EDUCATIONAL TECHNOLOGY AND ICT

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Lecture-60

Module-60: Web 2.0 Tools in Education

Hello dear learners, welcome to SWAYAM-NPTEL course on Educational Technology and ICT. I am your course coordinator, Dr. Sarita Anand, from the Department of Education, Vinaya Bhavana, Visva-Bharati, Santiniketan, West Bengal, India. Today is Module 60 on Web 2.0 tools in education. This is Lecture 60, and I hope this is the last lecture of the course. Before going into the content, we will review the concepts covered. Earlier, we discussed social media in education. We focused on the positive utilization of social media in education, its use in the classroom, different challenges, and ethical considerations in using social media. We also explored various social media platforms in academics, such as BHU and DU.

Now, we will move on to understanding the concept of Web 2.0 tools. First, we must try to understand what these Web 2.0 tools are. These tools refer to interactive applications that enable users to engage dynamically with information, collaborate socially, and participate in content creation. These tools typically have dedicated websites and mobile applications, allowing seamless access across different devices. Unlike the earlier Web 1.0 era, which primarily involved reading static content, Web 2.0 empowers users to actively shape and customize their online experience.

Here again, I have prepared this graphic visual with the help of Napkin AI. You can see this picture is very visual and effectively explains the concept of Web 2.0 tools in education. If we collaborate many things together for the benefit of our learners, such as using wikis, different blogs, and social media platforms to enhance educational activities, then we can say we are using Web 2.0 tools for educational purposes. There are many wikis, and they are utilized by teachers and students not only Wikipedia but also other wikis. Different blogs are there, as well as social media, which we discussed in an earlier lecture.

Tools like wikis, blogs, and social media platforms often inspire students to excel in their assignments. They can exceed expectations by facilitating an engaging and innovative learning process, surpassing their peers. These Web 2.0 platforms and tools are very beneficial for students. First, we will see the definitions.

Web 2.0 is- Its ability to allow the users to create, modify and integrate the content from various resources and the individual can incorporate multimedia elements such as images, videos and hyperlinks to enhance their digital contributions. For students, this means unlimited possibilities for the personalizing their work. promoting creativity and surpassing the traditional limitations like word count and artistic skills and paper length. So, the popular Web 2.0 tools include wikis, Wikipedia, wiki educator and many more wiki university many things are there I will show you the blogging platforms like Word Press or blogger.

Social networking sites like Facebook and X and media sharing platforms like YouTube, Flickr, I forgot to mention Pixabay and also different content creation tools like Wikipedia, Weebly and Instagram serves both educational and professional purposes. Instagram is not only for, comedy or musical or dancing reels but also this can be utilized for the educational purposes also however the effectiveness of these tools lies in their alignment with the instructional objectives how teachers are giving instruction how students are learning and taking training to use them for the educational purposes.

 Teachers should prioritize their lesson goals and intended learning outcomes before selecting a tool, ensuring that it enhances the student's engagement and knowledge synthesis rather than serving as a superficial addition on their learning platform. So, setting and implementing the right Web 2.0 tool this is the difficult question that how you will decide and choose the appropriate wave 2.0 tool depending on the learning objective. and how you are going to give your lesson.

The tool should be seamlessly integrated with the instructional content rather than being a additional component without clear purpose. So, educators should first define the intended learning outcome that what they want to train or teach to their students and then select a tool to enhance their student's ability to engage with demonstrate their understanding of the material. Few examples I have given- the first I kept is Canva, because Canva is improving itself day by day. I Think, I am connected with Canva since 2019 or 2020 and since then they developed themselves very much and already you have got the essence of Canva in previous lecture. So, I will not be going to talk about the detailing of the Canva.

The Prezi: Prezi also I had discussed in the content creation with the interactive PPT. This is the screenshot of that Prezi and you can see those PPTs we had prepared and now the Google Meet.

The Google Meet is also counted as Web 2.0 tool and this tool is providing the features of not only for the organizing the video conferencing, but also, we can facilitate interactive real time classroom teaching learning process. So, I just gave the screenshot of one Google meeting I have organized and take the video took the screenshot.

Now the Wikipedia: Wikipedia is also very well-known platform the purpose of Wikipedia not only Wikipedia different wikis are there like you can see here the wiki, wiki history and many are there, I think wiki educator is not there it should be there so Wiki educator is also providing the platform for the teachers they can showcase their work on that wiki educator. Maybe that was not shown here in this screenshot but, this you should take as a homework that what the function of wiki educator ok.

Then comes the WordPress. WordPress is also free and open-source content management system and many teachers are utilizing this website for starting for the blogging for the educational purposes and including their portfolios and commerce stores are also being utilized here on the WordPress. Now the Padlet. Padlet is also another Web 2.0 tool that allows the text commenting, pictures, videos and presentation. Anyone who want to use it, they can not only view the content but also, they can comment, they can post their comment and also the pictures and the teachers have the facility to command that who will be able to post it, who will be able to comment it, they can post their content, they can share with the students.

