

The Islamia University of Bahawalpur

Department of Educational Training

Course: Distance Education

3.1 Uses of Educational Technology in Distance Education

Educational technology plays an important role in distance education system. By adapting new communication educational technologies in distance educational programmes their quality could be ensured. Instructions conducted through the use of technologies which significantly or completely eliminate the traditional face to face communication between teacher and students lead to distance education. Now a days, media such as computer, artificial satellites, digital libraries, telephones, radio and television broadcasting and other technologies are presenting their potential for the purpose. Audio, video and print materials provide the base while internet is becoming cheap, fast and effective medium. Immense resources are already available on the web.

Table 1: Major Distance Education Technologies

Sr. #	Technology	Advantages	Disadvantages
1	Print	<ul style="list-style-type: none">• Materials Inexpensive• Portable• High comfort level• Readily available	<ul style="list-style-type: none">• No interactions• Limited sensory involvement• Requires reading skills• Time delay
2	Voicemail	<ul style="list-style-type: none">• Low cost• Easy to use• Increases interactions	<ul style="list-style-type: none">• Length may be limited• No visual cues• May involve toll charges
3	Audio files/CD	<ul style="list-style-type: none">• Inexpensive• Easily accessible• Easily duplicated	<ul style="list-style-type: none">• No visual cues• No interaction

4	Audio conference	<ul style="list-style-type: none"> • Inexpensive • Easy to set up 	<ul style="list-style-type: none"> • No visual cues • Requires hardware
5	E-mail	<ul style="list-style-type: none"> • Flexible • Interactive • Convenient 	<ul style="list-style-type: none"> • Requires hardware • Software variations
6	Online Chat	<ul style="list-style-type: none"> • Real-time interactions • Instant feedback 	<ul style="list-style-type: none"> • Requires similar software • Must be scheduled • Requires hardware
7	Videotape/DVD	<ul style="list-style-type: none"> • Inexpensive • Easily accessible • Easily duplicated • Audio and visual elements 	<ul style="list-style-type: none"> • Complex to record • No interaction • Requires hardware
8	Satellite Videoconference	<ul style="list-style-type: none"> • High realism • May be interactive 	<ul style="list-style-type: none"> • Expensive hardware • Must be scheduled • Usually one-way only
9	Internet Videoconference	<ul style="list-style-type: none"> • High realism • May be interactive • Relatively inexpensive 	<ul style="list-style-type: none"> • Must be scheduled • Small windows • May be slow, jerky video
10	Cable/Broadcast Television	<ul style="list-style-type: none"> • Easy to use • Easily accessible • May be videotaped • Includes audio and visual 	<ul style="list-style-type: none"> • High production costs • Requires hardware • No interaction • Must be scheduled