ABSTRACT

Coronaviruses are a big family of different viruses. Some of them cause the common cold in people. Others infect animals, including bats, camels, and cattle. The virus that was first detected in Wuhan, China, in late 2019 and has set off a global pandemic. Experts say SARS-CoV-2 originated in bats. **COVID-19** is an infectious disease caused by a newly discovered **coronavirus**. Most people infected with the **COVID-19** virus will experience mild to moderate respiratory illness and recover without requiring special treatment.

Governments use quarantines to stop the spread of contagious diseases. Quarantines are for people or groups who don't have symptoms but were exposed to the sickness. A quarantine keeps them away from others so they don't unknowingly infect anyone. During quarantine people are able to do most things they can do indoors within the constraints of the location they are at.

E-Learning is learning utilizing electronic technologies to access educational curriculum outside of a traditional classroom.

E-Learning is a very efficient way of delivering courses online. Due to **its** convenience and flexibility, the resources are available from anywhere and at any time. Everyone, who are part time students or are working full time, can take advantage of web-based **learning**.

However, with the rapid progress in technology and the advancement in learning systems, it is now embraced by the masses. The introduction of computers was the basis of this revolution and with the passage of time, as we get hooked to smart phones, tablets, laptops/desktops etc, these devices now plays an vital role for learning online.

The study entitled "A STUDY ON THE ROLE OF E-LEARNING DURING QUARANTINE" was designed to find out whether E- learning was convenient than classroom learning.

The study also aims to find out the role of E - learning during quarantine, To identify the effectiveness of E – Learning and To analyse the difficulties in E - learning.

The data for the study was collected from primary sources. Questioners have been used to get the primary data of 50 students and descriptive method was used to analyse data.

PROBLEM   DISCRIPTION

There are numerous technologies available for online education but sometimes they create a lot of difficulties. These difficulties and problems associated with modern technology range from downloading errors, issues with installation, login problems, problems with audio and video, and so on. Sometimes student finds online teaching to be boring and not engaging. Online learning has so much of time and flexibility that students never find time to do it. Personal attention is also a huge issue facing online learning. Students want two-way interaction which sometimes gets difficult to implement. The learning process cannot reach its full potential until students practice what they learn. Sometimes, online content is all theoretical and does not let students practice and learn effectively. Mediocre course content is also a major issue. Students feel that lack of community, technical problems, and difficulties in understanding instructional goals are the major barriers for online learning. Also students were found to be not sufficiently prepared for balancing their work, family, and social lives with their study lives in an online learning environment. Students were also found to be poorly prepared for several e-learning competencies and academic-type competencies. Also, there is a low-level preparedness among the students concerning the usage of Learning Management Systems

Questionnaire

1. Have you experienced E-learning during the quarantine?

   - Yes
   - No

2. a) If yes what did u learn? _____ b) If No what made u occupied?_____

   _____

3. E-Learning brought a new insight to the subject.

   - Strongly agree
   - Agree
   - Disagree
   - Strongly disagree

4. What are different platforms you used for E-Learning?

   - Vedantu
   - Amazon
   - Coursera
   - Udemy
   - BYJUS
   - Other: (specify)

5. Was the E-Learning useful to you?

   - Yes
   - No

6. E- learning enabled you to upgrade your skill

- Strongly Agree
- Agree
- Disagree
- Strongly disagree

7. What are the challenges you faced during E- learning?

- Network issue
- Health issues (eg: headache, eye pain, body pain)
- No proper gadget equipment
- Other:

8. According to you which do you prefer?

- Class room learning
- E-learning

9. What are the gadgets you use for E- learning?

- Mobile
- Computer
- Laptop
- Tablet
- Smart Tv

10. On a scale of 1-10 how much u do you rate E- learning? (1 be the lowest n 10 be the highest)

_____

Data Analysis and Interpretation

The data have been analyzed using R studio programming language.

