

Effect of Digital Technology on Students' Learning Outcomes at University Level in Azad Jammu & Kashmir

Sidra Younas

Lecturer department of education Mohi-ud-Din Islamic university, Nerian shareef AJ&K

Huma Rani

Lecturer Department of Education University of Azad Jammu & Kashmir Jhelum Valley Campus

Syed Sajjad Hussain Shah

ssajjad.hussain@ajku.edu.pk

Lecturer Department of Education University of Azad Jammu & Kashmir Jhelum Valley Campus

Corresponding Author: * Syed Sajjad Hussain Shah ssajjad.hussain@ajku.edu.pk

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ABSTRACT

The effectiveness of virtual generation in improving scholar instructional performances withinside the challenge path stays expertise growing a know-how hole that this have a look at goals to cope with. So, the want turned into felt to outcomes of virtual generation of instructors on college students' instructional overall performance. The motive of the take a look at become to research the impact of virtual generation on pupil-on-pupil instructional overall performance. The take a look at became to examine the pre-check and post-take a look at of difficulty management and control at college stage. Null speculation became formulated for the take a look at. Was delimitation to the academic management and control difficulty at the bankruptcy of management and theories of management? The populace of the look at became the scholars at college stage of the Mohi-ud-din Islamic college. The pattern length become 21 college students of B. Ed (Hons.) fifth per-check and post-check turned into evolved to degree the goal of the have a look at validity of the check changed into censured through experts. Data become analyzed through the fee and wellknown deviation the use of SPSS. It became concluded that post-check end result is higher than pre-check. It turned into concluded that there has been a extensive impact of virtual era on pupil educational performances.

Keywords: *Effect, virtual generation, pupil gaining knowledge of, method, Achievement*

INTRODUCTION

Educators are continuously in pursuit of technological gadgets in order to increase the mastering reviews in their pupils. Nevertheless, era has been perceived as a enormous asset inside instructional settings that has stronger gaining knowledge of but concurrently gives destructive results on scholar instructional overall performance. With the arrival of modern-day records generation, the instructional panorama is unexpectedly turning into liberated from the limitations of time and geography. However, every learner keeps to necessitate a strong scaffold of help to gain lifelong academic success. Students require the involvement of mother and father, peers, and mentors who additionally expect the jobs of educators and coaches. The number one goal of the school-to-paintings initiative is to provoke expertise and backing so that scholars will gather the talents, habits, values, and cognitions critical for productiveness throughout all lifestyles roles. Technology occupies a pivotal function withinside the lives of college students. The integration of generation in the lecture room has tested advantages but isn't with out sure disadvantages. Technology has facilitated pupil engagement and willingness, thereby improving the getting to know

revel in. It has been discovered that scholars generally tend to skim virtual assets as opposed to accomplishing profound analyzing sports that domesticate analytical and important questioning competencies (Nicholas et al. 2010).

The academic region has in addition gone through this transformation, because the fast development of generation, encompassing net get admission to, cell gadgets, and virtual equipment, has redefined the studying surroundings throughout all academic ranges and establishments. Contemporary college students revel in extraordinary get admission to to records and sources through on line getting to know systems, instructional applications, and virtual libraries, thereby revolutionizing traditional coaching and mastering methodologies. The instructional discourse surrounding the ramifications of era in schooling has proliferated appreciably in latest years. Empirical research have illustrated the favorable consequences of incorporating cell gadgets into academic processes, thereby enriching college students' getting to know stories and educational overall performance. However, it additionally introduces demanding situations in pedagogy and mastering, as evidenced with the aid of using college students' interactions with those technological equipment (UGu & Science, 2020).

Despite this, skepticism has been articulated via way of means of sure scholars, who query the effectiveness of laptop era in improving scholar achievement. While generation possesses good sized capability for academic development, its tangible have an impact on on pupil gaining knowledge of effects is still a rely of contention. Current technological studies regularly concentrates on discrete gear or structures, thereby leaving a lacuna withinside the complete information of the cumulative effect of technological improvements on pupil getting to know results. This research seeks to bridge this hole through carrying out an intensive evaluation of ways present day generation influences scholar mastering results. The insights derived from this observe will increase the knowledge of ways generation ought to be applied efficiently in instructional contexts, thereby benefitting educators, policymakers, and stakeholders in training who aspire to decorate its first-class and efficacy. This studies endeavors to scrutinize the affect of present day generation on pupil getting to know effects via way of means of inspecting the numerous technological gear and systems hired inside instructional environments and their effect on college students' cognitive talents and dependency on technological gadgets. Furthermore, it assesses how educators and dad and mom leverage those technology to facilitate and guide the instructional trips of college students.

