

Multimedia And E-Learning And Their Impact On Kindergartens

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Abstract

We live in a developed world that depends on technology and its tools in all areas of life, and technological progress has led to the emergence of new methods and methods of indirect education, which depend on employing technological innovations to achieve the required learning, so it was necessary to conduct a study aimed at achieving knowledge of the impact of using multimedia to learn the concept of classification and sequencing, as well as learning mathematical concepts in general in kindergarten. The importance of this study is represented in several applied matters more than theoretical ones, which are improving teaching methods used in education through self-learning based on multimedia under the supervision of the teacher, making use of the results of the study in the field of learning styles in the kindergarten stage, and extracting recommendations and proposals to develop a software design process Multimedia for teaching mathematical concepts to children. The lack of studies and research on the impact of multimedia on learning mathematical concepts among kindergarten children is a motivation for such a study. The researcher found that the use of multimedia in learning mathematical concepts (classification - sequence) in kindergarten children has affected their learning, as the amount of material learned has increased by 1.25%, and therefore the learning by using multimedia as a support for the traditional method, learning using the traditional method alone is 14.6%.

1. Introduction

Educational technologies are among the important educational elements capable of enriching the child's sensory perceptions in the kindergarten stage, provided that they are chosen within the framework of the integrated educational system. Kindergarten [1].

The programs of this technology are known as "multimedia computer programs" because they contain various elements such as pictures, sounds, texts. Among the important areas of using multimedia in education is the production of educational programs directed to children, such as teaching reading, teaching numerical concepts, scientific concepts, and others. Which provides the learner with the opportunity to self-learning without teacher intervention [2].

The importance of using multimedia in kindergarten is due to its ability to present information in a way that brings it closer to the reality of the child who lives in it, especially if direct experience cannot be provided, and also its compatibility with the nature of the child, so learning is better if it is based on discovery, and this principle has been taken into account when designing media programs Multimedia also makes the child feel self-confident when it reinforces his responses away from feelings of fear and anxiety, and the philosophy on which kindergarten is based is to provide the child with the opportunity to develop his own abilities through activities based on the concept of self-learning. Multimedia with its many advantages can be an appropriate means to achieve the philosophy of kindergarten through what It is provided by educational programs [3].

Multimedia is one of the favorite means for children, as they at this age are curious about the computer, and the founder of the MIT Media Computer Laboratory named the children's machine because it belongs to their