This tool is highly flexible and user friendly allowing the users to customize privacy setting and to either permit the collaboration or restrict the access. Suppose if you want to only show your student, but not allow them to comment or modify your provided content. So, you can restrict the access similarly like you work in the WhatsApp that you are denying the access to comment. So, you can close it. So, viewers do not require an account to engage with the content, and the creator maintains full control over moderating and meaningful comments. So, you can go and check out the Padlet also.

Then comes ThingLink: ThingLink is also an effective tool for presenting visual content and enhancing images with interactive elements. Users can upload an image, such as a map, diagram, or photo, and even embed tags to provide additional text. So, these tags may include links to definitions, related images, maps, and external websites. So, suppose you

are posting a photograph or image of yours or some place, and you can embed different tags. With the help of only one picture, you can explain the whole procedure because you are embedding the tags on that picture. So, that facility is a very beautiful feature of ThingLink, and if you explore, you will find it out.

Then comes Weebly: Weebly is also a website-building platform. If you are interested in developing your website, it allows users to create personal or professional sites. It offers both free and premium versions, with the free version being sufficient for most educational purposes. One limitation of the free version is the inability to upload videos directly but users can easily integrate YouTube-hosted videos into their Weebly pages as an alternative. It means if you are trying to upload any of your video lectures directly to Weebly, you will not be able to do so; but if we have uploaded to YouTube, we can just take the embedded code from that YouTube channel or video and paste it on this Weebly. Similarly, we are doing the same on Google Sites. So, there is no problem; the free version we can utilize.

Then comes VoiceThread. This tool also allows commenting on pictures, videos, and PowerPoint presentations. By the name, you can understand the voice. We can give comments. Students can post text, video, or audio comments. Everyone can view and listen to those comments and others posted, and what they have said. On other platforms, you will see that we can only write comments, but here we can share comments in audio or video form. So, educators can use it to record lectures or announcements, while students can create individual or group projects. VoiceThread supports multiple forms of interaction, allowing users to leave their comments in various formats, including audio and video; a feature not available on many platforms. So, if you are interested in increasing your students' creativity, you can go for VoiceThread.

Then comes SurveyMonkey. If you all are very familiar with Google Forms, SurveyMonkey is a similar kind of tool. There are many Web 2.0 tools for surveys, but I have only kept one. SurveyMonkey is a global platform for creating and managing online surveys and forms, empowering users to collect, interpret, and analyze data to drive growth and innovation across various industries.

Then comes the Flicker: Flicker is also the earlier this was only for the photo's website and now the web services suit and allowing user to upload. Share and organize their photos and videos and also source as online community for the photographer. So, if you are interested to donate to share on the public domain of your photos and videos then you can choose the Flicker. This is the free platform at the time of CC licensing when I was explaining there,

I had mentioned the both the Flicker and the Pixabay, so now the Pixabay is also a free stock photography and royalty free stock media website where users can share photos illustrations vector graphic film footage stock music and sound effects.

Under the Pixabay center license and allowing free use with some restrictions these they show the eye stock or something written there on the images So, providing the royalty free images with the stock pictures, but definitely some kind of attribution is required you are using if you are using the Pixabay. So, we can go through the Pixabay and Flicker in later PPT.

First, we will try to understand the advantages of Web 2.0 tools like it is easy to use. interactive for the learning, real time refinement is there available, professional quality results and if you are using this platform, your confidence increases, you can encourage your students for the participation in large scale. So, the teaching learning environment may be increased and this platform is dynamic and also providing the learning experiences not only for the student but also for the teachers. The other advantages are like collaboration and problem solving. Many times, the face-to-face and online settings are combined and teamwork and multimedia integration are there and people are utilizing these platforms for their academic purpose.

The individualized learning, these tools allow students to customize their learning and what they want to see and what not they can organize accordingly. And the diverse perspective and knowledge sharing is there. If you are using the traditional written assignment, then it is different than that because the digital projects or the assignment are increasing or developing a variety of viewpoints and encourage the broader knowledge sharing among the students because they can see the others work also.

Now, the limitations of Web 2.0 tools, the first one is not a universal solution. Definitely this is not the universal solution for all kind of the problem, but the key consideration should be whether these tools genuinely enhance learning rather than adding unnecessary task. Maybe many people are not trying to use many of these tools because they are treating is that this is the wastage of time but suppose if this is wastage of time then why the millions of people are using? Definitely when we are trying to communicate on a large scale then this is useful and our proper objective and goals should be decided otherwise definitely this will be problematic. The consideration for integration. Like if you want to use there is limitation of the configuration, device compatibility issue, account requirements.

In this video also you have seen many times, when you will enter there will be account requirement and these allowing the account or sharing the class account, accessibility issues are there and the privacy concerns are also there. Then comes the complexity and training. Many times, people struggle with the using this kind of tools like because many students are not techno savvy, teachers are not techno savvy. So, they face limitation to use these kinds of platforms. So, there must be some kind of training.