Drawing on present data, literature, and deciding on real-lifestyles examples, the look at delves into each the wonderful and bad implications of present day era on scholar mastering results. It gives multifaceted evaluation, encompassing the views of college students, educators, and mother and father. Educational era has had a sizable superb effect on college students, especially in improving cognitive capabilities. Cognitive abilities, consisting of memory, attention, and problem-fixing, are critical for powerful gaining knowledge of. Technological equipment have established to be treasured in fostering those abilities amongst college students. Interactive academic video games and simulations, for example, can sell vital questioning, problem-fixing, and decision-making abilities. Educational video video games have the capacity to significantly enhance college students' problem-fixing and vital questioning abilities, in addition to beautify statistics control, virtual era, and collaboration, all of which can be essential capabilities in today's facts age similarly to cognitive ability development, era also can cater to extraordinary mastering patterns and preferences. Adaptive getting to know structures, for instance, make use of algorithms to research college students' overall performance and mastering patterns, taking into account the advent of personalised studying paths.

Students have a tendency to skim virtual sources in place of carrying out deep analyzing sports that foster analytical and essential wondering competencies (Nicholas et al. 2010). Dependency on generation additionally poses the threat of distraction, as more than one tabs, social media notifications, and on the

spontaneous messaging can divert college students' attention from their obligations at hand. Research shows that scholars who considerably use generation at some point of take a look at periods can also additionally enjoy decreased awareness and data retention. Digital generation has drastically impacted almost all regions of activity, profoundly remodeling society. In universities, digitalization is appreciably changing coaching and getting to know processes. It complements the switch of records, scholar evaluations, scholar assist, and administrative processes, presenting extra possibilities for powerful gaining knowledge of (Brink et al., 2022).

Although the use of virtual gadgets in school rooms can offer a positive stage of comfort and comfort, it additionally affords demanding situations in coaching and gaining knowledge of, as mentioned with the aid of using college students' studies with those equipment (UGu & Science, 2020). Technologies like clever forums and projectors now join wirelessly to computer systems or laptops, permitting lectures to be recorded and accessed anytime. Students more and more take notes on laptops rather than writing via way of means of hand, indicating a sizable shift closer to the usage of computer systems in school rooms. Many educational establishments now choose virtual transformation to decorate verbal exchange and mastering. Researchers are exploring how virtual transformation impacts college students, instructors, and academic establishments. This look at examines the effect of virtual transformation on scholar overall performance and requires similarly studies into how unique technology make contributions to instructional success. The findings will manual investments in era and its hyperlink to new capabilities. In generation, college students' attitudes towards era are classified as smooth capabilities in preference to technical.

Statement of the Problem

Research developing integration of virtual era in schooling, studies on its precise impact on scholar studying results on the college stage stays limited. While triumphing research frequently discover fashionable era adoption or cognizance on number one and secondary training, fewer investigations deal with how virtual equipment have an effect on higher-order questioning. Academic achievement, and engagement in college college students. Furthermore, a lot of the to be had studies is context-particular, leaving a loss of complete know-how in various college settings, specially in AJ&K. Therefore, have a look at changed into carried out to research the impact of virtual era on college students getting to know final results at college stage. Because no studies has been performed to analyze the impact of virtual generation on college students studying effects at AJ&K.

Objective of the Study

The following became the goal of the look at.

1. To discover the impact of virtual era on college students studying consequences at college stage

Null Hypothesis

In the mild of goal, the speculation became as beneath:

There isn't anyt any impact of virtual generation on scholar gaining knowledge of consequences at college stage.

LITRATUREREVIEW

This bankruptcy endeavors to behavior a radical exam of the modern-day technological improvements pertinent to the conceptualization and origins of virtual era, in addition to the problematic courting that exists among virtual era and the educational overall performance effects of college students. The

emphasis on present era serves to extract pertinent know-how and contextual know-how concerning the phenomena below investigation, thereby facilitating the improvement of the researcher's very own framework relating virtual era. Digital era has emerged as a essential lifestyles skill, and its importance in all sides of present day lifestyles is universally acknowledged. Given the important function performed with the aid of using virtual era, Student Learning Outcomes (SLOs) are delineated because the particular expertise, abilities, talents, or attitudes that scholars are expected to collect via way of means of the belief of an academic revel in or educational program. In the context of program-stage assessment, SLOs are of paramount importance, as indicated through Sulzenbruck et al. (2011).

