# Understanding the Impact of Multimedia Affecting Academic Achievement of Students

### Patel Ripal Upendrakumar<sup>1</sup>\* Dr. Pritesh Bhatnagar<sup>2</sup>

<sup>1</sup> Teacher

<sup>2</sup> Professor

Abstract – In the present situation of educational facilities, multimedia has dig up the own kind of its space type in many or maybe the other fashion as a tool of educational technology. Multimedia has overcome the barriers of space and time and offers proof to be recognized as an anywhere and anytime instrument for training multi-disciplinary masses. Apart from becoming an effective tool to make presentations, multimedia provides special benefits in the area of education. The primary reason for this particular study is actually finding out the effect of using multimedia on college students' academic achievement.

### I. INTRODUCTION

A moderate is actually "an intervening agency, means, or maybe instrument by which food is actually conveyed or perhaps accomplished". The plural form of moderate is actually media, which, in the context of training, includes the means to create, grocery and instructional present content. These include instruments including talk and chalk, computers and books, slide projectors, video projection, overhead projectors, document cameras, sound devices (a CD player, radio), combined audio as well as video systems (television, digital clip cameras, and DVDs), as well as the media items themselves. The phrase multimedia was created in the 1960s to explain the combined use of several media, like text, film, video, still pictures, and audio.

Multimedia-based instruction could be effective and efficient for 3 reasons:

- it's self-paced learning: the personalized speed of the learning enables pupils to break down the team instructional setting, which usually inhibits several people's natural progression.
- it provides video/audio generation, enhancing a learner's interaction with the program content through less bridging effort between the info as well as the learner being prepared, and
- it offers autonomy in the learning process: selfregulated teaching shifts the sense of duty from the teacher to the student.

The idea of multimedia engineering is actually broad & it's infinite use fields; it's a deep component as an instructional technology along with the use of its in statistical and medical domains & in establishing databases. Furthermore, the entertainment industry is actually among the sectors containing the lion's share in making use of this technology. Interaction is the primary aspect in multimedia technology as nearly all of its apps are recognized by interaction. For that reason, multimedia plans might offer a far more successful & much more important experiment than utilizing each technology separately. Technology doesn't always generate education. The job belongs to the learning needs of pupils. With multimedia, the procedure of learning could be more goal oriented, more participatory, supple on space and time, unaffected by distances and customized to individual learning styles, and improve collaboration between pupils and teachers. Multimedia allows learning to be fun and welcoming, with no fear of failure or inadequacies.

The pedagogical strength of multimedia is actually it uses the natural information processing capabilities that we already possess as humans. Our ears & eyes, in conjunction with the mind of ours, develop a formidable program for transforming meaningless sense information into info. The old saying that "a picture is definitely worth a 1000 words" typically understates the situation particularly with regard to shifting pictures, as the eyes of ours are highly adapted by evolution to interpreting and detecting movement.

### II. METHODOLOGY OF THE STUDY

The researcher used the experimental technique in learning the effect of an independent varying (a pc

representation application making use of multimedia) reliant varied (academic achievement), on а comparison was made between the experimental group that studied by utilizing a laptop or computer presentation system which employs business multimedia in addition to a professor, as well as the additional team is actually a command one that studied by making use of the conventional method of dialog and debate, in addition to a teacher. The variables had been controlled, which imply that both groups are actually equivalent in phrases of specialty, academic level, teacher & teaching location as well as the 2 groups have undergone a pre as well as post academic achievement exams.

### III. DATA ANALYSIS

The median and the standard deviation of the pre academic achievement test for the experimental and control groups were extracted as shown in Table 1.

#### Table 1. Results of the pre academic achievement test for the control and experimental groups.

Group	Number	Median	Standard deviation	Student T-value	Significant differences
Control	20	5.05	1.637	1.915	0.063
Experimental	20	5.15	1.316		

Now, he standard deviation and the median were calculated for both the control and experimental groups in the post academic achievement test as shown in Table 2.

Table 1 reveals that there are no statisticallysignificant differences between the experimental and control groups at the significance level of 0.05 in the pre-test which indicates the equivalence of the two groups.

The standard deviation and the median were calculated for both the control and experimental groups in the post academic achievement test as shown in Table 2.

## Table 2. Results of the post academic achievement test for the experimental and control groups.

Group	Number	The median	Standard deviation	Student T-value	Significant differences
Control	20	6.06	1.231	9.121	0.00
Experimental	20	10.00	1.239		

Table two shows statistically significant differences between experimental organizations as well as the management at a significant amount of 0.05 in the content academic achievement test in favour of the experimental group. From the above analysis by the means of pre and post-test it is clear that there is a significant impact of use of multimedia on the academic achievement of college students.

### IV. CONCLUSION

With this paper, a study has been carried out to evaluate the reverence of multimedia in different disciplines of the existing education system. In conjunction with the analysis of the usefulness of multimedia in various informative scenarios, the significant thing for future analysis would be that the time period to come will certainly guarantee the accessibility of multimedia technology to one and most, though the use of its must be confined to and in consideration with the pedagogical strengths of its.

The procedure for knowledge acquisition gets to be more effective when the learners have an event by way of a multimedia simulation. Multimedia engineering empowers informative practice by means of improved interaction between teachers and also the pupils. Aside from the reality that multimedia is able to offer pupils and educators with limitless possibilities of quality teaching as well as learning, taking important considerations of the pedagogical strengths as well as limits of Multimedia, it may be utilized to the fullest potency of its, as well as talk to the eminence of New Educational Technology tool'.

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### **Corresponding Author**

#### Patel Ripal Upendrakumar\*

Teacher