The internet revolution

Syed Raza Shahid

The invention and spread of computer technology has a deep impact on the cultural life. The field of education and training does not stand apart from this pervasive invasion. Both the inculcating and receiving of education is either transformed or in a process of getting transformed. The technology of internet reduces the natural geographical distances between student and teacher by gathering the world-wide spread student into one classroom. This marvel of computer technology is where facilitating the delivery of educational techniques, it is also tottering the traditional cultural ties between student and society at large. Yet the positive aspects of computer technology are so bright that it has become a need of any education system.

Post modernity unleashes technology in a way unprecedented in the history of mankind. The biggest of all such technological advances is the invention and growth of computer and its industry. All digital computers are basically electronics devices that can transmit, store and manipulate information and data. The computers have initiated an era that has changed or is changing relationships among people, organizations, and nations the world over. Computers have deep impact on human life as well as on education.

The internet revolution has shown a new way of conducting classes and delivering lectures thus liberating education from physical constraints. Teachers now give the students the opportunity to submit reports on web sites, write pen pals through electronic mail. Computers use, increases teachers' sense of professionalism and achievement.

Computers can motivate students to attempt harder tasks and to take more care in crafting their work. It is time that we attempt to gain control over the situation by analyzing the probable impact of such thorough integration that supports better use of computers in our lives and especially in education.

Educational reform is taking place all over the world. Many countries are examining the role and direction of school education. The aim of education is development of individuals to the utmost of their potentialities. The ultimate goal of education involves more than the conveying of information, the practice and methods of education involve largely the manipulation and communication of information in order for teaching to be effective.

A revolution is taking place in education in the way people learn and the way instruction is given. As the 21st Century starts unfolding itself, we are finding our self in a world of ubiquitous computing and computing-enabled change that creates new opportunities for positive impact on groups, organizations and communities within modern society.

No one can deny the explosion of the microcomputer industry over the past ten years. 'The US Context of Computers in Education,' states: "Computer-related education is beneficial for student functioning and empowerment. The essence of this rationale is that working with computers develops students' abilities to control their resources and to get things done.

The computer and its related technologies are playing role for collecting information and organizing data in educational activity; the following example of Illinois students throw light on it.

Students in Chicago elementary student recently use technology to explore the history of Ice Age animals in Illinois. Using the internet, they traveled to Illinois State Museum (200 miles away) and to the Brookfield Zoo (10 miles away) to gather information and talk with the experts via two way video. Then they constructed an electronic database to organize and analyze their data and shared their findings with other students outside their school in multimedia reports posted on a web sited titled 'Mastadons In Our Own Back Yard'.

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Whatever a person needs to be able to do with computers and know about computers, in order to function in an information-based society is computer literacy. Both students and teachers need skills in using computers.

Computers are changing the educational processes. The rapid innovations in technology have made it compulsory for educationists to introduce computers in curriculum at every level of institutional education.

Interestingly, the technology of computer was itself emerged from the research departments of universities. For a while this technology remained restricted for highly learned individuals. Then with the advances in technology coupling with market economy it diffused into general public level and became a need of time. Now the technology of computers has been introduced at every level of educational institutes. From primary to higher and from higher to university level, computer has become or becoming a part of curriculum.

Computer can be taught as a tool focusing on writing, organizing, calculating, and communicating.

Computer serves as a teacher for building up a student's mind. To live, learn, and work successfully in an increasingly complex and information rich society, students must use computer's technology. The technology of computers helps students in every walk of life.

Students are using computers technology to locate, evaluate, and collect information from a variety of sources. Students develop positive attitudes toward the use of computer-based technology that support lifelong learning, collaboration, personal pursuits and productivity.

Students are using different application of computers to enhance learning, increase productivity, and promote creativity.

Students use computer-based productivity tools to collaborate in constructive technology-enhanced models, preparing publications, and producing other creative works.

Students are using intelligent software of computer to process data and report results. They employ computer technology in the development of strategies for solving problems in the real world and making informed decision.

Computer technology offers the opportunity to change the roles that teachers and students have traditionally played. With the use of computer-based technology, teachers are free to coach and facilitate students' learning. With technology monitoring learning, students can become active learners, working to effectively acquire new skills as they solve problems. Introduction of computers tends to support teachers in becoming coaches rather than dispensers of knowledge.

Few years ago, the technology called internet had started to stretch its feather, but in a short time it has gripped the whole world. The Cyberspace has opened new horizon for the spread of information, where more and more students have the opportunity to exchange electronic mail, search for information, access and transfer files, log into computer sites, and even chat with others from around the world.

"We are immersed in the thrilling newness of the net and pumped full of visions of a wholly transformed world."

There are sources located online that offer free, or almost free courses, to help and upgrade skills for student's existing work. The internet has provided space for indefinite number of class rooms in the physically non-existent Cyber Space thus gathered the worldwide spread students in online classes.

"Online education is the first education organization in Hong Kong to offer degree courses online. By making innovative use of the latest technology, Online introduces the simplest and most efficient way to study."

A clear example in this context is that of Ireland — the first such country in the world, where even in 1998, every school child from five years upwards has his or her own E-mail address.

The technology of computers and internet where generates multiple opportunities for advancement and growth of students on one hand, while it threatens the existing human interactions and values on the other. Only few years ago adolescents were habitual to give more time to their peers, parents, teachers, etc. than now. Computers have created a new interesting world for them where they sit for hours to retrieve information, play games, and chat with others on computers or peek into the sites labeled having adult material.

The technology makes students capable information technology users, information seekers, analyzers, evaluators, problem solvers, decision makers, creative effective users of productivity tools, communicators, publishers, collaborators producers, informed, responsible, contributing citizens.

Use of computer technology in classrooms stimulates increased teacher-student interaction, and encourages cooperative learning, collaboration, problem solving, and student inquiries. Introduction of computers supports teachers in becoming coaches rather than dispensers of knowledge. It becomes compulsory for educationists and all educational institutes to introduce computers in their curriculum.