Table 1. An analysis on respondents experienced E-learning during the quarantine

S.NO	Particulars	Frequency	Percentage%
1.	Yes	40	80.0
2.	No	10	20.0
3.	Total	50	100.0
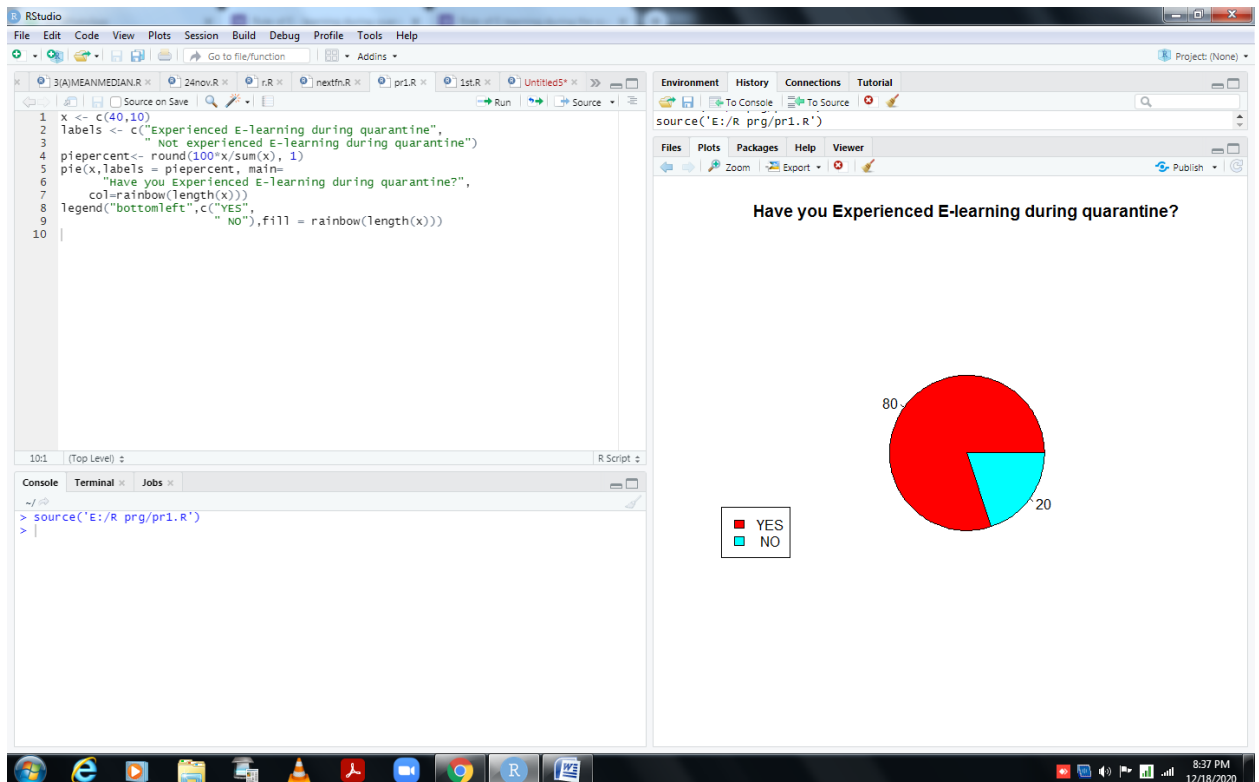
Interpretation: It can be interpreted that 80% of the respondents experienced E-learning during the quarantine and 20% of the respondents has not experienced E-learning during the quarantine.

Table 2. Respondents specified E-learning and respondents who have not done E-learning and where occupied during quarantine:

S.NO.	Particulars	frequency	Percentage%
1.	Digital Marketing	1	2
2.	Python	1	2
3.	I gained more information and felt that was a quite a personal space for me to clarify my questions	1	2
4.	Web designing	1	2
5.	Basics of electronics	1	2
6.	Not done e learning	1	2
7.	New atmosphere	1	2
8.	BCA	1	2
9.	English course	1	2
10.	Classes	1	2
11.	I have learned many things in online during quarantine to spend everything in online only. Little bit it is more difficult.	1	2
12.	Yes... I learnt math in BYJUS app	1	2
13.	How not to waste time	1	2
14.	A) that online classes make me more sleepy	1	2
15.	My college classes	1	2
16.	Yes I learn python ,web development courses from vellamal engineering college	1	2
17.	Aware of more in technology field	1	2
18.	Yes i have learnt some material in net for my professional course	1	2
19.	Drawing	1	2
20.	Network problem	1	2
21.	Java	2	4

