

Innovations in Language and Humanities

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Abstract: In today's modern time where innovation is the key in almost all the areas that is connected with humans, Language and Humanities are also one of the most important factors in dealing with humans. Innovation is required in all the spheres of life. Just as we have lots of changes in languages in the similar way a lot of humanities as its changes has come because of innovations in that field.

Introduction: There is a prevalent concept that tech companies are monoliths, they are singular entities comprised only of IIT and MIT grads are false. In fact, one may see that many of the top technology start-ups are being run by 'fuzzies', a term used by the Stanford University to describe people who have done majors in the arts, humanities and social sciences.

As one tries to look into science, technology, engineering and maths education as the baseline or mainline for our relevance in the future economy, one is actually overlooking the fact that we need both human and technology to keep a balance. As technology touches more of our lives, this is the very time when the humanities help one to contextualise why we build, for whom will build, and with what aims.

If a product draws one in, at the human cost where less time or attention is paid to the family, what are the ethics one is talking about? If Facebook's news feed prioritises certain information algorithmically, is that lack of objectivity more troubling than editorial bias in a newspaper? Who's in the room helping code how an autonomous vehicle might navigate an impossible set of choices in a crash?

These inquiries are as moral as well as they are technical, nuanced and profound. One cannot expect that there are all or no right answers, but they are important questions. How do we train structured thinking in ambiguity, and an ability to inquire deeply into what is not obvious? The French philosopher Voltaire told us to judge man by his questions, not by his answers. Increasingly, if one wants an answer, one might also go and ask a machine. If one needs to ask a question, one has to ask a human being.

Explanation: Machines and automation will take on rote manual and cognitive tasks. Our comparative advantage becomes our soft skills, creativity, communication and ability to think and solve complex problems. These abilities develop from broad exposure to ideas that stretch the mind rather than narrowly prepare and prescribe our youth for employment. The answers to these questions are not found in any of the multiple-choice exams, or by acing any type of Entrance Exam.

While we lionise our techies, the leaders of tomorrow's technology companies might well be those with the breadth of passion and curiosity to inquire into the way the world works, and try to uncover the fundamental problems to which technology can be applied. They may be

those fuzzies we were talking about. So, as one focus on developing those leaders, one ought to embrace the humanities alongside technology. One can say that the strongest companies are those that balance the fuzzy humanities and the technology.

Universities like Stanford that aim to bring together the arts and engineering courses together to bridge Two Cultures are those poised way for tomorrow's success economy. As we are trying to develop more deep-learning artificial intelligence, we also need and require equally deep-thinking humans/minds.

We need more titans of industry who would embrace the value of the humanities alongside entrepreneurship. These industrialists will be an example of how others might also lead the way. The humanities are very much at the centre of our technological world.

Methods: Taking a note of these let us discuss some of the methods which makes humanities an innovative way in dealing with technology with a human touch.

The first method to consider is case study method:

Doing a case study when a situation is given to students training happens because students directly participate in discussions and gain some knowledge on how to deal with it.

Case method or method of the case studies (situation) is a training in business situations and the learners try to understand the real problem and how to arrive at the solution for it. Case studies can be used as a way to promote thinking and reflection. Based on this training method, a student should be able to make a decision and also to prove it. The pedagogical potential of the case method is much greater than the one of traditional teaching methods. These techniques of conflicts, discussions, arguments in the structure gives students a chance to understand the norms and rules of communication. A professor should also be very open mentally, emotionally and be friendly during the learning process, trying to avoid conflicts, giving an environment of cooperation and competition at the same time, and also ensuring that respect is maintained for the student's personal rights. It is especially interesting to use this method in the study of the theme in which the degree of truth varies, or several true variants are expected to be obtained. The task of teaching immediately deviates from the classical scheme and becomes focused on obtaining not the only truth, but many ones and their orientation in the problem field. The emphasis of the training is transferred from the development of a problem to a creative solution for the problem. It could be in other terms a creation of the solution of the problem may be with the help of the teacher. Hence one can see the fundamental difference between the case method and the traditional method.

While discussing a problem, a professor should keep in mind that in fact he/she is equal with other students and must prove his or her point of view based on arguments and facts, without using the authority of a senior person in that group.

