

## E-Learning, Moving From The Past To The Future

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### Abstract

With efficient and useful access, the notion of e-learning presents the newest teaching methods. Starting from the past of the notion of teaching and looking towards the future of e-learning, we will observe attributes that are available from the teacher and the student. Today's new technologies are the result of the evolution of learning methods, pedagogy, and people who are involved and eager to develop. The field of education is a sensitive point and within organizations, the need for learning, and continuous improvement, shows the fact that IT resources are used permanently. The use of the computer system in terms of the e-learning part offers sustainability, accessibility from any place, mobility, transparency, and professional learning. The pandemic period has put both the education system and public institutions in Romania in difficulty, many people have switched from the face-to-face working mode to the online environment with different connection platforms, something that has put this technology in the first place.

**Keywords:** technology, e-learning, online education, teaching methods, educational system.

**JEL Classification:** I20, I21, I23

### 1. Introduction

Since ancient times, the transfer of knowledge has taken place between teachers and students. In recent years, telecommunications have also influenced the evolution of the educational field, thus leading to the emergence of new training methods that are an alternative to traditional ones. The process of lifelong learning led to the emergence of education, be it distance or face-to-face,

which led to the e-learning system. Starting from the past and looking to the future, the e-learning system is seen as a competence, a tool at the disposal of the student and the teacher that helps to implement and solve problems in order to acquire new knowledge, through the interdependence between the physical and the virtual.

Since 2001, e-learning platforms have gone through different stages, starting from the simple one, followed by enterprise-type ones in 2007, and reaching portals in 2011. The use of IT technology in the educational system and public institutions of the state is not a new concept, it was used for courses and didactic materials, but the differences between them were the strategies and methods of teaching according to evolution.

A very clear presentation in terms of the way of teaching in the field is found in Japan, where many citizens considered it opportune to get an education in order to obtain a high level of proficiency. While American public schools are successfully developing a form of education that seeks to transform an erogenous crowd into a nation. The above are just two examples of nations implementing a creed, a rather radical creed I would say, these being far from an ideal to follow anywhere and anytime, passionate beliefs do not produce stability, but either progress or disaster. Neither character nor intelligence will develop as well or freely as the teacher's love leaves much to be desired. (Bertrand R., 2010)

We can also create a successful model in terms of school preparation with equal, non-discriminatory treatment, an education applied both in educational institutions and at home, in the family, from an early age. The elimination of absurd restrictions, and the prohibition of the application of outdated methods regarding punishments, which leads to learning under the instinct of fear, which most of the time led to mental problems, can today bring a plus to young people who are in the process of training.

This elimination of negative factors and changing attitudes by paying attention, patience, affection, and love towards pupils, students, and children leads to a harmonious development process. Only when we come to create a youth free from fear, inhibitions, and rebellious or frustrated instincts will we be able to open the universe of knowledge to them freely and completely! "Investment in human resources" through additional investment in higher education and on-the-job training, will increase the quality of the workforce. (Becker G.S., 1993)

These technologies contribute to a transition in education that places learners in the role of role-taught individuals through an education interface, encouraging them to take a more active role in their edition. Distance learning, which is provided on the Internet, is based on synchronous technologies such as platforms, chat, audio-video conferences, which are modelled by participants, and synchronous technologies, www, e-mail, and messenger, which are computer, laptop, tablet, basically the connection-interaction takes place through them.

The following e-learning models are based on the best elements of education, they are traditional systems for better education of classical methods:

- a. the self-directed model is addressed to students who have experience in continuous development, audio presentations, multimedia, and web pages;
- b. the facilities model is practically a combination of the individual e-mail model, a discussion forum where the transfer of documents takes place, practically the administrator facilitates the access and answers the questions;
- c. advanced model that uses web technology for the mechanism of the educational process, real-time audio-video transmission techniques.

## **2. Advantages and disadvantages of e-learning**

Online learning is a much easier read, being made from reusable materials, and another strength would be much easier revision. Since 2001, e-learning platforms have gone through many stages, starting from the simple ones to the enterprise one (2007) and portals in 2011.

Including e-learning outside the formal education system, often provided by civil society, whose importance as a tool to bring people into society or employment is frequently ignored. This is especially relevant for the most disadvantaged learners. Allocating more resources to the formal system at all levels go hand-in-hand with building the capacities of civil society organization, and their respective national and European networks, which provide opportunities for non-formal and informal learning, complementary support to formal establishments, and a voice for learners' view and concerns. As representatives of learners, educators, and other stakeholders concerned about the future of lifelong learning, they need support to both carry out their work with people on the ground and contribute to democratic and coherent decision-making on the relevant

policies. The platform includes specialized tools for conducting online educational activities. However, this platform faces many question marks, we can also mention the obstacle.