Digital technology embody a complete array of hardware and software program equipment that permit conversation, access, transmission, and garage of facts and understanding inside a virtual instructional surroundings, together with mastering analytics, adaptive gaining knowledge of systems, augmented and digital reality, and robotics. When scrutinizing the usage of the Internet withinside the pedagogical technique inside better schooling institutions, it turns into obtrusive that a giant percentage of college educators, in particular 44%, from time to time combine virtual technology into their educational methodologies; furthermore, while hired, educators predominantly motel to the identical form of technology which can be more often than not conducive to improving their lecture shows instead of fostering pupil-targeted gaining knowledge of activities. Digital generation transcends mere technical talent and operational practices associated with the powerful use of virtual devices; it features a spectrum of cognitive capabilities vital for executing duties inside virtual contexts, inclusive of navigating web sites, decoding consumer interfaces, coping with databases, and tasty in conversation thru chat rooms. In the present day technological landscape, virtual era is regularly seemed as a "survival skill," serving as an important device that empowers people to instinctively navigate complicated virtual responsibilities. Nevertheless, sizeable endeavors had been undertaken in current years to explain and conceptualize the cognitive skills hired with the aid of using people in virtual domains. This evolving knowledge of virtual era withinside the contemporary virtual era, characterised as "what virtual era is," has inaugurated a brand new sociocultural discourse geared toward improving comprehension of virtual era as a shorthand for virtual engagement. These goals may be found out thru instructional packages, studies initiatives, and network support (OKAY, 2003).

Institutions of better schooling, in particular universities, are identified as pivotal dealers of societal improvement. These institutions, unique for better schooling, offer vital offerings in preparation and studies and are acclaimed for conferring diverse instructional degrees, along with bachelor's, master's, and doctoral qualifications. The number one goal of universities is to make a contribution to country wide improvement with the aid of using cultivating a relatively professional workforce, that's necessary for the development of the nation. These objectives may be fulfilled thru academic programming, studies activities, and network engagement (OKAY, 2003). This region is college training on the higher rank of the instructional machine as it's far mentioned for accommodating, acquiring know-how and making new discoveries. This examine fills the distance in present literature because it centered on comparing college students' perceived degree of virtual generation and its dating with their educational overall performance at Higher schooling stage. In the equal traces, Hunter (1984, p.45) diagnosed laptop generation as "the cappotential and expertise obligatory for all residents to live on and thrive in a way of life that relies upon on era".

Fine Motor Skills

With extra integration of generation, the impact it has on excellent motor talents is questionable. Some studies has dug into this topic, however it's miles nonetheless pretty undiscovered. Purcell, et al. (2013) offer a complete file approximately social media's effect on writing. Students and instructors speak

approximately what they bear in mind writing to be. Teachers additionally talk how social media has been useful and dangerous to school room writing. Teachers “inspire their college students to do as a minimum a few writing through hand...due to the fact they sense college students do extra lively thinking, synthesizing, and modifying while writing via way of means of hand, and writing with the aid of using hand discourages any temptation to replicate and paste others’ paintings” (p. 6). Their take a look at does now no longer best attention on handwriting however pleasant motor abilities in general. Computer use additionally has an effect on primary behavioral requirements. Due to social media, college students are capable of write collaboratively, proportion their paintings with greater human beings, and be greater innovative of their writing. Sulzenbruck, et al (2011) indicate “there are certainly precise variations in fundamental best motor talents relying on the quantity of time spent typing and handwriting texts” (p. 250).

Motivation

As instructors, it's far our primary precedence to encourage college students of their mastering. The extra stimulated college students are to research some thing new, the much more likely the pupil is to keep the material. Research suggests that whilst developing up withinside the ever-developing generation international, the incorporation of generation enables encourage college students to analyze. For example, Shane, et al. (2016), speak a challenge they performed that allowed 1/3 grade leaders and primary graders to paintings collectively and create an app so one can permit kindergarteners to exercise math strategies. This weeklong assignment allowed college students to apply era, collaborate, and teach. Study mentioned the manner that the scholars went thru and the consequences of the assignment. This more advantageous assignment inspired college students who desired to preserve constructing and operating at home. “The undertaking gave younger college students a real-international motive for making plans and developing collaboratively.

Expanding Studying

According to many academic sources, there are numerous methods to make bigger and beautify scholar gaining knowledge of thru the incorporation of generation. Bitner and Bitner (2002), have spent years operating with instructors and generation and synthesized 8 special regions that appear to assist with trainer integration. Their article specializes in the subsequent 8 regions:

- a) Fear of Change
- b) Training in basics
- c) Personal use
- d) Teaching models
- e) Learning based.
- f) Climate
- g) Motivation
- h) Support