This problem-based discussion method, may be in the oral form, but it can be applied in writing essays abstracts and papers by the students. A positive aspect of this method is the active use of libraries, electronic libraries and the Internet by the learners. A significant advantage of such kind of the discussion becomes an innovative teaching method which makes technology work and at the same time communication with a professor encourages students to look for different ways of expressing their views, thoughts and ideas thus, giving different solutions to a problem. In addition to this, application of the discussion method

makes it possible to increase students' susceptibility to new information and to understand a new point of view on the subject. This method of the business role-play game allows one to solve situational problems and practical difficulties. The didactic purpose of the business role-play game is aimed at the improvement of the methodological action competence components, in particular in the process of decision-making situations.

Studies shows that once games engage students, other positive effects occur, such as the ability to create meaningful learning environments, active learning participation, knowledge retention, and so on.

Nurdin (2018, p.1045) wrote that "the use of method role-playing is one of the negligible factors in achieving social attitudes and knowledge aspects of learners. The use of method role-playing in learning activities has several advantages such as remembering the activities for a longer duration in the memory of learners, in addition to being a fun experience also gives knowledge inherent in the memory of the brain, is very interesting for learners, thus allowing the class to be dynamic and enthusiastic, arouse the passion and spirit of optimism in the learners and foster a sense of togetherness, and learners can jump directly to portray something that will be discussed in the learning process".

Second method that can be used is a colloquium. It is a form of control of the knowledge acquired by the students during several themes or a section study. A colloquium can be held in both interactive and classical forms. It is possible to conduct control of the degree of being familiar with the material in the form of a dispute. It can also be discussed with the help of theory.

Another method that can be used is presentations. This method includes on-line discussions with audiovisual environment. A modern presentation is a purposeful communication process, aimed at solving the task to present some information to the certain type of audience. For this type of presentation using an appropriate technology is extremely important, since it is known that people receive up to 60-80% of the information through the visual perception of reality. Computer technology application has proved to be the most effective and acceptable method for this type of educational process.

Innovative methods in teaching Humanities at the Technical Universities should gradually take a leading place in the general system of education as they demonstrate significant qualitative (such factors as better knowledge, more effective skills, important competencies, character development) and quantitative (improved learning parameters such as test results, volume of information learned, amount of skills or competencies developed) benefits. An important role is played by information technologies, which increase the role of humanitarian knowledge and education quality among students of technical specialties related to the time reduction of the subject study. Visual aid has brought reality and liveliness into the classrooms. Information and computer technology has offered more number of ways to retrieve information and develop skills. Today learners are excited about online learning, social networking learning, virtual reality, etc. However, can we say that all this is helping to produce better learning? The problem of Humanities today is the low efficiency of the educational technologies effectiveness determination in relation to their implementation into practice.

Introduction of such innovations to the humanitarian field requires caution and thoughtfulness, since the humanitarian knowledge acquirement and the humanitarian disciplines teaching have their own specific character. Otherwise, we can get a negative result from the technical and technological means application in the teaching process in terms of

educational effect. So, the problem of information and computer innovations is twofold: any integration of technology in teaching and learning has to demonstrate an increased productivity of teaching and learning, but it can be achieved only when they are based on an effective pedagogic theory.

Findings:

Based on these discussions, the following suggestions for the improvement of the learning outcomes are as follows:

The students' should be prepared in the subject of humanities.

There should be interaction, communication, and collaboration among students, as well as with professors.

Students should be provided with advising, consulting, and mentoring by the instructor to alleviate individual and common issues associated with the competence level.

Discussions show that there are variations in application of innovative teaching methods at the classes of Humanities. They make the whole teaching process lively and individualized. It allows the professor to increase the interest of students and to raise their educational level, as well as to give value-based direction of education. It is aimed at the need that innovation is a part of Humanities and that the subjects taught under it are not only theoretical, but it also has its own implementation in the practical world.

Conclusion:

Innovations in Humanities gives a good opportunity to understand how innovation can help Humanity. It will be a step where innovation will not only help in theoretical knowledge but will also give practical skills to study Humanities through the assimilation of both historical and cultural heritage. Innovation should be done on regular basis to make our everyday work easy, more appealing, more effective and efficient and also to make it less stressful and thus more enjoyable.

Great interest to the problems of modern education in general and innovative teaching methods, in particular, gives hope for an effective update of educational goals, content, forms and techniques in the nearest future. An understanding of the effective innovative technologies has undoubtedly resulted in rethinking of approaches to create a healthy classroom environment leading to high educational quality and learning outcomes. Thus innovation will be a great support for humanities.

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