A study development of E Learning App: Traditional To Technology Based Personalized Learning

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ABSTRACT

E-learning, sometimes referred to as digital education, has undergone several phases and changes over time. It complements the use of technology in the classroom with one or more online teaching resources. Studies from the past and present have uncovered a number of shortcomings and restrictions that seriously obstruct the inclusive performance and operation of the online education system. The Covid-19 pandemic has forced several nations to adjust to new circumstances in a number of areas, including education. The planning, execution, and adoption of resilient e-learning technologies in the online educational system are all supported by this research. To better comprehend its current situation, a thorough and critical evaluation of several connected past and present studies is conducted. Deciding which factors or barriers pose the biggest challenges and obstacles to stakeholders implementing e-learning technologies, as well as finding related solutions to prepare and implement learning strategies to shift into resilience e-learning technologies and role in modern and sustainable society.

KEYWORDS: E-Learning, online education, e-tutoring, Mobile Learning, Distance Learning.

INTRODUCTION

E-learning: E-learning is a method to education that makes use of electronic resources while adhering to formalized training. eLearning is characterized by the use of computers and the Internet, even though teaching can happen both within and outside of a classroom. E-learning is the delivery of education to a large number of people at the same time or at different times via a network- enabled transfer of skills and knowledge. Prior to now, this approach was not well-known since it was thought to lack the human element, which is crucialfor learning.

With the growing COVID-19 pandemic, online learning has become the new standard for both teachers and students. In order to study and stay current with their course online, students increasingly interact with teachers via video- conferencing applications. Many educational and learning apps are available for Android and iOS smartphones in India to help students during this period. Certain learning applications target specific disciplines of study, while others are study aids or concentrate on general subjects. Furthermore, educational applications in India facilitate comprehension of subjects through interactive means like animated films, rendering learning more enjoyable and natural compared to conventional methods. Some apps also have a live class option that helps answer questions right away. Here is a list of the top online learning apps available in India in case you're looking for them.

Today's plugged-in pupils learn nothing from completing mountains of worksheets and study aids, thus the traditional approaches to teaching don't work. Personalized learning opportunities, where instructional designs and academic-support strategies are customized to each individual student's needs instead of uniform lesson planning, are supported by modern learning theoryas an alternative to outdated, rote learning approaches. In addition to helping teachers and students

alike, this strategy fosters enjoyable and stimulating learning environments in the classroom.

Personalized education isn't anovel idea, but the development of classroom technology has facilitated teachers' creation and delivery of these student- centered classes. This article examines the advantages of tailored education and the ways in which technology offers substitutes for conventional "one- size- fits-all methods of instruction

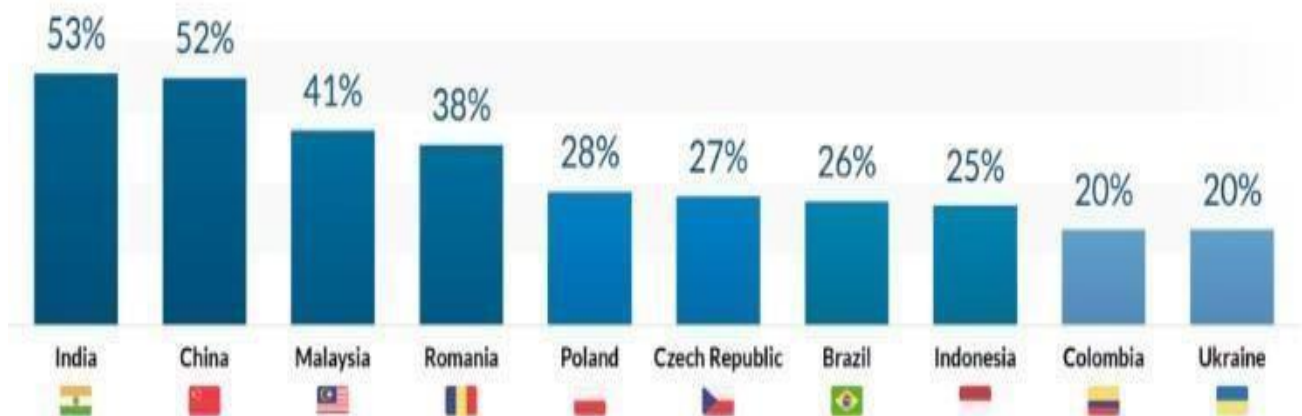how   educators   might   use   technology   to   plan,   carry   out,
and   assess individualized instruction:

WHY SELECT E-LEARNING APPS?

Top 10 countries with highest eLearning adoption rates

The form of traditional education is changing as a result of technologicalbreakthroughs like the creation of educational apps and e-learning software.