22.	Learned about accounting and BFSI sector.	2	4
23.	Data science	1	2
24.	More Subjects	6	12
25.	No sports	1	2
26.	Easy method of knowing the subject in depth.	1	2
27.	Yes	1	2
28.	Cs	1	2
29.	school online class	1	2
30.	Nothing	2	4
31.	My college course for now	1	2
32.	Computer & psychology courses	1	2
33.	BCA course, music	1	2
34.	Yes ...but it's too bore	2	4
35.	Crafts	1	2
36.	Coding	1	2
37.	About the technical aspects	1	2
38.	Hr	1	2
39.	Series	1	2
40.	Marketing	1	2

Interpretation: Majority of the respondents have done E-learning in various domains.

Table 3. An analysis on E-Learning bringing a new insight to the subject.

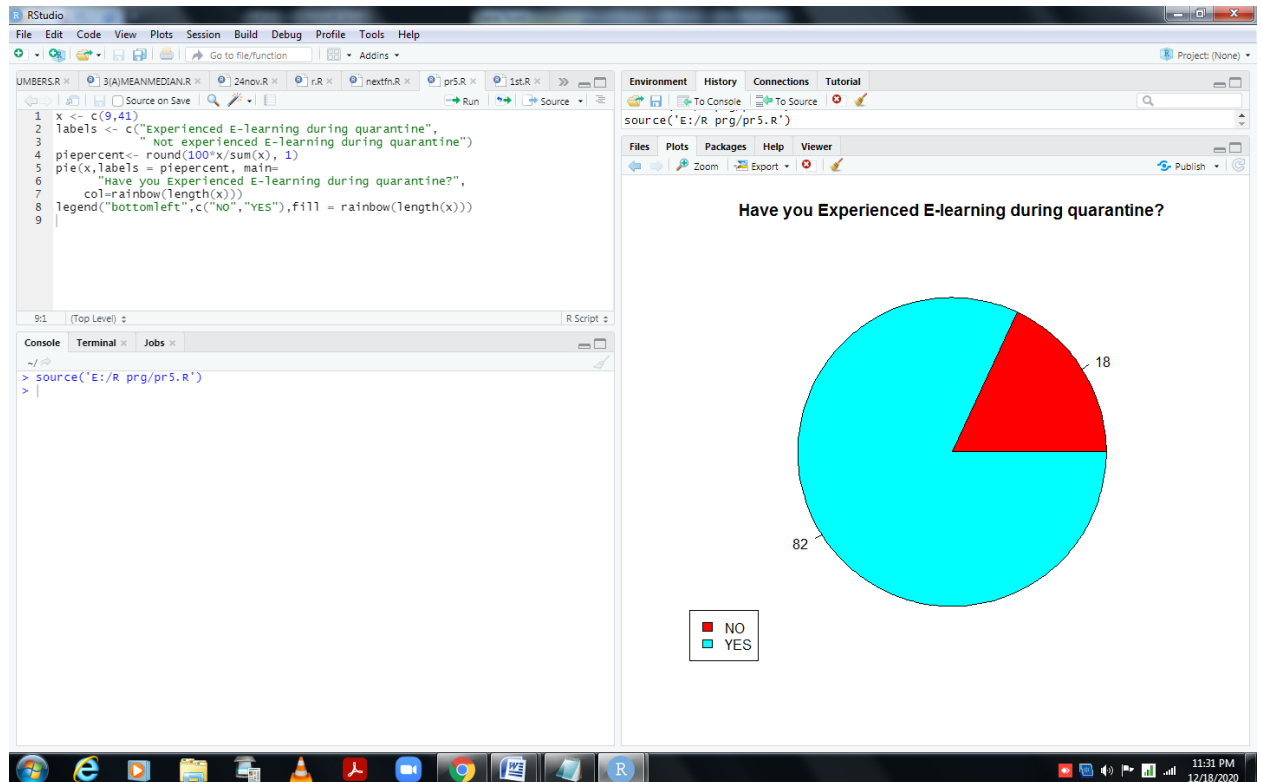| S.NO	Particulars	Frequency	Percentage%
1.	Agree	34	68
2.	Disagree	11	22
3.	Strongly Agree	2	4
4.	Strongly Disagree	3	6
5.	Total	50	100
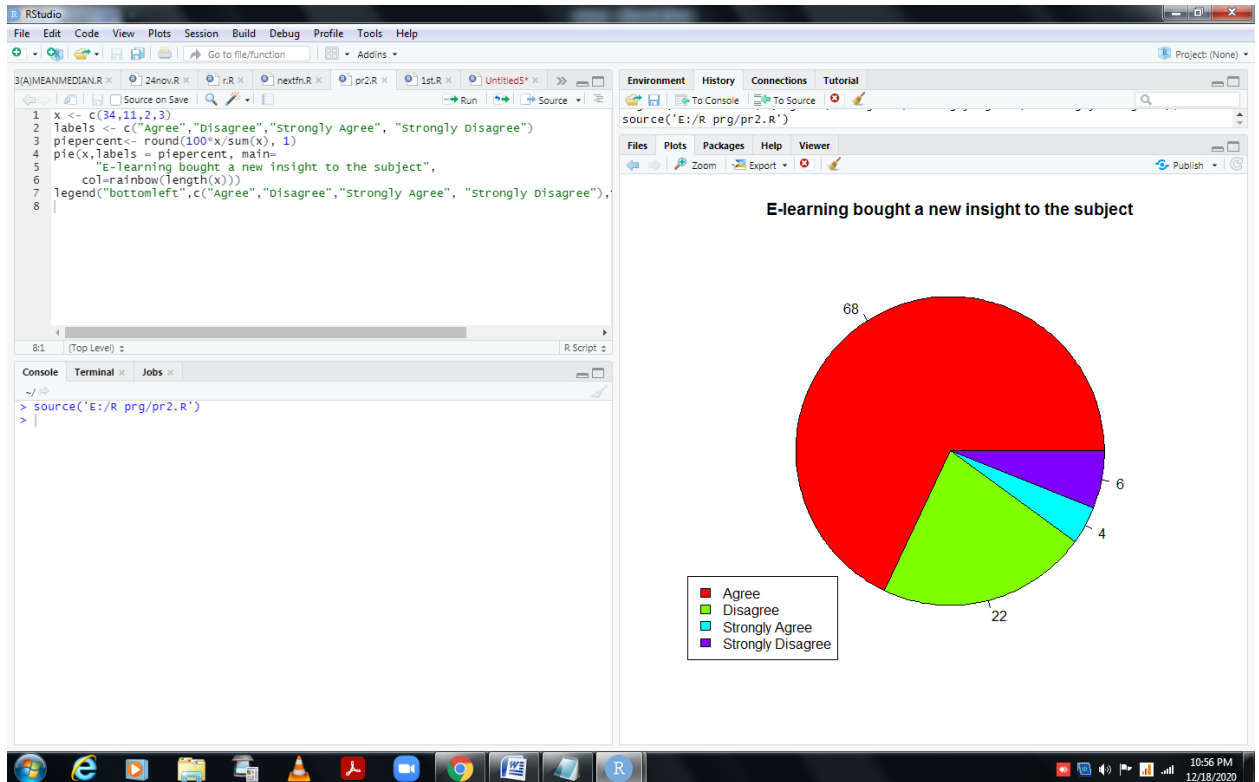
Interpretation

