

Multimedia

Multimedia is a term frequently heard and discussed among educational technologists today. Unless clearly defined, the term can alternately mean a judicious mix of various mass media such as print, audio and video or it may mean the development of computer-based hardware and software packages produced on a mass scale and yet allow individualized use and learning. In essence, multimedia merges multiple levels of learning into an educational tool that allows for diversity in curricula presentation. Multimedia package is defined as a computer based package that includes the integration of different media such as, text, sound, video, images of two dimensional forms, simulations and animations to offer information with impact. In Geography teaching, usage of multimedia technology helps to stimulate students' interest in learning. Education has always acknowledged versatility and efficiency of multi-media communications. Multimedia does not necessarily require computers. For example, geography teachers often combine the use of slides,

overheads, chalkboards, movies, videos, and sound recordings in their lectures and academic presentations. Further, atlases have a long tradition of integrating text, images, maps, diagrams, and graphs. Thus the concept of multimedia is not completely new to geographers. Now the time has come to make use of computer based multimedia packages in the field of education to make teaching-learning process more effective and meaningful. Multimedia is regarded as more than mere technology by researchers. The typical design of multimedia is an array of representational forms (e.g. image, map, diagram, sound, and video). Multimedia is getting equipped with an array of computers, software, network connections, and projection equipment. Geography is one curricular area that has really gained from computer technology. Sound, movement, colour and lots of ways to present the facts come alive with computers and make geography teaching meaningful. In order to improve the effectiveness and efficiency of teaching in Geography, application of computer based multimedia technology is inevitable.

Geography provides a rich and varied context for the use of new technologies to enhance both learning in the subject and reinforce

existing ICT skills. It can help students investigate, organize, edit and present geographical information in many different ways.

In Geography, ICT can help special needs learners in various ways. For the gifted learners, ICT can be used- To enhance geographical knowledge and improve geographical enquiry skills, to develop skills of graphical, statistical and spatial analysis and to develop mapping skills.

On the contrast, the slow or Persons With Disability (PWD) Geography Teaching-Learning Process subjected to specific Areas can be used- To experience alternative images of people, places and environments and how environments change, to simulate or model geographical systems and environments, to communicate with other students in other localities by email, webcams and video conferencing and also to improve the skill of presentation.

Multimedia is particularly appropriate for geographic education since geographic concepts should be learned through text, maps, pictures and sound to acquire new learning experience. The CD-ROMs can be prepared by subject experts and multimedia professionals. The textbook can be accompanied with the CD-ROM that can be written in

crisp, elegant and simple language to facilitate the learning process. Readily available CD may not suffice the purpose of teaching learning. Tailor made packages/computer simulation according to the need of syllabus can prove to be more worthy. Though Indian Schools have started the involvement of such packages in schools but are insufficient according to the demanding requirements. There is scope for teachers to initiate the development of such multimedia packages.

According to National Education Policy 2019 by Ministry of Human Resource Development, Govt. of India - all use and integration of technology to improve multiple aspects of education will be supported and adopted, provided these interventions are rigorously and transparently evaluated in relevant contexts before they are scaled up.

An autonomous body, the National Educational Alliance for Technology (NEAT), will be created to provide a platform for the free exchange of ideas on the use of technology to enhance learning, assessment, planning, administration, and so on.