Where they can interact and work together electronically is what parents,educators, and students are searching for. These additional factors also contribute to the growing popularity of e-learning apps:

❖ These applications support structured, advanced education.
❖ E-learning applications enable productive communication.
❖ offers numerous choices inside a single application
❖ Provides easy access to education
 ❖ Makes performance tracking simple

1.1 ADVANCES IN TECHNICAL LEARNING APPS

The educational technology revolution, particularly eLearning, is shattering the barriers of the raditional classroom to improve a person's intellectual development. In fact, according to a survey by Global industry Insights, the eLearning industry is predicted to reach $325 billion by 2025, rising at a compound annual growth rateof 8%. Thus, if you're creating an e-learning application, keep up with the most recent technological developments in the industry. To get you going, consider these tendencies.

MOBILELEARNING:

According to a GlobeNewswire analysis, mobile learning is predicted to reach
$78.5 billion globally by 2025. The number of people choosing mobile learning is rising along with the number of smartphone users. Nonetheless, this trend is here to stay since mobile learning allows users to learn new skills whenever and wherever it's convenient for them. Other essential elements that support the mobile learning trend are accessibility and adaptability.Companies may create apps that boost user engagement to take full use of these immersive technologies.

GAMIFICATION:

No matter your age, learning is more engaging when it includes enjoyable components. The process of gamification adds fun and engagement to e- learning. It makes it possible for people to successfully engage with the educational content. Gamification strategies that are in high demand include progress bars, leaderboards, points, badges, awards for right responses, and more. The kids' learning app from Byju is an excellent illustration of how to apply gamification strategies.

ARTIFICIAL INTELLIGENCE:

AI integration gives e-learning a personalized touch. It can provide individualized learning recommendations that are catered to a user's requirements by assisting in the identification of the user's behavior and learning style. The opposite of artificial intelligence, voice assistants let students interact with course materials without needing help from teachers. Inaddition, AI facilitates teacher grading. It saves teachers a ton of time while yielding precise results.

MICROLEARNING

Too little time to devote to your education ? The answer lies in microlearning. The term "microlearning" describes the division of the entire educational process into several components. With this technology, pupils only have a few minutes to spare for each assignment. As a result, students are free to learn whenever and however they choose. In fact, according to experts, learning in short bursts is 17% more effective than traditional, lengthy sessions. It is therefore anticipated that microlearning would soon eclipse traditionallearning.

1.2 TYPE OF ELEARNING APPLICATIONS:

Many universities, colleges, and schools now primarily rely on educationalapplications, often known as e-learning apps, to deliver instruction. In order to both update the sector of education and provide instruction during the COVID- 19 pandemic, there is a greater need for these kinds of applications. Thepopular categories or types of e-learning apps are listed below:

E-LEARNING APPS FOR PRE-SCHOOLERS

Teaching preschoolers is not a kid's game; in order to help their students learn and develop, teachers must use creativity and innovation. With businesses like Quitch specializing in creating scalable and personalized educational apps for young children, schools can start the following initiatives:Teaching preschoolers is not a kid's game; in order to help their students learn and develop, teachers must use creativity and innovation. With businesses like Quitch specializing in creating scalable and personalized educational apps for young children, schools can start the following initiatives:

- Program for developing character and language skills;
- Improving abilities;
- Fostering creativity;
- Sharpening cognitive faculties;
- Enhancing problem-solving abilities

E-LEARNING APPS FOR TEACHERS

Teachers can substitute a modern, online learning environment for the more traditional one by using educational programs created specifically for them. Instructors have the ability to set assignments for their students and monitor their progress in real time. In addition, the following are additional advantages of this e-learning program for the teachers:

- Information access flexibility;
- Class scheduling flexibility;

- Parent and student communication ease;
- Push notifications informing students of upcoming events;
- E-learning apps for educational institutions

Applications for education created especially for the institutions enable them to provide online courses that students can enroll in from the comfort of their own homes. A quick registration, profile building, and enrollment procedure allows students to study new subjects that they are interested in. Institutions can use the app to do the following:

- Establish leaderboards to encourage competition among students
- As well as tasks and quizzes to assess their knowledge
- Abilities, and discussion boards to foster improved communication.

KAHOOT – GAME-BASED LEARNING APPLICATION
Many educational institutions and schools use the game-based learning tool Kahoot to provide fun and interesting instruction. With the software, you can make various learning games and quizzes on any subject and share them with other users. Participants can join the game by using a pin that the host has provided. Softbank has invested $215 million in the eLearning app, which has over 70 million active users.

