needs, retraining of employees, low recurring cost and customer support.

According to Anderson, So many international studies declare that more use of technologies in the classroom does not guarantee learning will improve. According to Bressler L.A. (University of Houston-Downtown) *et.al*, Since the establishment of the Internet, and educators to take advantage of new technologies not only for research purposes or for marketing of their institution, but as a means of offering courses and even all online degree programs and to overcome the barriers of time and distance that can be otherwise prevent students from attending graduation or continue. Despite the

additional advances in technology, Internet technology alters the traditional relationship between student and teacher personal care for "a number". The efficiency of Internet technology is likely to be less effective than a traditional classroom.

According to Anderson (2008), Reporting on a number of international studies that the mere use of technology in the classroom does not guarantee learning improvement. Use of information and communication technology for learning process is called E-learning. E-learning is a term which is used to describe the online education and web based training etc. E-learning has become rapidly popular learning approach in higher educational institutions due to rapid growth of internet technology. VLE is a process of using information and communication technology (ICT) to enhance and facilitate teaching and learning. Actual use of VLE has significant effect in student's academic performance. E-learning use is associated with increased student's academic performance. In these days technology is a tool used to remove geographical barriers and facilitates everybody to learn anytime and anywhere in the world without the presence of the lecturer. The main of VLE is to increase accessibility of education and reducing the costs and time as well as improving student's academic performance. This approach of learning facilitates different students at different continents to attend the same classes almost at the same time. In these days technology is become a medium of teaching and learning without being at university campuses .

RATIONALE

VLE has become an increasingly popular learning approach in higher educational institutions due to the rapid growth of internet technologies. Use of information and communication technology to enhance and facilitate teaching and learning is called E-learning. According to Rogers (2018), In this modern age E-learning has a competitive advantage and many universities have implemented it and this has impacts on student's performance or GPA. However, still there are other universities and academic institutions that use very low interactive VLE which is not enough to contribute to the performance of the students. In contrary to that, other higher institutions use highly interactive VLE techniques which directly impact and improve the student's performance. According to Fisser and felliccione (2011) developments in information and communication technologies (ICTs) have impacted all sectors of society, including the education sector. In higher education, application of ICTs in form of VLE is already changing teaching and learning processes. There are many pedagogical and socio-economic factors that have driven higher learning institutions to adopt VLE. These include greater information access; greater communication via electronic facilities; synchronous learning; increased cooperation and collaboration, cost-effectiveness (e.g. by reaching different students and in greater numbers) and pedagogical improvement through simulations, Virtual experiences, and graphic representations. Both trainers and learners can choose more appropriate applications which are flexible in time, in place, personalized, reusable, adapted to specific domains and more cost-efficient.

RESEARCH OBJECTIVES

Technology

According to Pei-Chen sun and Hsing Kenny Cheng, The rapid development of computer and internet technologies has made e-learning become an important learning method. There has been a considerable increase in the needs for multimedia instructional material in virtual learning environment recently as such content has been shown to attract a learner attention and interests. The multimedia content alone, however, does not necessarily result in significant positive learning performance and satisfaction. Moreover, it is expensive to design and develop effective multimedia instructional content that leads to desirable learning performance and satisfaction. The objective of our paper is to propose and empirically test a model that examines the impact of the fitness of instructional content and media on learner performance and satisfaction. Within the overwhelming amount of technology acceptance studies the number of those studying the acceptance and use of virtual learning environment is small but growing.

Time Saving

According to Green (1999), In the last few decades with the use of internet, email, multimedia technology and intelligence tutoring system on campus the Computer Assisted Learning (CAL) system become so popular. According to a survey it is recorded that majority of college professors use email to communicate with their students and one-third of college courses utilize CAL technology. Similarly, according to the report of jones in 2012, that majority of

the college and university students own computers and wireless devices and use internet to enhance their learning experience and to save time. With the passage of time the use of internet is increasing rapidly that's why the training and learning institutions have devoted great efforts and large sum of money to develop VLE progress for use because it saves our time and increase our skills .

The students involved in higher education through distance learning need a venue to connect and actively engage with other member of the class, who they often have never met in person, and activities in distance education courses need to allow for students to apply their learning to authentic educational contexts, (Correia & Davis, 2008).

Decrease Workload

According to Wilson & Cole, (1996), an important goal of instructional Design is to devise materials for, and methods of, instruction that maximize the chance that learning is both straightforward for the learner and effective in its outcome. By "straightforward for the learner", we mean that as far as possible the complexity of what is to be learner is minimized. By "effective in its outcome" we mean that is learned develops the schemata to structure and encode what is learned so that when faced with future problems they are able to deal with them correctly and with minimal effort.

LITERATURE REVIEW

Research Methodology

Data collection

The respondents of the study are the students, who are involved in Virtual Learning Environment. Conventionally study was conducted to evaluate the impact of VLE on students. So, students are selected as respondents due to convenience and get better results.

Size determination

Simple random sampling was used to collect the data. Out of which 103 questionnaire, 100 questionnaires were received and are finally used for data analysis.

Research instrument

Data was collected by using questionnaire adopted. The questionnaire consists of 25 questions related to our variables. The respondent of this study were asked to rate on five point Likert scale 1 being agree and 5 being strongly disagree.

Findings

The findings of this study show that there are various different factors that affect the e-learning. From our study we find that virtual learning environment is strongly influenced by these factors like decrease workload, time saving and

technology. From our study we find that by using VLE we can save a lot of time and we can do our time in very less time. It is also found that by using virtual learning environment we can divide our workload and can reduce the burden of work. And in last we conclude that by using latest technology we can develop our VLE process in developed form which is easy to understand by everyone. So from our study it is found that there are various factors that affect the virtual learning environment system.

Virtual learning seemed to significantly improve students' satisfaction/engagement and recall. A total of 40 students attended the teaching sessions. The student group taught using the VLE had higher mean scores for retention than the didactic group; however, this was not statistically significant. Students' learning styles seemed to have no effect on their satisfaction/engagement and ease of learning. Three key themes emerged from the qualitative data: (1) the visuals were good/helpful, (2) the talk was informative, and (3) more details/visuals were required.

Conclusion and Recommendation

The key findings from this study suggest that there is a role for VLEs in the teaching of students. There is a need for the introduction of advanced technology into education as virtual reality, such as Virtual Environment has shown improvement in students' satisfaction, engagement, and recall. Whether virtual learning environment qualify students better than conventional didactic teaching is still undetermined, but these first results are encouraging. This study helps in understanding that how the time

saving, decrease workload and technology affect on virtual learning environment. The focus of our study was to examine the effect of virtual learning environment on students on the base of time saving, technology and decrease workload. My personal recommendation is according my observation is that virtual learning is a part of learning but physical classes is much better than virtual learning students learn more in physical classes not only course studies even learn other ethics .

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