eInstruction: A Gateway to Effective eLearn

The whole world is being kept on changing in very short span due to the uninterrupted resource are made available from the world of new vision, technology. Education is not an exception. Educational Technology and Instructional Technology has revolutionised the classroom pedagogy. The uses of modern amenities within the classroom environment are easily accepted by the teachers and learners but media and multimedia is still away and their use is being observed restricted in the classroom pedagogy. This is one of the barriers and one should think of why the teachers or the people employing their efforts are not able to get their endeavours visible in the classroom environment. The prime concern of this paper will be the 'Instruction' and eLearn. It will be discussed in the light of Educational Technology and Instructional Technology. Following will be the key area of eLearning.

1. Instructional Design for eLearn. -eInstruction
3. Classroom Pedagogy. -ePedagogy
4. Developing Software (Course Content) - Need of Pedagogical Approach. -eCourse Content.

The world of education cannot be replaced by the another system, one is to think of introducing the modern trends to the system to enable it to accept the change as such changes are being observed in the habits of the common people. It is called the life, the technology is the part of the life and one cannot separate it but one can make it more accurate or inaccurate. The question is: Do we really find the ET or IT in the lives of teachers teaching in the educational institutes? This answer can be wisely put forward disguised but the fact is very different. The reason is the chasm between the people who are teaching (not only teachers, all those who are backbone of the teaching community) and the people who are engaged in developing any kind of software (Video, audio, multimedia, etc.). To look into the world of education and technology needs a very different eye, a balanced eye that can look into the problems faced by both communities. As learning can be eLearn, why Instruction can not be eInstruction.

The teachers, the policymakers, the teacher educators, educational Researchers have to deviate from the conventional strategy to emerging scenario of the world of teaching and learning. eLearn is introduced at the level of technocrats, not edu-technocrates, for that we need an extra force to make all our endeavours be real not superfluous.

In the paper all the points will be discussed in the terms of developing course content to enhance eInstruction for better eLearning. The fundamentals will be derived from the Educational Technology, Instructional Technology, Educational Psychology, Pedagogy, IT, Role of Media in effective curricula transaction, use of Media technology, Developing Multimedia Software, Asynchronous and synchronous modes of Instruction, etc.