The article then is going into extra element on every of the regions and discusses why those regions are vital to integrating era into the study room. Once those regions are met, integration of era can quality assist college students in increasing their gaining knowledge of. In this technological era, every day existence has grow to be extra complex with the aid of using rising technology day via way of means of day. The global is unexpectedly remodeling into the virtual international, and virtual technology had been constant completely in maximum famous cultures. Every business enterprise is status withinside the queue to emerge as on-line first. Many humans are the use of unique web sites for looking in addition to sharing facts approximately their decided on regions of interest. These technology empower all of us to

carry out first-class of their subject, particularly withinside the training discipline. This surroundings of virtual technology installed a idea that population of this surroundings, mainly college students, are not able to fight with the virtual global with out attaining right competencies of virtual era. Digital generation can also additionally make contributions to powerful utilization of diverse software program and pc packages associated with training, together with Microsoft phrase, spreadsheet, strength point, and a few different statistical software program programs concerning finishing touch of instructional projects. Digital generation is likewise anticipated to serve a important utilization of the facts gift at the web sites, lowering eight the possibilities of referencing untrustworthy sources. Commonly, at educational degree it's miles clean that virtual generation may decorate the talents of the scholars to apply computer systems and on-line assets withinside the academic discipline in effective methods.

The idea of computer systems changed into advanced through the begin of 1980 after the inclusion of computer systems in job-associated fields. It helps all and sundry in each area. It became a warfare to offer a job-related characteristic to using computer systems and to provide an explanation for how computer systems are useful in each area of studying (Buckingham, 2008). In the identical strains, Hunter (1984, p.45) diagnosed laptop generation as “the capacity and information obligatory for all residents to live on and thrive in a tradition that relies upon on era”. In the equal strains Scher (1984, p.25) explains that “right understandings approximately generation which empower an man or woman to stay and cope in cutting-edge global”. On the opposite hand, Simonson et al., (1987, p.232) declared laptop literacy as “comprehension of pc features, talents and packages except capabilities to put into effect this statistics withinside the skillful and effective usage of pc applications”.

Later, withinside the Nineteen Nineties the time period “pc generation” misplaced its reliability with the discovery of Information and communicate era (ICT) as primarily pc is taken into consideration first-rate for verbal exchange. The concept of “ICT” have become famous withinside the 1990 and diverse groups followed this generation. Researcher who thinks that it's far entire time period of ICT proposed a three-section manner to turn out to be generation in ICT. The first time period of ICT is ready the information and abilities concerning utilization of spreadsheets and phrase processing programs. The 2d cappotential of ICT is a way to be engaged with groups to be had on-line including sending emails and looking through internet. The 0.33 and remaining capacity of ICT is the way to be engaged in gaining knowledge of via to be had device (Cook & Smith, 2004). Contrary to those explanations, the ICT Panel (2002) regarded ICT as using virtual technology, communicate equipment and networks for accessing, handling, integrating, comparing, and developing facts to carry out in a information tradition is known as ICT.

n the early 1970 the time period “data era” became brought and it suffered numerous modifications in its interpretations. Contrasting to era, pc generation and ICT, which isn't in any respect constrained via way of technology have become outdated. Information generation which isn't always established upon any person generation or institution of 20 technology, statistics era enthusiastically empowers librarian (Martin, 2008), and it additionally helps authorities as well (Fieldhouse & Nicholas, 2008). Certainly, facts literacy turned into defined as a few addiction of thoughts as opposed to capabilities. Actually, facts era is taken into consideration as a manner of questioning in lieu of organization of abilities. It is a grid of primary and clever capabilities and particular creative contemplations that choice the scholar to increase comprehensively via the statistics situation. At the factor whilst maintained by means of manner of a constant analyzing circumstance at route, application or institutional level, data era can grow to be a dispositional propensity “a propensity for the brain” that appears for non-stop extrade and self-discipline withinside the request, studies, and becoming a member of of statistics from exclusive sources (Center for Intellectual Property withinside the Digital Environment, 2005).

The time period of “Information generation changed into extended via growing the idea made from a few levels defined by means of American Libraries Association in 1989. The participants of Association counseled that an data era character might be capable of pick out while statistics is required. Information literate humans have the abilities to discover, assess, and use required facts meritoriously. The time period virtual literacy turned into primarily based totally upon diverse former literacies like technological laptop ICT and facts era whilst those technology come to be ineffective. Many struggles have been followed to discover new and precise phrases extra relevant with virtual communications and net age. The concept of virtual era become taken from the ee-e book Glister (1997) on Digital era. His tries at enlightening the concept approximately virtual era is “the capacity to get right of entry to networked laptop sources and use them” to it being “in part approximately know-how of different folks and our prolonged talents to touch them to argue problems and get assist Similarly, Martin (2008) additionally extracted following 5 key factors from the earlier studies literature approximately virtual era. Digital era incorporates a few talents to carry out powerful virtual sports engrained inner operating places, analyzing, relaxation, and all different functions of day by day lifestyles.