DUOLINGO: E LEARNING APPLICATION
Another well-known e-learning program is called Duolingo, which offers a freemium approach for learning more than thirty different languages. In addition to other languages, the app offers classes in English, Spanish, French, German, Korean, Japanese, Swedish, and Danish. Language learning can be done whenever it is convenient for the user. Duolingo is an app that is available for Windows Phone, iOS, Android, and Windows 10 Mobile. It has been downloaded 500 million times overall. Additionally, on a $2.4 billion

BEST ONLINE LEARNING AND EDUCATION APPS IN INDIA
1 . BYJU's
2. UNACADEMY
3. VEDANTU
4. TOPPER
5. DOUBTNUT

BYJU'S

BYJU's, possibly the most well-known online learning app in India, is at the top of our list. While the program is primarily targeted at school-age users, there are courses available for competitive exams like UPSC, Bank PO, and JEE/NEET. There is a scholarship plan for kids in grades 4

through 12, even though the courses are paid, with tuition starting at Rs 3,500. Online courses for conceptual comprehension, question clarification, individualized learning, and one-on-one mentoring are also offered by BYJUs. Furthermore, the business recently invested in Whitehat Jr., an educational program that teaches children to code and was just incorporated into India's new educational framework.

BYJU'S FEATURES

- ❖ Courses for every Classes
- ❖ Scholarship Programme
- ❖ Preparation for competitive exam

UNACADEMY

Unacademy is the next Indian online learning app that's worth checking out. Given that it's one of the greatest apps for competitive tests, you've undoubtedly heard of it. Among other things, the Unacademy offers classesfor the UPSC, JEE, NEET, SSC, and bank exams. With daily live courses, practice, revision, and live mock tests, the app aids in your understanding of subjects. Similar to BYJU's, Unacademy charges for its courses, although it also offers some free ones.

UNACADEMY FEATURES

- ❖ Suited for competitive exams
- ❖ Live classes
- ❖ Live mock tests

OBJECTIVES :

- The main goal of the e-learning app is to replace traditional instruction with technology-based, tailored instruction.

- To determine the ways in which different e-learning applications serves a facilitator.

- To understand how students are switching from traditional to online schooling.

- To ascertain whether or not the students are content using the e-learning app in place of the conventional approach.

- To determine which components have a greater impact on learning and teaching.

REVIEW OF LITERATURE

The efficacy of different teaching-learning strategies has been the subject of several investigations and studies. Over time, the process of teaching and learning has undergone significant change. The constructivist method is employed in the current teaching-learning process. Constructivism postulates that education is a solitary endeavor. Under the constructivist paradigm, the teacher facilitates learning rather than acting as a wise man on stage. (2015 saw Singh and Sangeeta.) Constructivist teachers urge students to continuously review their understanding. In the constructive learning process, students actively construct "knowledge through experience, observation, documentation, analysis, and reflection," rather than passively acquiring knowledge. Through self- reflection and analysis of their learning processes, students in a constructivist

classroom become proficient learners. (In 2015, Bada and Steve)

cognizant of the general state of affairs as well as the caliber and volume of assistance and useful recommendations are vital. The validity of the constructive methodology is increased by the training that teachers receive and the qualitative and quantitative assessments that they conduct. A wide range of topics can be taught and learned using constructive methodologies.

In their work "Constructivism in science classroom: why and how," Dr. Sunita Singh and Sangeeta Yaduvanshi (2015) argued that constructivism is beneficial for teaching science in the truest sense— that is, not just as a body of information but also as a method for understanding one's environment. The knowledge and application of the material that students gained through constructive learning "did have some impact on their performance in mathematics and that they were able to 2013). Use of constructive strategies guarantees that challenging subjects are learned easily and effectively. Students that are taught constructivism become more critical thinkers. Modern learners learn by comprehending the subject; rote learning was a tactic of the past.

According to Renu Yadav (2016) in "Role of Constructivism in Learning," scaffolding aids students in "developing the ability of reflection" in the constructivist classroom. It improves their ability to cultivate a "critical voice and shared vision," which boosts academic performance and fosters leadership development as well as "socio-emotional learning." M-learning has a significant influence on the teaching-learning process in the context of contemporary education. In the document "Survey Paper on Mobile Learning and Education," written by Adnan Majeed (2015), it is explained that mobile learning has numerous business and educational applications and completely changes the educational landscape. To be more productive in their studies, students are using cellphones, tablets, iPads, PDAs, and online

RESEARCH METHODOLOGY

Descriptive research design was the method employed for this investigation. I decided to use descriptive research as my survey technique in order to find out what the target demographic thinks about the e-learning software.