Traditional classes are, they feel traditional classes are easier, easy to understand and some kind of training in traditional class should be given for these kinds of tools. The online learning support is more challenging. Educators may create tutorial video but some students may struggle with the troubleshooting. They are not able to see it. Maybe resolution problem, risk of overuse.

There is the saying that it means the overuse or over things are not good for any concept in our life. So, this risk is there for this kind of Web 2.0 tools because maybe the most engaging tools can be becoming monotonous if we overuse it. So, we should go for the need-based uses. It should be integrated strategically to maintain the student's interest and effectiveness of the teaching. Then balance approach should be there, different digital devices are there, smartphones are there, but we have to decrease the screen time also.

So, whenever is required we should use and accordingly we should try to make the balance. The technology should enhance the learning rather than the reducing the meaningful engagement with course content. So, learning should be enhanced with this kind of technology. And now we will see the only two Web 2.0 tools. Those are Flicker and Pixabay because I had already discussed about this on the lecture of CC licensing and OER.

So, it will be opening Flicker. So, we will see that what kind of content are being provided here. So maybe I am registered, so maybe it will be providing more information. Okay! no need to sign in. It will waste our time. We will see.

So, you can see, you can explore what are the features. Flicker Pro is there; community is there. So, the best place to be a photographer online. So, it is showing that the photographer, but many kinds of content are available there and we will see the features or even we can search and we will find that what kind of content it is providing.

So, I will search it is providing login. So, I will not login I will just directly search. So, what we should search? We should search about the ICT tools. class okay, then let's see what kind of images they are providing ICT tools in, okay this is not good picture for our

requirement they have not listen our instruction ICT tools in classes only one this one so we have to select which one is appropriate, this one is appropriate okay!

Digital tools integration in schools, so this kind of pictures are available then we should go for the next pictures and we can see, so we have to explore we have to give the searching that what kind of pictures we require and it is showing that when it is uploaded and what camera and on the description is there, this is description is available so you can explore. I have just given one prompt and then next we will go for Pixabay I am not taking too much time because this is for your homework that you will explore the flicker for your educational purposes.

Now the Pixabay; here Pixabay is providing the large-scale option and This is nature, wallpaper, background, business, random, etc. Here we will get the education. I hope if they are not providing the education, we will type our lead that what we want. So, we will go for the music. We can see the music or the sound effect. Okay, we will see the sound effect. Okay! so, these are the freely available sound effects and we can see relaxing guitar.

Now, we will download it. It is freely available. So, if you are interested to donate, you donate it. Otherwise, you download it and you can see here it is downloaded, already downloaded and you go to the Now other categories are there like music, sound effects we have seen, music that is also the part of music, leave it. Now we will go for the photos.

You can see that how beautiful pictures are available here many times I come here and see that people are placing their beautiful pictures here on Pixabay and these are freely available and we can download it, if you are interested to download it, you can download. So, now you can edit with Canva, also Canva is very smart you can see that you can edit image with the Canva the similar images are coming out and if you are preparing some invitation card or something then you can utilize it and if you want to join Pixabay. I have already joined but maybe sign in issue so that's why I am not trying it and here is the option you can go through it, Full HD wallpaper 4k and background nature and if you will search, these are the nature.

I want some educational picture, so you can try, you have to just write it that kids playing in school so this see what kind of pictures they are providing Yes, they are providing if you are liking this crayon colors and all you are preparing the some PPT you just have to download some let us download it. There is option of downloading you can download and the resolution is also mentioned that what kind of resolution required for your work and if you do not want to change it you do not know that by default you go with this, download

it. ok again it is asking that you want to edit it, similarly you use in your phone you can change the color and design effect here.

Otherwise, you go by simple don't edit with the Canva and your content is already downloaded and you can go through it. I downloaded again and if you are interested to upload your images, you find that I am a good photographer. I have created with the students from Santiniketan. They are very much the artist, big artist, *Kalakar*. Then they can, they paste their artwork on this website. So, you can see that eye stock is there that it is having the hologram image and if you will download it this will be shown that the attribution is by default is given and you need not to give the link and all this will be there with the picture.

So, this was all about the Pixabay and I will suggest you all that you please explore these platforms for your better content creation with the help of Web 2.0 tools. Now the conclusion. Promoting many interactive, collaborative and student-centered learning experiences, these tools enhance engagement, creativity, knowledge sharing while offering the flexibility and content creation and communication.

By integrating platforms such as blogs, wikis, social media, and multimedia tools, educators can create dynamic learning environments that cater to diverse learning styles and the needs of their learners. However, effective implementation requires careful selection of Web 2.0 tools, ensuring that technology aligns with educational objectives rather than serving as a mere add-on. Teachers must also consider accessibility, privacy, and digital literacy to maximize the benefits of these tools while minimizing the challenges of their use. Ultimately, when used strategically with planning, Web 2.0 tools empower students to become active learners, critical thinkers, and digital creators. By embracing these technologies, educators can enrich learning experiences and better prepare students for the demands of the 21st-century digital world.

So, this was all about digital content creation with the help of Web 2.0 tools. Now, these are a few references for your further study. Hope you will go through them.

Keep learning. Thank you.