For individuals, virtual generation will fluctuate confirming to man or woman real lifestyles situation further be a persevering with everlasting method growing because the person’s existence state of affairs develops; Digital generation is broader in comparison to ICT literacy, and virtual era will contain additives drawn from diverse allied virtual era. Digital era includes acquiring and the usage of knowledge, methods, mind-set and personal competencies and could incorporate the functionality for planning, executing and comparing virtual moves withinside the answer of day by day existence responsibilities. Digital era additionally carries the competency to recognize oneself as a digitally geared up character and to mirror on an man or woman’s very own virtual development.

Student Mastering Effects

In better training system, gaining knowledge of effects are the specs of what a scholar need to study and display on a success crowning glory of the route or the programmer. It also can be visible because the preferred final results of the getting to know technique in phrases of acquisition of the talents and knowledge. Achieving gaining knowledge of consequences wishes precise reports to be furnished to the scholars and assessment in their attainment. Student evaluation gives a demonstration of the regions wherein getting to know has passed off and wherein it must be progressed upon. This paper is a dialogue of the academic provider version evolved through Srinivasan Institute of Management Studies for incorporated educational support. The university has been supplying schooling offerings in important regions of significance to society, particularly Information Technology, Business Management and Social Service with said gaining knowledge of final results. Institutional techniques are deployed to reap those [1-6]. The measures projects taken up via way of the organization to beautify the social and monetary relevance of the guides offered, establishments attempt to acquire and analyses information on scholar getting to know consequences.

Student gaining knowledge of effects evaluation has grow to be an more and more essential thing of the studying surroundings in better schooling. This fashion responds to numerous motivations, including instructional responsibility to groups and governments, institutional, local or expert accreditation, in addition to inner practices for (departmental or institutional) overall performance assessment and improvement (Nichols, 1995). There are several getting to know final results evaluation equipment that is probably employed, and that they typically supplement one another. While the conventional task of direction grades is one in every of them, and monitoring the overall performance of alumni withinside the exertions marketplace is another, there also are subjective procedures that compare students’ emotions and perceptions. For example, Lazio et al. (2002) determined that scholar perceptions in their studying

surroundings have a more effect on pupil gaining knowledge of consequences than earlier achievement (ratings) in school. Students who understand themselves to be in a advanced gaining knowledge of surroundings carry out higher than people with extra terrible perceptions, even if controlling rankings from exams taken previous to coming into the particular mastering surroundings.

These findings spotlight the significance of extending studies on subjective techniques for better schooling. The motive is to check current literature on assessing SLOs from the fields of better schooling, and library technological know-how with an emphasis on evaluating the literature withinside the better schooling subject usually and educational libraries specifically. This assignment aggregates the present day studies withinside the fields, centering subjects consisting of the demanding situations of assessing SLOs, designing a software of evaluation, and growing a way of life of evaluation. In so doing, the bigger goal is thinking about SLO evaluation in every context that may be implemented to enhance how we consider assessing SLOs withinside the library discipline. It is essential to cope with the demanding situations to higher apprehend what confronts us as we embark on developing applications of evaluation. The subsequent step is to become aware of first-class practices which will mild the course ahead and assist us layout applications of evaluation extra efficiently. -Ultimately, we undertaking to create wholesome evaluation cultures that offer the gap from which dynamic applications may be created and advanced.

Model of Digital Technology



Related Study

Digital technology at the moment are an quintessential thing of the college scholar revel in. As such, educational studies has understandably centered at the cappotential of numerous virtual technology to enable, enlarge and even ‘enhance’ scholar gaining knowledge of. This paper gives an trade angle on those troubles via way of means of exploring college students’ real reports of virtual generation all through their educational studies – highlighting the elements of virtual generation use that scholars themselves see as especially useful and/or useful. Drawing on a survey of 1658 undergraduate college students, the paper identifies awesome virtual ‘benefits’– starting from flexibilities of time and place, ease of organizing and dealing with take a look at obligations via to the cappotential to replay and revisit coaching substances and examine in greater visible forms. While those information affirm virtual technology as primary to the methods wherein college students revel in their studies, in addition they

advise that virtual technology are not ‘transforming’ the character of college coaching and mastering. As such, college educators possibly want to mood enthusiasm for what is probably accomplished via generation-enabled mastering and expand higher understandings of the realities of college students’ encounters with virtual era.

