

**USES OF COMPUTER IN PRESENT ERA**

**Dr. Shubhra Rekha Vats**  
Principal  
M. S. Garg B. Ed College,  
Laksar (Haridwar)

**Abstract**

The main thrust of the paper to highlight the uses of computer in teaching learning process as computer is an important technology used in education during the past decade, the computer has become one of the most widely used aids in educational institution and it has contributed a lot in the development of learners and quality education.

We observe that world is changing day by day due to the use of technologies. The beginning of this century makes a transition into the use of information technology and electronic technology into teaching. (Finkel, 1991; Fisher, Dwyer and Yoeam, 1996). Technology has provided valuable help in improving the task of the teachers and learners. The process of teaching-learning has become smoother by the use of technology and it has enriched the goals of Education too, when technology is used to convey specific information or skills.

The place of computer in education system is of vital importance. It is now about twenty years since microcomputers and therefore computer education began to appear in schools. Since that time there has been much excitement with regard to the influence that these machines would have on education in our schools. We have seen many schools which use computers. Teachers experimented with this technology in their teaching. These teachers spent many hours to understand this technology. As time has progressed the emphasis has been given on educational computing which has changed the education system. These changes are the result of many changes in computers, as the power and capabilities of hardware and software are increased to a great extent. Availability of the technology in schools advances the Government is trying hard to introduce computers in higher secondary schools and intermediate colleges. It has changed the expenditure in providing computer in different schools and colleges for effective teaching and learning. Educationists agree that the computers are powerful and motivating learning tool in schools as well as in homes. Through animation and simulations facilities computers help the students to develop different mental abilities. Computer Assisted Instruction helps the students to proceed with their lessons at their own pace. Teachers are now able to assign students to present research paper online. Researching on line has become a lot easier than going to the library and trying to find out relevant literature of the related topic. This enables students to find out

information easier and lot quicker than going to the library. Computers have changed the method of education. When students share the information which they have got from the internet, it allows them to think more creatively and more independently.

The way in which computers are actually used in education is a dual one. First, computer as an object included word processing and data base management as well as computer programming in a variety of computer languages. Secondly, computer literacy is the lowest subject of computer included drill and practice, intelligent tutorials diagnostic system simulated games, problem solving and logical thinking skills. In short, computer acts as a laboratory for exercising students reasoning power.

*William J. Kellinger (1999)* says that the use of computers in the school/college classroom have been confined to the teachers, the printed words and blackboards. In modern technology computers have found their way into the classrooms as important means of communication in the process of teaching and learning. *Kadhiravan and Balasubramaniam (2005)* also used computer for drilling and practicing tutorial. They are used not only for simulation and instructional games but also to facilitate learning and to motivate the students. (*Arulsamy and Sivakumar, 2004*)

The use of computers can lead to the improvement of student's performance and logical thinking and can formulate problem solving abilities. According to Education commission (1964-66) in this world based on science and technology, it is education that determines the level of prosperity, welfare and security of the people. Our success in the great enterprises of national reconstruction depends upon the quality of Education, which is retaining and improving by the help of computers. That is why there is a continuous demand of computer education in the schools by the people of the society so that their wards may get more and more opportunities to operate and use computer in the schools.

Another aspect of the study is that it effects and improves the education of girls. Early work focused on female underachievement in the formal education system, which was considered to be as much of a dysfunctional outcome. Theories also suggested that female were not as able or as intelligent as male (boys) and there is still a lot of stuff around on relative brain sizes. But in the present scenario the theories of intelligence and ability of female seems to be changed. They possess more sincerity, more intelligence, more emotions and interest as compared to male which are the signs of good achiever.

Computer is also fruitful for drill and practice because of reliable presentation of content matter again and again. It helps the learner to practice. Computers have an efficiency to provide the same content matter any time according to the need and interest of the learner. So, computers provide maximum opportunity for drill and practice.

Simulation mode of the computer is new in which the real world is represented as a model. The interactions may be either a straight formed simulations or a game interacting with a simulation in which a student can get the real experience and insight.

Besides teaching, programming is an end in itself. The other widely held purpose of teaching elementary, secondary and higher secondary school students is to improve their problem solving and logical thinking skills. Programming is generally and popularly seen to have several intellectual and creative benefits. LOGO is a language which provides the children to think over the problem and to solve it.

**An International Multidisciplinary Research e-Journal**

At the end, this study is very useful for Government and Non-Government higher secondary school students of different Academic streams, administrative authorities of education institutions, policy planning related to reconstruction and development of human resources, utilized in building-up a theory in the context of computer awareness of pupils, guidance workers and also helpful to motivate guardians to pay much attention for improving the computer awareness of their wards. This study is also meaningful in providing the important information to the sociologists, psychologists, researcher, guidance and counseling personals and the future researchers interested in this field.

**REFERENCES**

- Finkel, L. (1991). "Technology, tools in the information age class room", Wilsonville, Oregon: Franklin, Beedle & Associates, Inc.
- Kellinger J. William (1999). "Computer and Control Learning" By B.K. Passi, Anuradha Joshi and B.C. Mahaptra, published by H.P. Bhargava Bok house.
- Kadhiravan, S. and Balasubramaniam (2005). "Development and Validataion of computer tutorials" Edutracks (Hyderabad), July, 2005, Pp. 17-20.
- Arulsamy, S. And Siva Kumar, P. (2004). "Interactive Computer-Simulation in Education". Edutracks (Hydrabad), June, 2004, Pp. 11-13.
- Heartly, S. C. (1980). "A study of the Effects of computerized Instruction on the performance of the teachers" Dissertation Abstract International. Vol. 49 No. 4.