It can be interpreted that 68.3% of the respondents agreed that E-Learning brought a new insight to the subject. 22% of the respondents disagreed that E-Learning brought a new insight to the subject. 4.9% of the respondents strongly agreed that E-Learning brought a new insight to the subject. 4.9% of the respondents strongly disagreed that E-Learning brought a new insight to the subject.

Table 4. An analysis on different platforms you used for E-Learning.

S. NO	Particulars	Frequency	Percentage
1.	Vedantu	6	12
2.	Amazon	4	8
3.	Coursera	9	18
4.	Udemy	10	20
5.	BYJUS	14	28
6.	You Tube	2	4
7.	Gmeet &You Tube	2	4
8.	Zoom	1	2
9.	Vellamal engineering college conducted online sessions	1	2
9.	Shaw academy	1	2
10.	Have not done E-learning yet	1	2
11.	Google meet	1	2
12.	Nothing	1	2
13.	You Tube	1	2
14.	Futurelearn	1	2

Interpretation: 28% of the respondents used BYJUS for E-learning. 12% of the respondents used Vedantu for E-learning. 8% of the respondents used Amazon for E-learning. 18% of the respondents used Coursera for E-learning. 20% of the respondents used Udemy for E-learning. 26% of the respondents used other platforms for E-learning.