In 2019, on 4 June, Sorin Botez launches the following question on his blog: “How can Google stop the education process?”. On this question had been numerous discussions. They were very fascinated by smartphones and Google Glasses. Basically, at this moment, technology has advanced a lot and we can add elements of this virtual world, to our world. The being known as Augmented Reality, which is accessed through a smartphone, is a very popular thing for the young generation. The world of digital technology is moving very fast to the world of education. Education is progressing, but slowly. It takes time to adapt, from the textbook and exams that are written and needs to be memorized to the use of s e-learning.

Teachers are often confused by current technology, programs are expensive and the risks are very high. In a world with a small budget for education is difficult to invest in a long and expensive project, but Google saves this situation. It is best to know for disrupting the way we find and use information. A definition of technological innovation in the technology: Google has invested a lot in building the future. But how does this Augmented Reality help us in Education? According to Gotner, by 2021, 60% of USA higher education institutions use technology to create simulation and learning environments.

The world of education has endeavoured to spend time and money on efficient learning programs and educational tools. The integration of e-learning is influenced by the different activities related to e-learning: the priorities, the learning environment, the role of the teacher, and the needs of the students for the development of an integrated e-learning culture.

### **3. E-learning expectation**

In the last decade, the EU experienced a massive increase in tertiary educational attainment and met its target of having at least 40% tertiary graduates in the 30-34 years-old population up from 32 in 2009. Despite the increase, there are clear patterns of inequalities in educational attainment. Young people adults from the reporting country or elsewhere in the EU, graduate more than their peers from non-EU countries. There are also high rates of participation in early childhood education among children from the age of 3. Experiencing education in the early years of life is beneficial for better learning outcomes later on his life, particularly so for children from socio-

economically disadvantaged homes. The challenge of ensuring equal access to education in the early years needs to be addressed.

The design, development, implementation, and evaluation of an e-learning system require the analysis of how the attributes and resources of the Internet are used, taking into account various important factors for e-learning, such as those covering the various online learning, pedagogical, evaluation, technological, management, resources. This type guides the design, development, innovation, and evaluation of electronic learning environments.

The integration of e-learning is influenced by the different activities related to electronic learning and the needs of the developing student. If the traditional education is organized by age, the one from the online environment is organized by subject, with different participants, ages, training, and experience the e-learning technologies of the future will be the result of today's evolution, both the pedagogical and psychological methods of education. Many applications will be refined so that the learning system will be raised to the level of expectation, but it all depends on the human factor and his ability to adapt and self-overcome.

#### **4. Education increase productivity, innovation, and competitiveness**

Looking at the use of digital skills from a broader societal perspective, we can see that while many of the key technologies for digital transformation already exist and we are ready for use, they are not adopted by the people who could gain from using them. One of the major factors is the level of skills in the workforce. Where workers are qualified to use digital technologies, companies are naturally much more likely to use them. (Andrews, Nicoletti and Timiliotis, 2018) Another argument for promoting digital skills, looking at the consequences for individuals, assumes that new technologies will be taken up widely in society. The consequence will be that those, without the necessary skills to use the technologies of tomorrow's labor market, will not be able to get a job. Generally, digitalization has a positive effect on the labor market, creating more jobs than it destroys. (Chiaccio, Petropoulos and Picher, 2018)

The need for lifelong learning has become evident on two levels, namely: on the one hand the school through continuous improvement and adaptation, offering structures and techniques related to current needs, and on the other hand, the extracurricular activities that must be accommodated, multiplied, and integrated into a unitary system, which would ensure the

achievement of this noble aspiration for lifelong learning. Far from being a simple task, it is rather a guiding principle of the entire educational process. (Salade, 1998)

But as today's education likes to help each individual not only to know and understand what he or she is but also what it means to be, to have, to become, to create etc. the complexity of the process has become more differentiated, more nuanced, and more demanding. Young people who leave school prematurely do not have crucial skills and those risk facing serious problems in the labor market, leading to poverty and social exclusion. They are not aware that in the future they will be able to find work only precarious jobs, with low wages eventually becoming social cases instead of active citizens of society. A society with poorly trained people can only lead to a severe obstacle to economic growth and employment in an era of rapid technological progress.

## 5. Conclusions

The e-learning system has many advantages, being a personalized learning system, dynamic and interactive technologies, diversified pedagogical methods, synchronous and asynchronous interactions, online administration, and accessibility. But, as in any other system, we face disadvantages, many people give up due to the minimal lack of computer knowledge.

The online system is an asset for storing materials, making changes, editing documents, and applying reviews much easier. With a variety of platforms, specialized tools, minimal work requirements, and easy procedures, the online system holds a target place in our education.

The e-learning platform is easy to access, it can be customized according to the type of users. Another important feature is that it allows creating files, importing, editing, and modifying content, which is very important for education. Regarding the activity of teachers, in addition to the teaching system, it can transmit different surveys according to needs.

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