Implementing Andragogy using Multimedia Courses

International Journal of Computer Applications
Foundation of Computer Science (FCS), NY, USA

Volume 137
Number 9

Year of Publication: 2016

Authors:
Naushad Patel, Shoyeb Memon, Zoyeb Khan, Zainab Pirani

10.5120/ijca2016908897

Abstract

This project introduces the development of an effective self-learning environment for adult user. The proposed system will be designed and constructed using the .net system with a suggestive infrastructure for this type of system. Research showed that the requirements of the adult users were very receptive to the interactivity, accessibility, and according to convenience of the system. The project will be used for teaching the adult only. Despite of the radical changes made by the teaching management educators have continued to use the archaic term pedagogy for describing their work. The word pedagogy refers to teach the children only whereas andragogy refers to teaching of adults. Thus, pedagogy does not fulfill all the needs and requirements of teaching adults in classroom and management of them in today’s environment. To ensure congruence with the emerging methods of teaching management, we advocate adoption of the term andragogy. [1]
Andragogy, Multimedia, Education.

References


Index Terms
Computer Science  Image Processing

Keywords
Andragogy, E-Learning, Adult Learning, Design.