Sample Design:
Sample Frame
The people who are aware of using e-learning apps and live in Jalgaon City would be the research population.
Sampling Method:
For my survey, I applied the Judgmental Sampling approach.
Sample Size:
100 persons in total who now use online learning resources make up the sample size.
Sample Area:
I would gather information from people who are currently using e-learning services in the Jalgaon city approximate region, which would have served as the sample area.
DATA COLLECTION:
Primary Data Research:
To obtain primary data, an undisguised structured questionnaire is employedas the instrument.
Participants in this study are residents of Jalgaon city.
**Data:-** Secondary data is gathered via online sources.
Secondary TOOLS FOR ANALYSIS: MS Excel and SPSS are the tools employed in this analysis.

RESULT & DISCUSSIONS

Education Qualification

| Education	Percent
Primary School	9.6
Secondary School	35.4
Higher Secondary School	19.7
Under Graduation	20.0
Post Graduation	15.3
Total	100

Interpretation: According to the pie chart above 35.4% of pupils attend secondary school. Following primary school 9.6% of students use various e- apps for e-learning, and 20.0% students are graduates

.
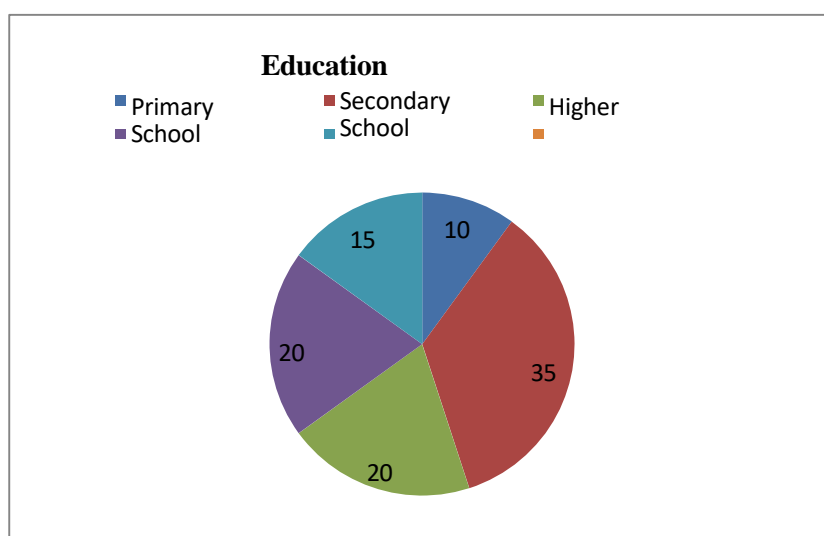
Of the students that responded, 15.3% identified themselves as post-graduate students. Higher secondary school students make up 19.7% of the student body. Based on this information, we can thus draw the conclusion that the majority of students utilizing e-learning apps are classified as secondary, undergrad, and upper secondary school students because they attend board schools and are at an age when they may further develop their abilities.

**Which of the following teaching methods do you think is most appropriate during the Corona pandemic?**

Teaching Methods	Percent
Traditional Education	13.58
Technology education	86.42
Total	100.0
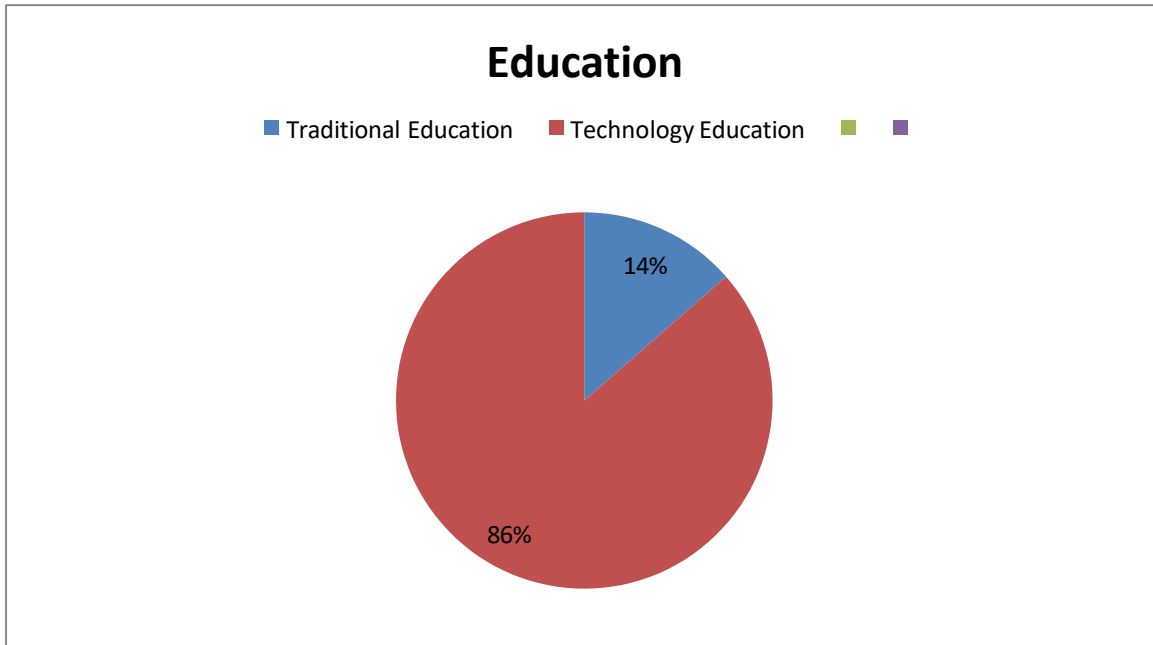
Education