Conducting powerful evaluation towards comparing pupil studying effects (SLO) is a hard and complicated technique for all better training professionals. University-stage conversations are more and more more targeted on pupil studying effects as they pertain to troubles along with college students’ abilities competence, non-stop improvement, retention, etc. In reaction to the growing call for for gadgets on campus (which include instructional) to make a contribution to those conversations, an information of a way to check pupil studying effects will become essential. This paper opinions current instructional literature referring to assessing pupil mastering effects in better schooling and educational libraries. The goal is to apply each to create a place to begin for instructional librarians trying to embark on a scholar gaining knowledge of effects’-primarily based totally application of evaluation at their libraries.

RESEARCH METHODOLOGY

Nature of the look at

The nature of the examine became experimental, so the studies changed into the use of pre-check and post-take a look at for equal organization layout.

Research layout

The following studies layout is used for gift look at:

Table 3.1

Research design

Group	Pre-test	Treatment	Post-test
Experimental	O1	X	O2

In the above desk the test represents that scholars had been taught thru multimedia. O1 represents the pre-check performed earlier than the remedy and O2 represents the post-check that changed into performed after the remedy (Teaching with multimedia)

Population

Population of the look at changed into the schooling organization college students enrolled in magnificence B.Ed. (Hons.) fifth withinside the Mohi-ud-Din Islamic college Narnia Sharif AJ&K.

Table 3.2

Population of the study (student)

Sector	Students
Moha-ud-din Islamic University Narian Sharif AJ&K	21

Source: Education Department MIU.

Sample size and technique

The pattern method changed into universal. The pattern length turned into 21 college students which became decided on thru flair take a look at. Two special exams had been taken with the aid of using the populace on numerous events and those exams helped to pick college students for have a look at. The check became marked through a topic instructor and become classes withinside the following order:

1. Excellent performance (seventy five or above seventy five%).
2. Good Performance (60-74%)
3. Low performance (fifty nine and under fifty nine%)

From the above classes, five college students from every class have been decided on after which college students have been similarly dispensed amongst each pre-check and post-take a look at. Each take a look at had 21 members. Convenient sampling approach turned into used for this look at to gather facts.

Research Instrument

Both pre-take a look at and post-take a look at turned into used as a studies device that consisted of 20 questions from the chosen challenge.

Procedure for records collection

The following experimental manner became assumed on this studies:

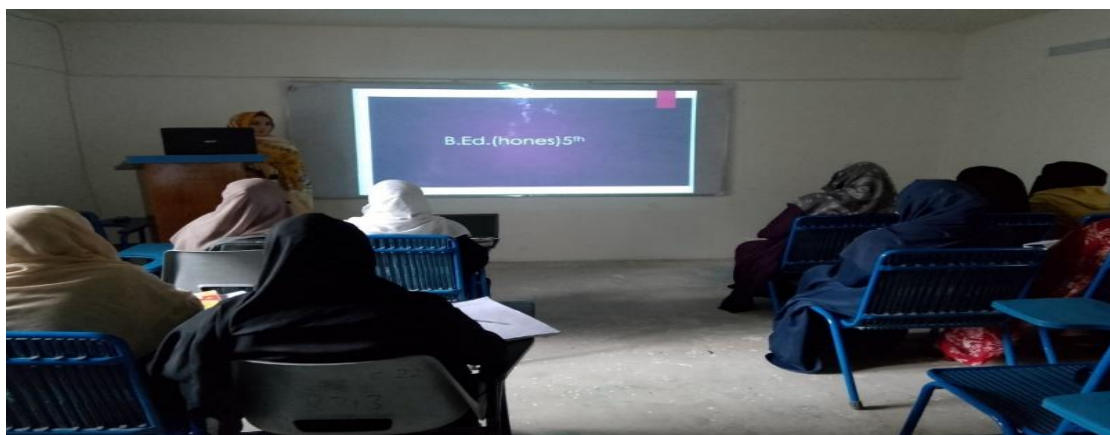
Subject and place.

The researcher had selected the University of Mohi-ud Din Islamic University Narnia Sharif District Sudhnoti AJ&K for this experimental have a look at. The concern academic control of grade B.Ed. (Hons.) fifth selected for this experimental studies.

Treatment

Daily base sports detail

The researcher teaches in a pick out class.



Week 1

Day 1

The researcher visited the college after permission of HOD and visited the fifth elegance B. ED (Hons.) who have been the player of experimental paintings. After the introduction, a take a look at (pre-take a look at) which include 20 MCQs had been given to twenty-one college students to check out their preceding knowledge. The period of the check turned into twenty minutes. Later than of of entirety the take a look at changed into acquire and checked.