Table 5. An analysis on whether E-Learning was useful to the respondents

S.NO	Particulars	Frequency	Percentage%
1.	Yes	41	82.0
2.	No	9	18.0
3.	Total	50	100.0

Interpretation: 82% of the respondents agree that E-learning was useful. 18% of the respondents do not agree that E-learning was useful.

Table 6. An analysis on whether E-learning enabled them to upgrade their skills.

S.NO	Particulars	Frequency	Percentage%
1.	Agree	33	66
2.	Disagree	7	14
3.	Strongly Agree	3	6
4.	Strongly Disagree	7	14
5.	Total	50	100
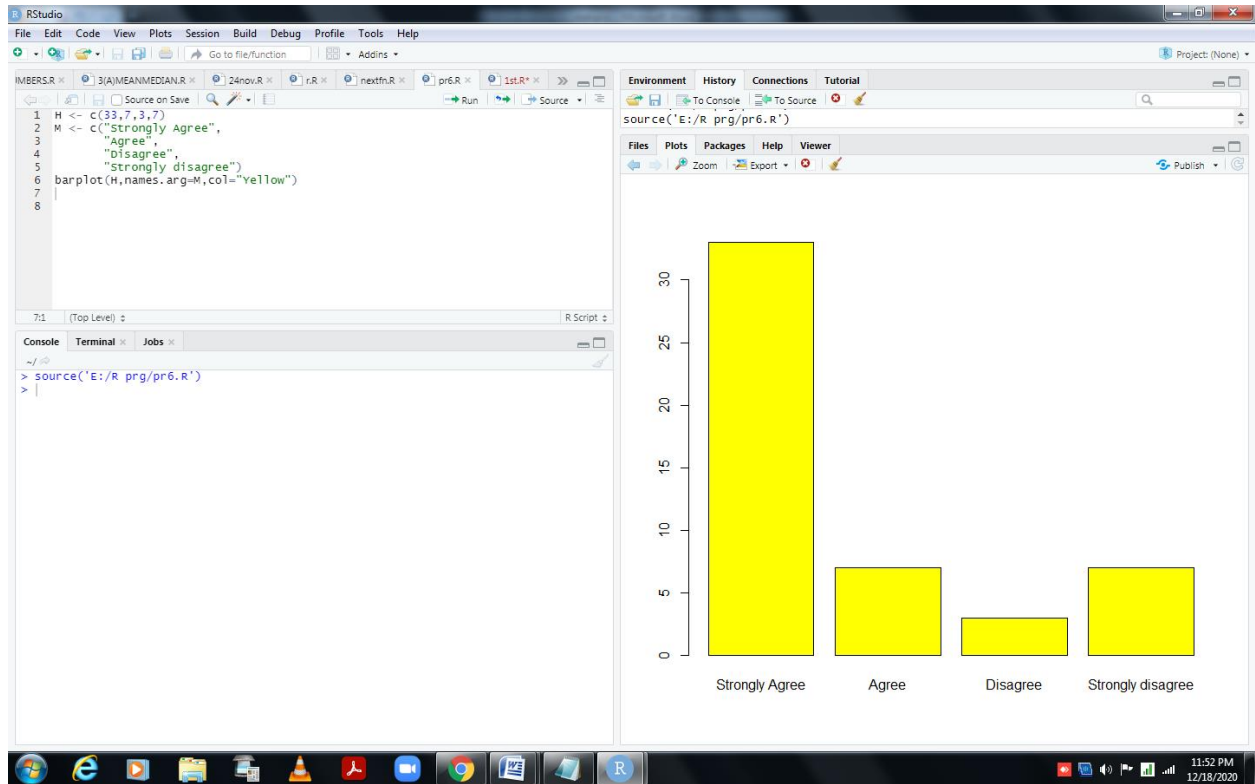
Interpretation: 66% of the respondents agree that E-learning enabled them to upgrade their skills. 14% of the respondents disagree that E-learning enabled them to upgrade their skills. 6% of the respondents strongly agree that E-learning enabled them to upgrade their skills. 14% of the respondents strongly disagree that E-learning enabled them to upgrade their skills.