Interpretation: Based on the aforementioned data, we may determine that 86.42% of students receive their education through technology, whilst just 13.58% receive it through traditional means. Thus, we may conclude that e- learning and technology-based education have a lot of potential in the future.

How long can you sit in front of a digital device for the purpose of onlinelearning?

User Capacity For Online learning	Percent
Valid Less than 1 hour	13.6
1 Hour to 3 hour	56.8
3 hour tp 5 hour	24.7
More than 5 hours	4.9
Total	100.0

Users Capacity For Online Learning
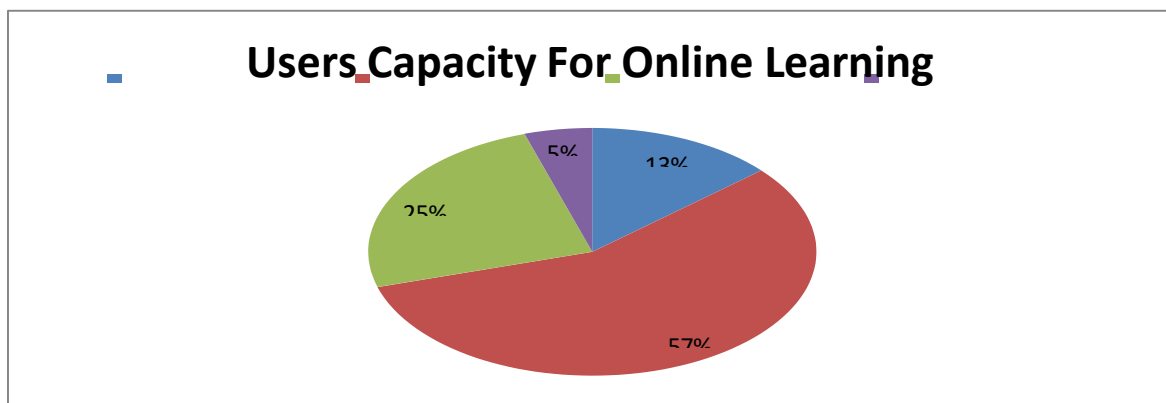
Interpretation: 56.80% of students said they could study online for one to three hours while sitting in front of a digital gadget. Of the 100 students surveyed, 24.70 percent claimed they could spend three to five hours in front of an online learning platform. Thus, it can be inferred that during regular school hours, pupils studied online rather than in a traditional classroom. it hasan effect on them as well.

Do you think that constantly sitting in front of a digital device of a student can cause any loss of life?

of Respondent	Percent
Valid Yes	58.0
No	12.3
can not say	29.7
Total	100
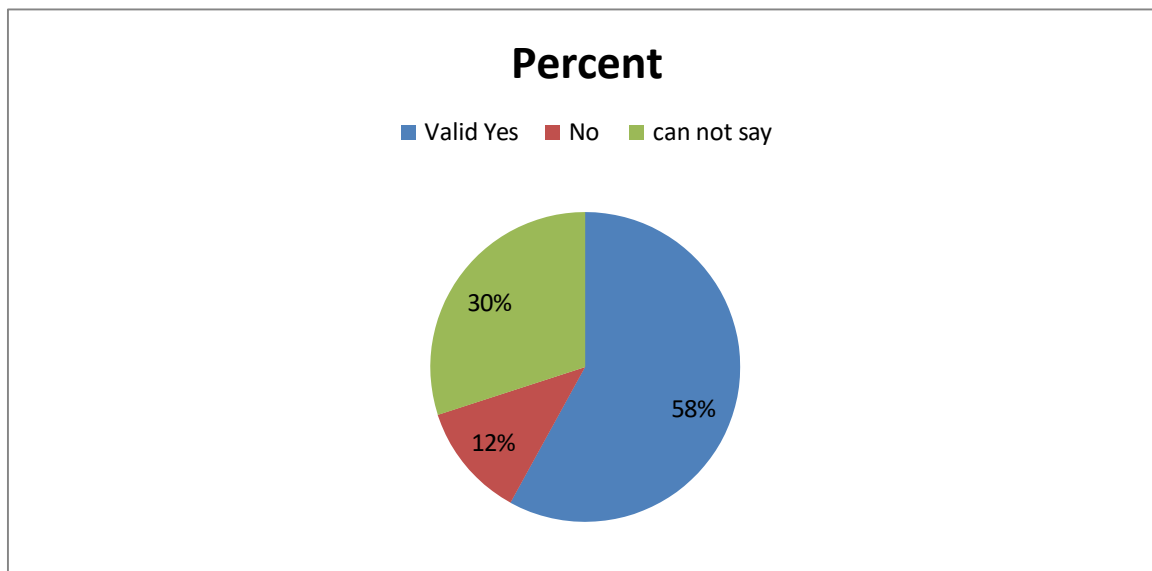
Interpretation: Of the all responses, 12.3% students stated that there is no cause or loss of life associated with continuously using a digital device, while
58.0 %students stated that using a digital device continually results in a loss of life.
According to 29.7% of students, using a digital device all the time has no meaningful effect on them.

