NEW TRENDS IN LEARNING THE ENGINEERING COURSE

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ABSTRACT

English helps the engineers, medical students and law graduates as a global language, gear up to meet their occupational needs. But many people even experts assume that the speaking skill in general is sufficient for engineers in occupational fields. Learning English language is related to engineering course and it helps the learners to develop their future career. Study of engineering is an art and the engineers are creators. Knowing what we want is knowledge but creating what we wish is talent. Engineers are researchers to search for the facts. Learning without thinking to act leads to confusion. Thinking without learning to act leads to scholar. Doing graduation is the important turning point in students' career to take major decisions. The strength of a nation stands in its engineering work force. The aim of this paper is to make the engineers to know their capacity to invent new things by accelerating their strength.

INTRODUCTION

Think Critically and Act Globally

Engineers can think like physicist and implement with alternative thinking. They can optimize like an entrepreneur. They can achieve their goal with the help of knowledge in English language. Having communication skill, they can survive anywhere to create new things. In this new era many new gadgets are introduced to help the professionals. Using new trends, engineer in different branches can achieve anything in their future career. In engineering all branches are interludes with each other. One could learn his core subject only with the help of other subjects in engineering course. Technological innovation is one of the greatest things in creating economical growth in the world. Technology is a driven force for engineers. Butengineers are separated from others with their ability to recognize the importance of technological gadgets. Engineers played a tremendous role in the industrial revolution and the information age (Freeman, 2000; Long, 2005; Mani and Deepthi, 2010).

(Patel, 2013; Michal, 2004) commented in his article that Technology provides so many options for making teaching interesting and also for making teaching more productive in terms of student involvement and improvement.

(Peter, 1992) commented that the source of wealth is knowledge of creation. The activity of an engineer is the process of creating and delivering new products. Engineers will develop the new processes of creating and managing the systems for civil infrastructure, manufacturing machines and computer communications, so on and so forth. The engineers can facilitate the private sector's job potentials. Engineers must exhibit their technical and scientific skills in this competitive world to succeed in their future. The engineer should know how to do things right and the right things to do. Engineers must be flexible and adaptable to work and to communicate effectively. Decker described that Making and profiting from new things, as opposed to productivity, implies simply making existing things more efficiently. In engineering course the innovation process is described as integrating process of all knowledge.

Mechanical engineering is considered as one of the oldest engineering disciplines, encompass many

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specialties. It is one of the important engineering fields to invent new things by analysing the features of every machine. The purpose of doing mechanical engineering is to adjust not only in filed work or design work but also in hardware and analytical works. With the help of multi media engineers become familiar in their core subjects. When learners use technological gadgets as tools, they may get tremendous opportunities to enhance their knowledge in core subjects.

Learning through internet, web page, smart phone mobiles, watsapp, etc, help the learners to achieve their goals. MALL (Mobile Assisted Language Learning) and CALL (Computer Assisted Language Learning) help the learners to learn their core subjects effectively. Technical knowledge helps engineer to test his application knowledge in using technological gadgets. The engineers must be known to work in many fields in creative solutions and getting things done. Italy Calvino said in poetic sense that (1988), the engineer must be adept at correlating exactitude with chaos to bring visions into focus. Mechanical engineers used drafting or technical drawing to design products and for manufacturing parts. The mechanical engineer uses a computer to show all the dimensions necessary to manufacture a part as well as required materials. Computer-aided design programs help the engineers to design their product. Mechanical engineers are constantly concentrated on how to produce safer, cheaper, and more efficient machines.

The discipline of Mechanical engineering applies the principles of engineering to design, manufacture, and maintain the mechanical systems. The interdisciplinary branch of mechanical engineering is Mechatronics engineering with the combination of mechanics and electronics to create hybrid systems. The purpose of Mechatronics engineering field is controlling advanced hybrid systems.

OBJECTIVES

1. To examine the theoretical underpinnings of technological gadgets and its applications.

2. To improve their knowledge in using new trends like smart phones, E-Dictionary and web page in the classroom.

3. To make the learners to learn effectively and efficiently by using technological gadgets.

Skills Required for Engineering Course

1. **Problem-solving skills:** To know the problem in designing and planning large machines and its parts and managing to solve it.

2. **Decision-making skills:** Feasibility of plans regarding financial costs and safety concerns.

3. **Leadership skills:** To know to lead the technicians and others to product the machine

4. **Maths skills:** To analyse, design, calculate and getting success in their work.

5. **Project management skill:** To monitor and evaluate the work in the field.

6. **Communicative skills:** To communicate with the people when submitting reports clearly.

Advantages of New Trends

1. Learning is possible at any time and anywhere

2. There is no geographical boundaries to learn

3. Once the gadget is charged fully, no electricity is required.

4. New Technological gadgets such as software and web page give good opportunity to the learners to learn effectively.

Disadvantages of New Trends

1. If one uses the electronic gadgets continuously, his health may be spoiled.

2. Using computer for hours together, may leads to eye problem.

3. Learners may get back pain or neck pain if they sit in front of computers for longtime everyday to do their project work.

4. Some of the gadgets like mobile, computers, etc. may prevent learning because of its limited battery life.

5. Read on small screens in mobile and computeris difficult.

Suggestions

1. Technical etiquettes help them to know their demands.

2. The experts in their core subjects need communication skill which acts as a tool.

3. Learning Management System should be introduced in professional colleges to promote learner's learning interest.

4. New learning tools should be used by the learners to assign their project models and graphical representations.

5. The core subject course materials should be uploaded inthe website.

6. Virtual interaction should be introduced in engineering colleges.

7. Learners should browse for their study materials and come out with necessary points.

8. To improve learning proficiency programmes such as seminars, workshop, etc should be conducted in professional colleges now and then.

9. Teachers also acquire knowledge in using mechanical devices to teach effectively.

CONCLUSION

"Those Who Stop Learning Leads to Old Age and Who Keeps Learning Stays Young"

Faculties' role is a vital role in training the engineers to become competent, dynamic, and creators to fulfil their needs. A teacher is a person working with lives. Learners' should practice understanding skill for designing their project based materials. Use of multimedia helps to obtain the learning capacity. Mobiles and smart phones are the best gadgets for inspiring the learners to learn meaningfully. Learning can be supported by digital electronic tools and media. It never ends.

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