Table 7. An analysis on challenges faced by the respondents during E-learning
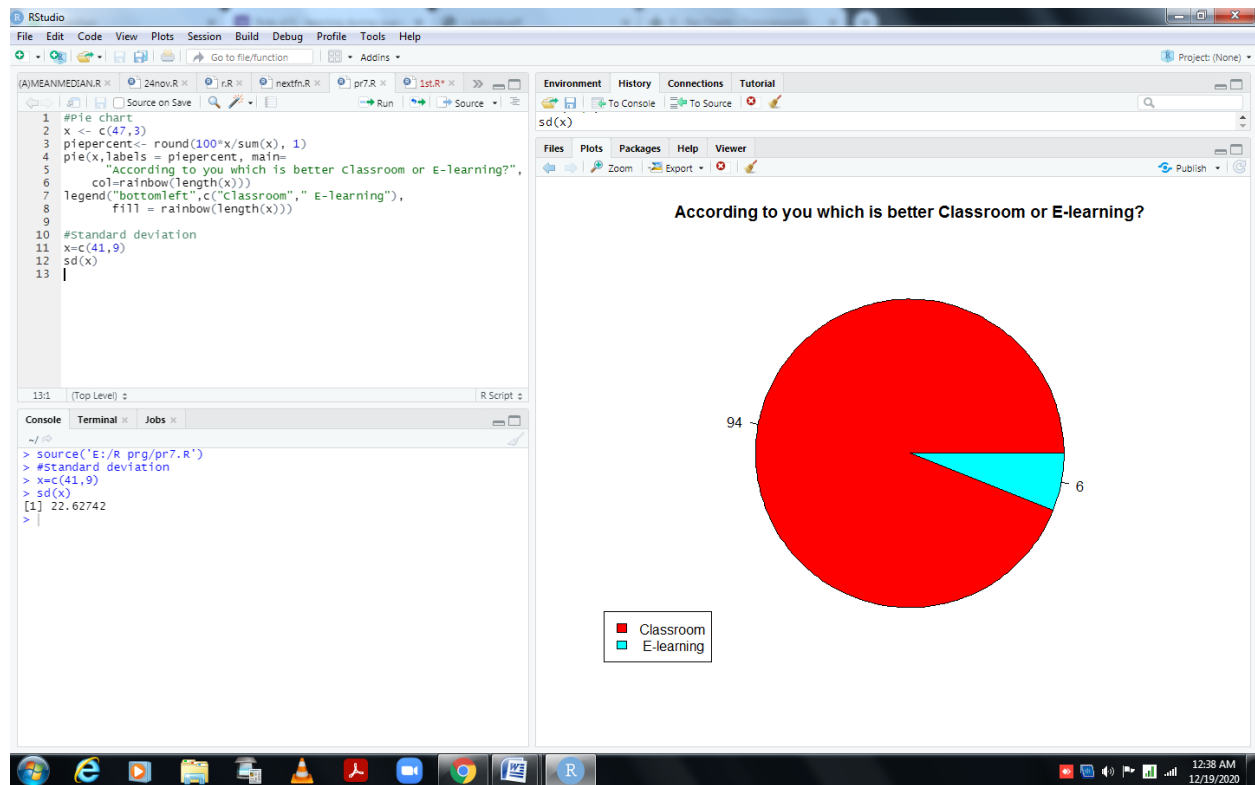
S.NO	Particulars	Frequency	Percentage%
1.	Network issue	21	42
2.	Health issues (eg: headache, eye pain, body pain)	24	48
3.	No proper gadget equipment	2	4
4.	Not done e learning	1	2
5.	Nothing	1	2
6.	Idk	1	2
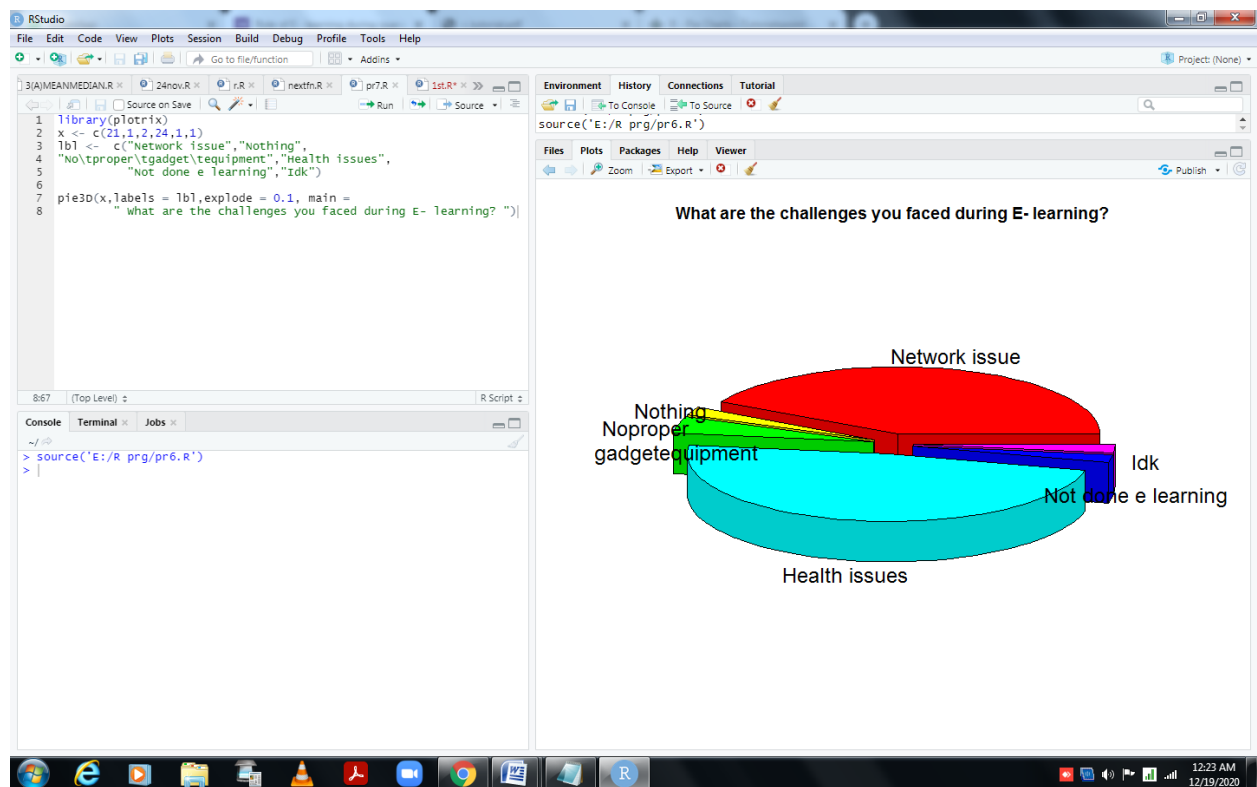
Interpretation: 42% of the respondents face Network issue during E-learning. 48% of the respondents face Health issues (eg: headache, eye pain, body pain) during E-learning. 4% of the respondents face No proper gadget equipment during E-learning. 6 % of the respondents face other challenges during E-learning.