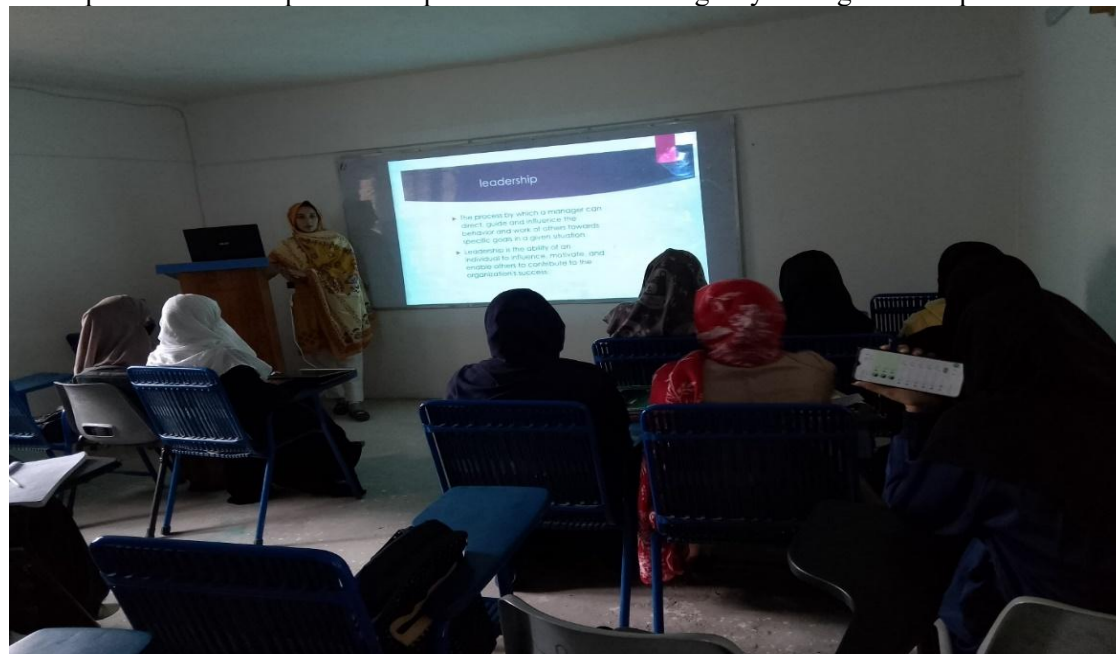
Day 2

On the second one day, the instructor enters the magnificence. The instructor begins off evolved elegance B.Ed. (hons.) fifth problem academic research. The instructor introduced the subject management and management. Students had been attentive and observed the trainer's practise accordingly. The instructor commenced the lecture college students had been listening to. At the cease of the lecture, college students ask questions, and the trainer solutions the college students' questions. The instructions taken from multimedia. The period of the magnificence is one hour.

Topic: Leadership and management

The technique through which a supervisor can direct, guide, and have an impact on the conduct and paintings of others closer to unique desires in every situation. A chief can direct, motivate, and manipulate their teams. A chief's fashion is fashioned via way of means of numerous factors, along with personality, values, skills, and experiences, and may have a enormous effect at the effectiveness in their management.

Management may be described as a procedure of having the paintings executed or the mission accomplished this is required to acquire the desires of an agency in an green and powerful manner.



Week 2

Day 1

On the 1/3 day the trainer enters the magnificence. The length of the elegance is one hour. Then the instructor begins offevolved the magnificence B.Ed. (hons.) fifth difficulty instructional research. The trainer introduced the subject of leadership. The trainer begins offevolved the lecture college students have been listening to. At the quit of the lecture college students ask the question, and the instructor solutions the student's questions.

Topic: Leadership

- 1.The manner with the aid of using which a supervisor can direct, manual and have an impact on the conduct and paintings of others closer to precise desires in a given situation.
- 2.A chief can direct, motivate, and control their teams. A chief's fashion is fashioned with the aid of using quite a few factors, along with personality, values, skills, and experiences, and may have a big effect at the effectiveness in their leadership.

Day 2

On the fourth day the instructor enters the elegance. Then the trainer begins offevolved the elegance B.Ed. (Hons.) fifth concern. The trainer introduced the subject capabilities of management. The magnificence taken from multimedia. Students concentrate cautiously and apprehend lectures.

Topic: Function of management

- 1.Planning: Define business enterprise dreams, setting up techniques and growing plans to obtain the ones dreams
- 2.Organizing: Arranging and organizing matters to perform organizational dreams. Determined that challenge is to be done, who's to do it and the way it will likely be done.
- 3.Leading: Manager with others to guide them closer to organizational dreams. Motivate and lead the personnel and repair conflicts.
- 4.Controlling: Monitoring sports to make sure that personnel are operating well so organizational dreams may be completed as planned.
- 5.Staffing: Staffing refers back to the method of selecting, training, and dealing with personnel and organizing objectives.



Week 3

Day 1

Teacher enters the elegance. Then the instructor begins offevolved the elegance B.Ed. (Hons.) fifth problem instructional research. The instructor introduced the theories of management. The magnificence taken from multimedia.