Which device do you usually use every day for online learning?

Device Of Respondent	Percent
Valid Smartphone	38.3
Tablet	23.5
Desktop Computer	19.8
Laptop	14.2
Television	4.3
Total	100

interpretation: According to the pie chart above, 38.3% of students use smartphones for regular online study, followed by tablets 23.5%and desktop computers 19.8% for instructional purposes. Merely 14.2% of people use laptops for educational purposes. And 4.4% people use television .Thus, based on this, we can conclude that smartphones are a decent and affordable item that the majority of students currently use.

Which of the following 1 Service do you find more appropriate?

Service	Percent
Byjus	49.4
Vedantu	16.7
Unacademy	17.9
Topper	8.0
5	8.0
Total	100.0

Service

Valid Byjus   Vedantu   Unacademy   Topper 5

Interpretation: We are aware that many businesses are offering online education services in the wake of the COVID-19 pandemic, but it can be challenging to determine which of these businesses is better known

for their offerings in terms of both quality and service and without first knowing how the students would react. According to the aforesaid data, 49%.40% of students prefer the Byjus e-learning service, while 17.90% use Unacademy and 16.70% use Vedantu. have concluded that the majority of students are influenced by

advertisemearning service, while 17.90% use Unacademy and 16.70% use Vedantu.We have concluded that

the majority of students are influenced by advertisements.

8%

49%

Rate the 1 platform you choose from 1 to 5 based on the followingaspects. [Level of Premium]

Opinions	Percent
Strongly dissatisfied	10
Dissatisfied	15
Satisfied	33
Strongly Satisfied	42.4
Total	100.0

17%

Interpretation: According to the data we have found that 42.1% of students are Strongly satisfied ,and 33% students are satiesfied . Followed by 15% students dissatisfied and 10% students are strongly dissatisfied .Students who are strongly satisfied occupied highest percentage in given chart and students who are dissatisfied occupies lowest percentage in given chart.

Rate the 1 platform you choose from 1 to 5 based on the followingaspects. [Audio of Teacher]

Opinions	Percent
Valid Strongly dissatisfied	4.7
Dissatisfied	13.6
Satisfied	63.3
Strongly Satisfied	18.4
Total	100.0

Interpretation: According to the data we have found that 18.4% of students are Strongly satisfied ,and 63.3% students are satisfied . Followed by 13.6% students dissatisfied and 4.7% students are strongly dissatisfied .Students who are strongly satisfied occupied highest percentage in given chart and students who are dissatisfied occupies lowest percentage in given chart

Rate the 1 platform you choose from 1 to 5 based on the following aspects. [Video Quality]

Opinions	Percent
Valid Strongly dissatisfied	5
Dissatisfied	15
Satisfied	50.3
Strongly Satisfied	29.7
total	100.0

Interpretation: According to the data we have found that 29.7% of students are Strongly satisfied ,and 50.3% students are satisfied . Followed by 15% students dissatisfied and 5% students are strongly dissatisfied .Students who are strongly satisfied occupied highest percentage in given chart and students who are dissatisfied occupies lowest percentage in given chart.

Rate the 1 platform you choose from 1 to 5 based on the following aspects. [Presentations]

Opinion	Percent
Valid Strongly dissatisfied	5.9
Dissatisfied	12.1
Satisfied	52.2
Strongly Satisfied	29.8

Total	100.0

Interpretation: According to the data we have found that 30% of students are Strongly satisfied ,and 52% students are satisfied . Followed by 12% students dissatisfied and 6% students are strongly dissatisfied .Students who are strongly satisfied occupied highest percentage in given chart and students who are dissatisfied occupies lowest percentage in given chart.

