WHY ADVENTURE? LEARN THROUGH E-VENTURE

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ABSTRACT:
“Learning through E-venture” can be a rapid growing trend setter in modern education system. It educates students better than the traditional classroom since contemporary students expect innovative aids to enhance their learning. This paper discusses ‘online learning ’ as a rapid growing trend in modern education system. It educates students more readily and effectively as compared to the traditional classroom since contemporary students expect innovative aids to enhance their learning. This research paper probed into many ground-breaking internet applications and found ‘Skype’ a web based learning free application to communicate (Audio, Video and Text) between the students and the instructor. It is user friendly and little knowledge of computer is adequate to utilize the application. A students’ network can be formed by adding contacts through Skype to clarify their doubts irrespective of any subjects (Voice, Text, Webcam). Concerned staff may resolve their queries accordingly. Thus, the paper presents the utilization of Skype for innovative online learning. This research paper probed into many ground-breaking internet applications and found ‘Skype’ and WizIQ are the two internet- based learning platforms to learn and communicate effectively (Audio, Video and Text) between the students and the instructor.

KEY WORDS: E-venture, classroom, students, internet.