

E LEARNING IMPLICATIONS

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ABSTRACT

Conceptualization and Visualization are the implication for e learn in global environments. The digital revolution has brought new concepts which are metaphors that bring myths into realities. The visualization is the data presentation for concepts that shape ideas into theories through experimentation and diagnostic research. Furthermore data abstraction and encapsulation in shaping system designs for contextual studies and scenarios of critical analysis through knowledge management. The core and tacit knowledge shapes the KDDs knowledge systems for conceptual studies. E learn enhances the self learning in generating web casting through web crawlers like search engines of Google to showcase videos and animations of concepts for innovation and Patents. The change can be radicalized through incremental models of learning for knowledge enhancement. Nevertheless neuroticism can be overcome by visual data sets of processor programming for appeals, colors, graphics in podcasts, mobile and tablets making students involvement in learning the new concepts by applying further research in their related field of studies. The research paper is conceptual in nature and the variables like conceptualization and visualization will be further elaborated and can be measured by modal analysis in SPSS for determining e learning through the use of Information communication technologies ICT.

Keywords: Conceptualization, Visualization, e learn, contextual studies.

INTRODUCTION

The empirical studies shows interest of students in learning new concepts and developments through e learning. E learning is the learning environment which uses information and communication technologies as a platform for teaching and learning activities (Wikiversity) . According to Felder & Silverman the mode of teaching can be graphics, visual or data presentation in written forms but the students learning styles can be sensory, perception and intuitive behavior. Sensory styles like facts, data and experimentation where as intuitive learners prefers theories and principals. Sensory styles perceive sights, sounds and physical insights through Visual inputs of pictures, diagrams, graphs, demonstration or verbal as written or spoken sounds. According to Felder & Brent (2005) cognitive learners prefer written words converted into spoken equivalents by human brains. Furthermore the conceptual learning is the knowledge of key ideas in cohesive manner for theoretical concepts and procedures for applications (graphy.com). Nevertheless the Concept learning can be exploration, simulative manipulation and clarification by reflection of unique ideas (Burner Wikipedia). Explorative learning are active in experimentation and observation in groups and participation in situations . Simulative learners are reflective manipulation of information whereas learners explain whole parts in holistic system. The KDDs are knowledge design systems that students for processor interact with the programming in ios mobiles, podcasts and tablets.

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HYPOTHESIS

"Does Conceptualization and Visualization effects e Learning."

BACKGROUND

The web crawlers are the bots used by students in search engines for systematic browsing in world wide web for web casting and indexing of knowledge (Wikipedia) . The conceptual studies need evidence and methods for data transformation into theories for further testing by hypothesis . The e learn can use digital libraries , e class rooms and Learning management systems , Adobe captivate , Articulate storyline 360 , Elucidat and GoMo tools for your work , research trends , create course contents , network with peers and communicate with learners (LearnUpon Blog).

The Myths are the happenings and occurrence in natural events and facts explained in stories (Cambridge Dictionary). Cognitive thinking brings occurrence or stories closer to facts by inductive logical reasoning by the application of knowledge through e learning. Reality is sum of aggregate that exists in the world as compared to imaginary or non existent (Wikipedia). Theories are experimentation of interrelated phenomena.

Literature Review

The research journal, websites and Blogs along witgh e book have been studied for this article. According to Forbes statistics for past decade 75 % students took their classes in person whereas 13 % online and 12.4 % were all e learners. About 10 million college students studied online and the online learning is forecasted to grow by 20.5% till 2024-2030. The celestial and transformation of seeking guidance in global trends shape the future predictions. Epiggnosis LLC explains e learning is growing in learning new concepts, trends and applications in training, safety, blended learning, social & collaborative learning, video learning, continuous learning, personalization, health care, IT and business management (Epignosis LLC V 1.1, 2014).

DISSCUSSION

The digital libraries are offering memberships and online journals needs publications for the research is focusing towards online trends by learning the new concepts. The world is a global village for the knowledge systems have been designed to create data base for co learning. The data sets can be measured in MODAL Analysis for the constructs of conceptualization and visualization to determine e learning. The concepts of mental schemas like cognition, thinking, realism in learning new concepts along with visualization of videos, graphics and pictures to understand unique ideas in sensory inputs (Wikipedia).

The visual appeals can be institutionalizing changes for conceiving new developments in real forms for research and innovation . E learning provides platforms for students to read online books , participate in discussions and collaborate with research organizations to show case their work in Prototypes , use cases and data flow diagrams for software engineering

METHODOLOGY

The MODAL analysis for constructs (conceptualization, Visualization) will determine the e learning effectivity for students . The sampling is done through a survey of questionnaire in online university to see the effectivity of e learning by a survey of score answers from !-5 options. The rating is done by averaging the scores of each respondent The scores are used to measure the central tendency by using SPSS. The linear regression for MANOVA for constructs of conceptualization, visualization with e learning in cross functional domains will provide results for its effectiveness.

CONSTRUCTS

CONCEPTULIZATION	VISUALIZATION
Cognition	Videos
Thinking	Graphics
Problem Solving	Pictures
Realism	Animations
Critical Analysis	Diagrams

Given the study is a cross case comparison of learning experience . First the constructs are measured in following questions.

multivariate analysis of variance (MANOVA) is a procedure for comparison of multivariate sample means. As a multivariate procedure, it is used when there are two dependent variables of conceptualization , Visualization and is often followed by significance tests involving individual dependent variable of E Learning .

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CONCEPTUALIZATION		MEAN	STANDARD DEVIATION	N
	Cognition		4.8	10
		60		
		60		
	Thinking	63	4.5	10
	Problem Solving	64	4.1	10
	Realism	62	4.6	10
	Critical Analysis	61	4.0	10
VISUALIZATION	Videos	65	5.7	10
	Graphics	62	4.1	10
	Pictures	63	5.8	10
	Animations	63	5.3	10
	Diagrams	64	5.0	10

MULTIVARIATE TEST

CONCEPTUALIZATION	Pillars test	VALUE	F	SIG	ERROR
	Wikis	.993	8918	00	53
	Lambda	.003	8918	00	53
	Hoteling				
	trace	336	8918	00	53
	Roys largest	336	8918	00	53
	root)		
	Interna	tional Journal of Contemporar	,		
VISUALIZATION	Pillars test	0.33	.900	0.4	0.4
	Wikis				
	Lambda	0.36	.900	0.4	0.4
	Hoteling				
	trace	0.34	.900	0.4	0.4
	Roys largest				
	root	0.34	.900	0.4	0.4

FINDINGS

The linear regression (MANOVA) for modal analysis of conceptual teaching and visualization for determining e learning is positive. The interaction effect determines whether the effect of constructs of conceptualization, visualization effects the elearning is statistically significant, for a p value in sig column less then 0.5. The elearning is a opportunity for working class to learn in own time and a river of knowledge of online books with digital lectures in YOUTUBE, GOOGLE,

PINTREST, YAHOO, MACAFEE, and Journal writings for innovation and change in developing= **REFERENCE:**

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