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## A review on applications of multimedia and e-education system for smart education

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### Abstract

21st century pronounced to be the period of data and correspondence innovation. Today's understudies have been brought up in a universe of moment access to learning and data, an expression of robotization, remote controls, and reproduction capacities to empower the psyche. This paper is about the much developing innovation "Multimedia and E-Education". The use of keen showing methods is presently more common in school and also different universities and foundations. It was created in 1980s and is developing from that point forward. This new innovation helps the understudies with the advantage of learning with an alternate affair. The techniques for e-Education make the classroom more intelligent and intriguing. It has likewise made a more noteworthy effect on our general public and additionally on training framework. E-course reading gives electronic course books which are really utilized at learner's genuine class. Advanced Course book utilizes the most recent keen gadget and innovation.

**Keywords:** Smart class, e-education, smart education, students, education system

### 1. Introduction

Progress and enhancement of life and modern society rapidly imposes the need and requirement for modifications in educational infrastructure, which are traditionally very slow because of the country and the inertia of the education infrastructure or organization. Enhancing the quality and the improvement of instructing and learning through the utilization and execution of new patterns of innovation and IT empowered training is the essential focus of advanced education framework. Electronic based Training is making each instructive program that utilizations data and correspondence advancements to upgrade the learning procedure as E-learning couple of years prior, and now a days as Shrewd taking in A progressive approach is to utilize Brilliant learning as a supplement to customary educating, as a steady part the way toward instructing and learning. This paper exhibits the patterns in training in current way that is Savvy getting the hang of winning in advanced education through the usage of Brilliant learning and it's Institutionalization in instruction.

Learning is not how much one can cram up. It's rather the knowledge that remains after one forgets what he/she learned in schools. The *Smart Learning* approach provides learners of all ages and walks of life with a framework and a host of Smart Thinking Tools that motivate higher levels of understanding. Through the process learners activate and build background knowledge, process information, transform their learning into a product that shows what they know, and reflect on their learning [3].

### 2. Concept of Smart Learning

Smart learning is context-aware ubiquitous learning [5]. Smart learning, which combines the advantages of social learning and ubiquitous leaning, is learner-centric and service-oriented educational paradigm, rather than one just focused on utilizing devices [13]. The features of smart learning that is defined as self-directed, motivated, adaptive, Resource-enriched, and technology-embedded [8].

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Fig 1: The projector used display Purpose for smart class

### 3. Smart Learning Environments

Smart learning environment include context-aware, able to offer instant and adaptive support to learners, and able to adapt the learner interface and subject contents. Smart learning environment not only enables learners to access ubiquitous resources and interact with learning systems anytime and anywhere, but also provides the necessary learning guidance, suggestions or supportive tools to them in the right form, at the right time and in the right place [5]. Smart learning environment supports planning and innovative alternatives for learners and instructors, and should be effectiveness, efficiency, engagement, flexibility, adaptivity, and reflectiveness. And these features might include support for collaboration, struggling learners and motivation [6].

### 4. Multimedia, E-Education and Smart Education

The researcher thinks that multimedia is one of the best educational techniques because it addresses more than one sense simultaneously, as it addresses the senses of sight & hearing. Multimedia programs provide different stimuli in their presentations which include a number of elements some of which are [1]

- Texts,
- spoken words,
- sound & music,
- graphics,
- animations and
- still pictures.

The term "e-education" refers to the application of Internet technology to the delivery of learning experiences. e-Education takes place in formal electronic classrooms, on corporate intranets used for just-in-time training, audio and video teleconferencing and in a variety of other technology mediated learning spaces. The primary tools of e-education are e-mail, e-meetings, e-expeditions, and the methodologies of a pedagogy known as e-learning.

e-mail + e-meetings + e-expeditions + e-learning = e-education.

### 5. Multimedia, E-Education Tools For Smart Education

Web 2.0 or interpersonal interaction includes various devices that can be utilized to create substance and correspondence in an interrelated relationship. These devices are by and large openly accessible to coaches and web clients and incorporate:-

- Virtual conferencing
- Learning Management Systems (LMSs)
- Blogs
- Wikis

- Web 2.0 or social networking tools
- Social bookmarking
- Virtual Worlds - Real Learning
- Mobile Learning

### 5.1 Multimedia authoring tools

Vaughan (2011) [15] defines authoring tools as "These software tools are designed to manage individual multimedia elements and provide user interaction" [15]. Sethi (2005) [12] classified in three categories based on the metaphor used for sequencing or organizing multimedia elements and events.

1. Card or page based tools
2. Icon base, event driven tools
3. Time base and presentation tools

Depending on the educational multimedia application which is to be developed, what information is to be conveyed, who the audience will be, and how much interaction there will be between the application and the user, an appropriate tool can be chosen. Educational multimedia applications can be subdivided into four typical educational multimedia application areas:

- Text-Based applications
  - Interactive applications
  - Web applications
  - Mobile (Smart) phones applications

### e-Education Authoring tools

MS Word, Power point, Macromedia DreamWeaver, Flash, Authorware, Director, XML Spy, and Visual Intradev

### 6. Conclusion

The multimedia and e-Education will assume a noteworthy part as brilliant training. The use of this new innovation must be empowered in the present instruction framework. The multimedia and e-Education and brilliant classroom give the understudies and in addition instructor to learn through another procedures and too in an alternate and fascinating way. The advantages of these technologies worldview are that learning administrations are custom-made to the learners' setting which amplifies their fulfillment and learning viability, and that learners create differing individual and social abilities, other than information procurement, through these social and synergistic exercises.

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