Rate the 1 platform you choose from 1 to 5 based on the following aspects.
[Class Participation]

Opinion	Percent
Valid Strongly Dissatisfied	6.3
Dissatisfied	16.1
Satisfied	47.6
Strongly Satisfied	30.0
Total	100.0

Interpretation: According to the data we have found that 30.0% of students are Strongly satisfied ,and 47.6% students are satisfied . Followed by 16.1% students dissatisfied and 6.3% students are strongly dissatisfied .Students whoare strongly satisfied occupied highest percentage in given chart and students who are dissatisfied occupies lowest percentage in given chart.

Rate the 1 platform you choose from 1 to 5 based on the following aspects. [Attendance]

| Opinion	Percent
d Strongly dissatisfied	5.1
Dissatisfied	12.7
Satisfied	49.3
Strongly Satisfied	32.9
Total	100.0

Interpretation: According to the data we have found that 33.9% of students are Strongly satisfied ,and 49.3% students are satisfied . Followed by 12.7% students dissatisfied and 5.1% students are strongly dissatisfied .Students who are strongly satisfied occupied highest percentage in given chart and students who are dissatisfied occupies lowest percentage in given chart.

4.11.   Rate the 1 platform you choose from 1 to 5 based on the following aspects. [Facing Technical Problems]

Opinion	Percent
Valid Strongly dissatisfied	7.1
Dissatisfied	9.0
Satisfied	48.5
Strongly Satisfied	36.4
Total	100.0

Interpretation: According to the data we have found that 36% of students are Strongly satisfied ,and 48% students are satisfied . Followed by 9% students dissatisfied and 7% students are strongly dissatisfied .Students who are strongly satisfied occupied highest percentage in given chart and students whoare dissatisfied occupies lowest percentage in given chart.

Rate the 1 platform you choose from 1 to 5 based on the following aspects. [Strict Level]

Opinion	Percent
Valid Strongly dissatisfied	7.7
Dissatisfied	13.3
Satisfied	49
Strongly Satisfied	30.1
Total	100.0
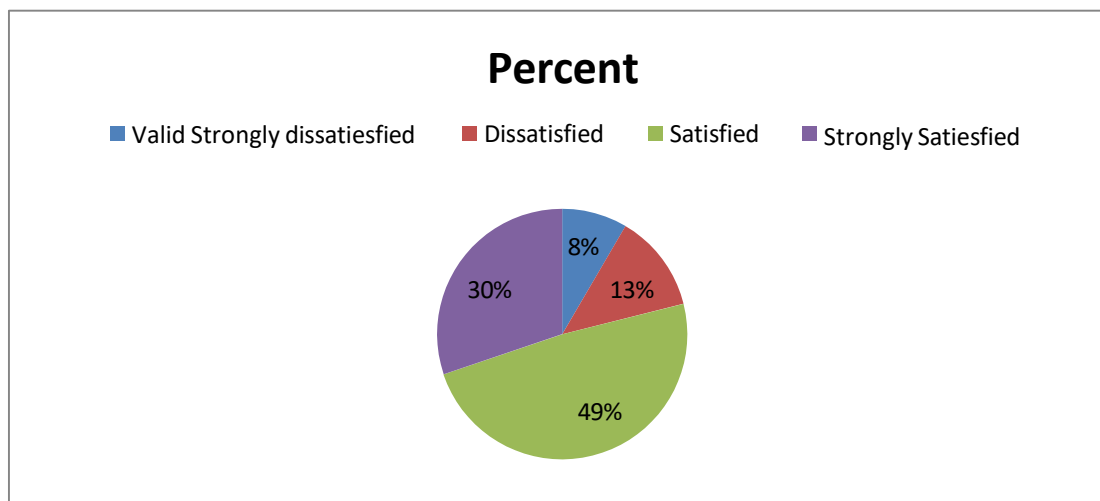
CONCLUSION & RECOMMENDATIONS

FINDINGS

❖   According to information on education qualifications, the majority of respondents attended secondary and higher secondary schools, graduated, and were post-graduate students. This is because, as parents often believe, the tenth and twelfth grades are more significant in India, and

ztudents are therefore encouraged to continue their education through online means.

❖ We can draw the conclusion that a growing number of students are shifting from a traditional classroom to one that is technology-based. One major reason for this shift is Corona, and another is the possibility of developing skills and talents through e-learning. Because of this, 86.42% of respondents said that technology-based learning is preferable to conventional learning.

❖ The average amount of time spent using a digital device for online learning is between one and three hours. Based on this response, we can conclude that students in India are unable to use these devices because their parents prioritize traditional education over technology, among other reasons.