Table 8. An analysis the preference made by the respondents on Classroom learning or E-learning
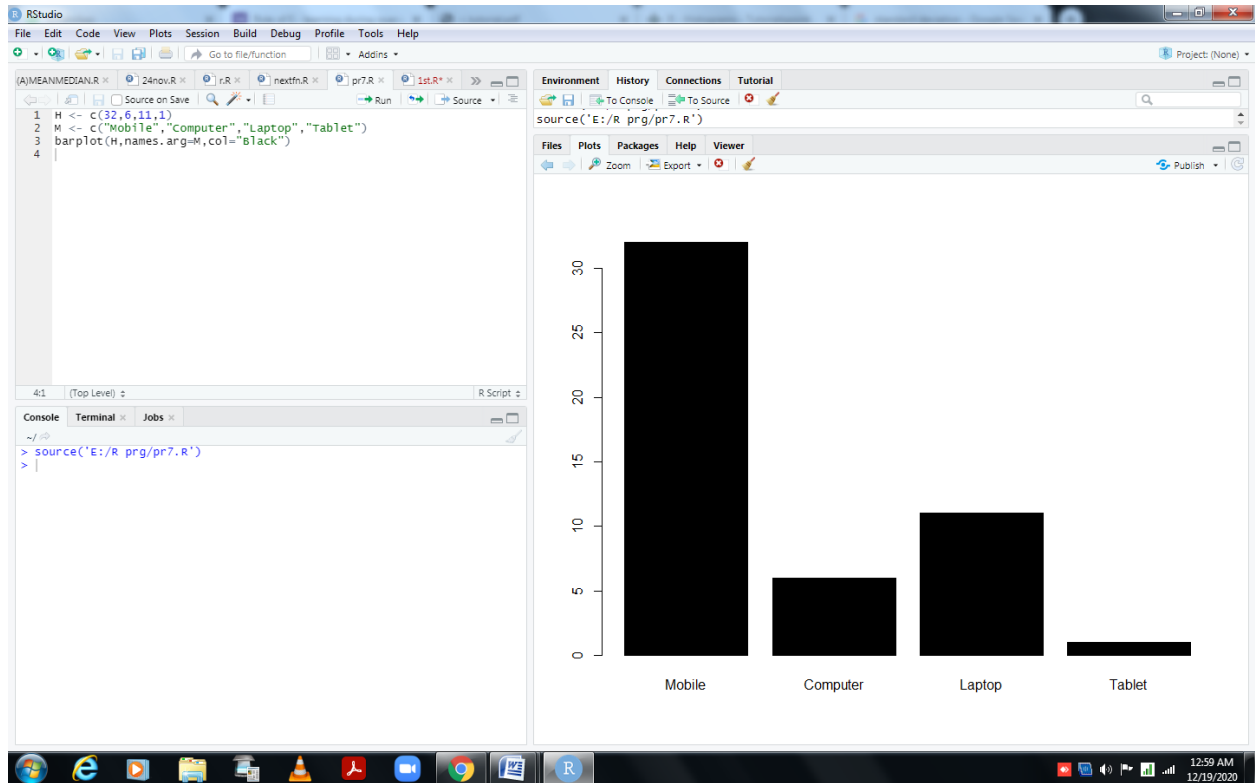
S.NO	Particulars	Frequency	Percentage%
1.	Classroom	47	94
2.	E-learning	3	6

