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# Digitalisation in distance education

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**Abstract**
In this paper, my study is based on the thought about how class teaching seems to change in the era of digital media. The research question is: what consequences do accesses to the Internet have for classroom based teaching? We propose a dialectic process between 'new conditions' and 'school reactions' running as a deconstruction of the old closed classroom in favour of an open community between students, teachers and third parties. Yet, the deconstruction does not happen at once. Rather, we suggest that it arises through three waves. In the first wave, the old classroom is opened. Students are distracted and teachers do not know what to do. The Internet becomes a challenge to teaching. In the second wave, attention is drawn back to the educational interaction between teachers and students through the use of social media. In this phase, social media are used to re-stabilise the educational situation and intensify it. In the third wave, teachers and students go a step further, succeeding in establishing educationally relevant interaction with third parties (authors, researchers, foreigners, etc.). Digitalization play important role in the field of education and it also play important role in the non-formal education. ICT and digitalization both influence distance education.

**Keywords:** Digitalisation, distance education

**Introduction**
We all are running into the 21st century where technology knows no bounds. Technology can become the 'wings' that will allow the educational world to fly farther and faster than ever before; if we will allow it. This is the phase of radical development where technology is taking over every corner. Smartphones, laptops, and tablets are no more unknown words. During this phase the education system is evolving for the sake of betterment, as this generation's students are not born to be confined by the limits of simple learning; their curiosity is vast and cannot be catered with educational systems that were designed earlier. If we kept on teaching our children the way we taught them yesterday, we would deprive them of their tomorrow. Our old educational system lacks the capability to stand a chance in the 21st century. So we are compelled to use digitization in our educational system.

Digitalization is the mixing of virtual technologies with cutting-edge progress into everyday lifestyles through the digitization of everything that can be digitized. Digitization is the process of changing from analog to digital form. In modern societies, where there is an ever increasing need for digital competence among citizens. Digitization is a process wherein digital versions are created from their respective analogous or physical forms such as paper documents, signals, and location data for various computing requirements. The process doesn't necessarily have to replace the original source as in the case of digitized paper documents where one can choose to destroy the original document to comply with certain legal requirements. Digitization is the automation of existing manual and paper-based processes, enabled by the digitization of information; from an analog to a digital format. You'll notice that today digitization is indeed mainly used in a context of document capture and scanning.

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Digitization has no doubt changed our education system, but we cannot say that it has diminished the value of our old time classroom learning. Neither do we want something so priceless to turn into dust. The best part about the digitization of education in the 21st century is that it is combined with the aspects of both; classroom learning and online learning methods. Walking hand in hand both act as a support system to each other, which gives a stronghold to our modern students. Digitization in education has also proved to be the right method for saving resources. Online examination platforms have restricted the frivolous usage of paper, directly confining the cutting down of trees. This way the digitization of education industry in the 21st century proves to be a boon to our society.

New phase of learning has begun and involves various advanced techniques like:

- **Online Courses:** Want to learn a new language or maybe to get trained in some specific course, but have no time to cover the distance? Online courses are developed by experts who have unmatched proficiency in their specific field and can give you the experience of real-time learning by designing their own online course.
- **Online Exams:** Digitization gave way to the online exam, making the examination process convenient for both teachers and students.
- **Digital Textbooks:** Also prevalent with other names like e-textbooks and e-texts, digital textbooks provide an interactive interface in which the students have access to multimedia content such as videos, interactive presentations, and hyperlinks.
- **Animation:** This is a captivating approach in which students learn in a better manner. By offering a visual representation of the topic, students grasp the concept in a more understandable manner. Even the toughest topics can be presented in a simplified way with the help of animation.

To achieve this aim, the project will develop an open, innovative multilingual Digital Competences Development System (DCDS) and use it to provide non-formal training to low-skilled adults.

The DCDS project responds to the need for ups killing of digital competences among adult learners within non-formal education. It develops and enhances basic digital skills among these learners. At the same time, it offers policy and educational stakeholders an opportunity to establish cooperation and coordination practices across different policy fields and levels.

The integrated modular system built by the DCDS project will enable low-skilled adults to develop basic digital and transversal competences related to employment, active citizenship and e-inclusion. Although the system will be fully functional upon its release it will be always open to new content, tools and practices. Moreover the project will enable policy makers and training providers in non-formal education to improve their outreach and services.

In the long run the project will empower citizens, training providers and policy makers to effectively address one of the key challenges that modern societies face, the lack of digital skills. That will be achieved through the assessment of learning needs, valorisation of existing skills and finally effective design and delivery of training.

The DCDS project aims to establish a framework that will provide the low-skilled adult European population with the basic digital and transversal competences needed for employment, personal development, social inclusion and active citizenship. The project will develop an open, innovative multilingual Digital Competences Development System (DCDS) and use it to provide non-formal training to low-skilled adults in different

Improve the basic digital and transversal competences of 25+ years old citizens through an innovative integrated system that combines an online environment and face-to-face support.

## Conclusion

Digitalization Support non-formal training providers in planning and delivering flexible and modular training offers, aimed at improving basic digital competences of adults. Digitalization Empower policy-makers and key stakeholders from different fields in formulating integrated policies for developing and recognising adult citizens' basic digital competences digitalization Collect and analyse evidence to substantiate innovative policies and practices through a field test of the DCDS.

The main output of digitalization include development of digital competences and related transversal skills of adults Consisting of a self-assessment tool, online management tools, online learning application, multilingual digital open educational resources, validation & certification of digital competences digitalization composed by training modules which combine online learning with face-to-face support sessions by e-facilitators

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