❖   Out Of the 100 responses, 12% students stated that there is no cause or loss of life associated with continuously using a digital device, while 58% students stated that using a digital device continually results in a loss of life. According to 30% of students, using a digital device all the time has no significant effect on them.

❖ According to the research, 38.3% of students use smartphones for daily online study, followed by tablets 23.5% and desktop computers 19.8% for educational purposes. Merely 14.2% of people use laptops for

educational purposes. And 4.3% people use Telivision .Based on this, we can conclude that the

most common reasonable and affordable device used by students nowadays is a smartphone. Parents do not worry about internet connectivity when their children use a smartphone because, if they learn using another device, they will need a separate wifi connection for their studies, which could increase the cost of their studies.

❖ About half of the student body is in agreement that Byjus offers superior instruction, staff, and facilities compared to its rivals.

❖ Here are a few different parameters that the researcher can use to determine the following: Premium level; teacher audio; video quality; presentations; class participation; attendance; facing technical difficulties; strict level; time discipline; misleading education; level of punishment; quality of test series; and quality of progress report. Since most respondents are satisfied with all of the parameters based on this parameter, some students' answers are dissatisfied.

❖ Of the 100 respondents 55 students stated they had used e-learning before the corona pandemic, whereas 45 respondents claimed they had never used e-learning applications. Thus, we can ultimately draw the conclusion that most students were aware of e-learning prior to the Corona Pandemic.

❖ Similar responses are being received from the respondents: 39.50% of students claim that online education does not clear up their confusion or doubts, while 21.00% of students are just responding naturally. 38.90% of students agree that taking online courses has cleared up their doubts.

❖ The majority of students in online education receive their homework in handwritten form 32.7% whereas 23.5% of students report creating word files for handwork and 21.% respond to any kind of assignment. A response from 14.2% of pupils is an online assignment provided by their education service provider.

❖ Of the 100 respondents, 48 percent claimed to be involved in various online learning classroom activities, while 16 percent said they did not participate in these activities. The average class participation ratio is of all present pupils, thus the teacher can make improvements based on the

❖ It is advantageous for both the teacher and the students that they get to know other students through distant learning; Most students have said that they have grown familiar with your teacher and other students.

CONCLUSION

In this study, we looked at how different education e-learners, such as BYJU'S, UNACADEMY, VEDANTU, or topper and DOUBTNUT, perceived traditional learning versus technology-based individualized learning in Jargon City.The investigation led to the following findings**.**

Today's basics are yesterday's luxury. Many education service providers are available on the market today, and they offer a range of teaching services to help students in school, those preparing for competitive exams, and college students. However, consumers have a variety of reasons why they would rather employ their preferred service providers. It is evident that the following factors are taken into consideration when determining an e-learner: the level of premium, the teacher's audio, the quality of the video, presentations, class participation, attendance, handling technical issues, strict level, time discipline,

misleading education, level of punishment, quality of test series, quality of progress report, and the students.

In India, consumers are particularly sensitive to price and would switch suppliers over relatively

tiny differences in price. However, in terms of education and learning, parents are unable to make concessions because students can pursue careers through learning and applying theory to practice. As a result, parents choose the best education service provider for their child rather than the most affordable one based on cost-effectiveness or lower fees. Students may not receive the highest caliber education or training from e- learners.

➢ According to the analysis, the majority of students study in secondary and post-graduation because, in my opinion, these two standards are more significant for students' career bases and future orientations because, following their tenth grade graduation, students must prepare for their next study plan and decide where they want to pursue their careers, and they must apply their knowledge in the real world. For these reasons, students select the best and highest-quality education service provider.

➢ Based on the data, we can draw the conclusion that the current situation has changed, with the majority of students choosing technology learning over traditional methods because it offers them access to high-quality instruction, helps them perform better, saves time, and has an affordable cost. Additionally, course packages can entice students to enroll in online courses.

➢ Pupils have access to more than 50,000 videos, assessments, games, quizzes, interactive courses, and much more. "Begin Understanding, Not Memorization" The cinematic-style videos aid in your understanding and visualization of each idea. When the idea is fully grasped, there is a passion of learning instead of a fear of tests 43. Therefore, by offering this kind of function, they are hoping to attract more pupils.

➢ The COVID-19 epidemic and the influx of e-learning providers with highly competent facilities have led to a rise in the proportion of e-learning compared to traditional education.

➢ Pupils are more likely to choose technology because e-learning companies provide high-quality educational videos, real-world examples, movie-related examples, case studies, and practical examples that help students grasp concepts and solve difficulties.

REFFERENCES:

- https://www.researchgate.net/publication/342901964
- https://www.byjus.com/
- https://www.topperlearning.com/
- https://www.Doubtnut.com/
- https://www.pinknblu.com/