Interpretation: 94% of the respondents prefer classroom learning. 6% of the respondents prefer E-learning.

Table 9. An analysis on gadgets you use for E- learning

S.NO	Particulars	Frequency	Percentage%
1.	Mobile	32	64%
2.	Computer	6	12%
3.	Laptop	11	22%
4.	Tablet	1	2%

Interpretation: 64% of the respondents use mobile for E-learning. 12% of the respondents use computer for E-learning. 22% of the respondents use laptop for E-learning. 2% of the respondents use tablet for E-learning.

Findings

1.80% of the respondents has experienced E-learning during the quarantine.

2. Majority of the respondents have done E-learning in various domains.

3. 68% of the respondents agree that E-learning brought a new insight to the subject.

4. 28% of the respondents used BYJUS for E-learning.

5. 82% of the respondents agree that E-learning was useful to them.

6. 66% of the respondents agree that E-learning enabled them to upgrade their skills.

7. 48% of the respondents face heath issues (eg.headache, eye pain body pain).

8. 94% of the respondents prefer class room learning than E-learning.

9. 64% of the respondents use mobile for E-learning.

10. 24% of the respondents have given 7 points to E-learning.

Conclusion

The intention of the study was to find weather the E- learning was effective and to analyse the difficulties in E-learning. The study is concluded by underlying the fact that E-learning is not as effective as classroom learning. The respondents prefer classroom learning and not E-learning even though E-learning has brought new insight towards the subject. E-learning enabled them to upgrade their skills and it was useful yet it was not effective as it had its own disadvantages. The study also examined the challenges faced during the E-learning and arrives at the conclusion that E-learning causes heath issues such as headache, eye pain, body pain etc.