Day 2

Teacher enters the magnificence. Then the instructor begins off evolved the magnificence B.Ed. (Hons.) fifth difficulty academic research. The instructor introduced the subject conduct theories. The elegance taken from multimedia.

Topic: Behavior idea

This idea believed that leaders are made, now no longer born.

1.Behavior concept is a management idea that specializes in how leaders behave and the way the ones behaviors may be discovered and followed to emerge as an powerful leader.

2.Behavioral management concept argues that the fulfillment of a frontrunner is primarily based totally on their conduct as opposed to their herbal attributes. Behavior management concept includes staring at and comparing a frontrunner's movements and behaviors while they're responding to a particular situation. According to Carlyle, exquisite leaders form history.

Week 4

Day 1

Teacher enters the elegance. Then the instructor begins offevolved the magnificence B.Ed. (Hons.) fifth challenge instructional research. The instructor introduced the subject trait principle. The elegance taken from multimedia.

Topic: Trait principle

1. According to Carlyle, remarkable leaders form history.
2. The trait idea of management is a idea that positive character trends and traits make a person a pacesetter. It is primarily based totally at the concept that a few humans are obviously born with the developments that lead them to powerful leaders.
3. The trait concept of management indicates that positive inborn or innate characteristics and traits make a person a pacesetter. These traits is probably character factors, bodily factors, intelligence factors, and so on.

DATA ANALYSIS AND INTERPRETATION

Table 4.1

Mean difference of pre-test and post-test of activity-based method.

		Mean	N	Std. Deviation
Pair 1	Pre-test	9.71	21	2.777
	Pro-test	16.71	21	1.978

Table 4.1 Show meaning cost of activity-primarily based totally approach at number one level. According to this table, approach values of pre-check have been 9.seventy one whilst the post-take a look at suggest cost changed into 16.seventy one. Post-take a look at fee 16.seventy one become higher than pre-take a look at imply cost.

Table 4.2

Paired sample t-test of activity-based teaching methods

		Mean	Mean Difference	T	D f	Sig
Pair 1	Pre-test	9.71	-7.000	-30.585	20	.000
	Pro-test	16.71				

Table 4.2 Shown that the diploma of freedom (df) turned into 20 and the p-price became 000. The pre-take a look at cost acquired statistics changed into (Mean 9.71) at the same time as the post-take a look at information changed into (Mean 16.71), the t-price = -30.585 and degree of importance is .000. The p-cost indicates that it's miles much less than the extent of importance (.000 < 0.05). Therefore, the null speculation Hol became didn't take delivery of due to the fact there has been good sized distinction among the suggest scores. In this method per-take a look at and post-check had been now no longer identical and there has been a large impact of activity-primarily based totally approach on student's instructional performance.

DISCUSSION

In Azad Jammu & Kashmir the impact of virtual era on college students gaining knowledge of consequences at college degree. This studies changed into carried out to discover the impact of virtual generation on college students studying consequences at college stage. The goal of the studies turned into to discover the impact of virtual era on college students studying results at college stage. After making use of this it changed into concluded that the consequences confirmed that scholars done higher withinside the post-take a look at then per-check, indicating that virtual era had a fine impact on their studying. According to Bano et al. (2019) tested the position of virtual equipment in Pakistani universities and mentioned that scholars who frequently used virtual generation for educational functions finished better grades in comparison to folks that relied totally on conventional coaching methods. The observe emphasised that virtual equipment stronger self-directed getting to know and allowed college students to

get entry to up to date sources easily. The final results of the previous have a look at is also according with the modern observe result.

CONCLUSION

The following conclusions have been drawn on the idea of finding.

The look at aimed to evaluate college students' overall performance withinside the pre-check and post-take a look at of the situation "Educational management and management "on the college degree the usage of multimedia. The outcomes confirmed that scholars accomplished higher withinside the post-take a look at than pre-check, indicating that virtual generation had a high quality impact on their studying. This development indicates that virtual equipment assist college students apprehend the issue greater efficiently through mastering greater interactive and engaging. The observe confirmed the significance of the use of virtual era in college coaching to enhance college students' gaining knowledge of effects and educational success.

RECOMMENDATION

Based at the findings and conclusions, the subsequent tips had been drawn.

1. Universities may also use multimedia, consisting of films interactive platforms, in coaching to beautify student's engagement and understanding.
2. Teachers can be receiving schooling on correctly the usage of virtual gear to enhance coaching techniques and gaining knowledge of effects.
3. Institutions might also additionally offer updated virtual equipment and assets to each instructors and college students to create an interactive gaining knowledge of environment.

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