TRANSFORMATION OF INFORMATION THROUGH MULTIMEDIA BASED INTERACTIVE MEDIA FOR MAIZE CROP

K. P. Patel[1], D. K. Parmar[2] and D. R. Kathiriya[3]

1 & 2 Assistant Professor, College of Agricultural Information Technology, AAU, Anand – 388110
3 Director, Information Technology, AAU, Anand – 388110
Email: dkparmar@aau.in

ABSTRACT

The meaning of Multimedia is many type of media, video, text, narrated voice, music, graphics, special effects, animations, etc. which are controlled, managed and compiled by a computer. Multimedia is a multiple type of integrated media together. Multimedia-based educational and instructional tools, encyclopedias, tutorials, videos, etc. improves understanding of information and maintenance as well as increase the message capacity. Many organizations are widely used by modern technology in India to transfer technology and information in more cost effective manner to simplify better communication among researchers, extension workers and their farmer consumers. But, many of these initiatives focus on providing general information instead of giving specific advice to the farmer's plot or to the needs of individual farmers. This research paper through streamlined already tested multimedia based applications to the targeted farmers tried to find solutions and answers by using multimedia agricultural advisory system. This study elaborated that a majority of the farmers consider information on pest and disease control as most important and they believe that accessing information by the means of multimedia is very convenient and easy. Even though, despite the benefits received by the farmers, the quality of information, the timing of information and the credibility of the information were three important fundamentals which should be taken into consideration seriously in future years to meet their needs and potential. Correlation analysis proved that farmers were using mobile multimedia agricultural advisory system, regardless of socio-economic characteristics.

Keywords : *multimedia, transformation of information, maize crop*

INTRODUCTION

Multimedia is basically multiple mediums to communicate and multiple mediums of communication. In this session we will see what is multimedia how can we use it, how does it helps and how multimedia helps in animation or we can say how multimedia helps in making animation better. Basically multimedia is derived from two words multi plus media, it means multiple mediums of communication and media can be a distribution and information presentation tool. Then if you go to definition of multimedia, multimedia is a combination of text audio graphics video and animation. In traditional methods we have used mediums of communication like newspaper magazines but in multimedia we use combination of all the five elements which were text audio graphics video and animation. We can use multimedia as an integration tool for text graphics animation sound and video. Now, how it helps or we can say how multimedia helps it by increasing learning effectiveness means it gives a lot of learning. When we use animation or multimedia and animation by reducing training cost like it cuts nothing by providing high-quality video images and audio by offering system portability by gathering information about the study results of the student.

Multimedia applications

Multimedia application is an application which uses multiple sources example text graphics images sound audio and animation. There are lot of examples of multimedia applications and in each and every field multimedia applications are working. Applications of multimedia education entertainment general is engineering medicine finance etc. Now for taking an effectiveness of multimedia application or multimedia methods we can take an example of two friends A and B. Suppose A had been to Disneyland last week and she wants to share her experience and her adventure with her friend B. they start conversation over the phone but after one or two three minutes we would not be taking that much of interest in his or her conversation. Then when A start sharing videos audios and images then B would be taking interest in her conversation and her trip. So this is the effect that multimedia and animation plays in today's life. Animation is basically a process of creating one image at a time to be displayed rapidly in sequence giving the illusion of movement or we can say animation is about storytelling or bringing things to life or animation is collection of static

images played consecutively giving the illusion of movement. Animations uses for artistic purposes storytelling displaying data, instructional purposes example like movies. Animation can be created with various offers like Macromedia flash, Adobe Photoshop etc so many tools are available in the market. Multimedia teaching has been urbanized as a burly tool for years transport commands in different subjects at dissimilar layers. In late 1940's "Education Machine" has begun a novel epoch to use involuntary devices as educational tools. These teaching equipments are used to react to students in colleges. It is mentioned in orientation to different questions(1955-60). Later other inventors also admitted "Imagery of computers was recognized as educational tools." With the progression of computer systems, audio/video, networking, and connected technologies, the computer-driven multimedia came to the scene and was introduced. More multifaceted systems that can admission, manage, put together and control multiple medias. Consequently evolution and multimedia were recognized as a strong tool Text (vocabulary and statistics), an ural (resonance effects, music, & vocal), and visual (motionless images, cinema, and animations) elements education / learning process Multimedia integrates, synthesizes and synchronizes different media mechanism, which offer an incorporated presentation in sequence. Computer is controlled by the system. As multimedia is popular and installed as an educational tool was heading for towards a mounting number of research. A variety of multimedia searching opportunities in the field of education. Then bigger a learning package pool is being urbanized using multimedia. Multimedia Learning Packages are those that mix the multimedia necessary rudiments or substances. Audio/Voice, such as text, graphics, video recording, moving picture, and information to present and provide information in conjunction to learning objectives Multimedia learning packages can be used. Effectual help for dangerous happy where visual clarification is needed.

OBJECTIVE

To study the transformation of information through multimedia based interactive media for maize crop

METHODOLOGY

Graphic crash of your multimedia appearance is very significant in influence the students. It is the graphics that would create the first feeling of your multimedia scheme. These tools are, so, very useful in giving you the desired capability in terms of drawing and painting. Painting and drawing tools usually come with a graphical user border (GUI) with pull down menus for quick assortment. You can create approximately all kinds of likely shapes and resize them. These tools have the ability to colour with cover and clip arts. One can use brushes of dissimilar sizes and shapes according to the need. One can use layers to give different action to each element. Most of these tools come with built-in plug-ins for the theater different tasks. Once you are done with the picture it can be imported or exported in many image formats like .gif, .tiff, .jpg, .bmp, etc. We will give a brief explanation of a good drawing software package known as with, you can create illustrations from scrape. It has extensive features to handle text and to generate drawing with accuracy. It can be used to get better clip art, pictures and photos. It is an perfect tool for any design scheme like technological drawings, advertisement, logos, etc. It can be used in create full-colour illustrations for miscellaneous drawings and graphics for any conniving project. It has lot of clip arts and high-quality drawings, which can be inserted into your multimedia project. One can also generate drawing for an animation sequence by using Corel Draw, 3D Max etc.

Multimedia notifications operate numerous functions. Some of them are in the development of Master Learning: Multimedia packages are used to learn active and mastery. Multimedia instruction schedules active participation of learners against boring lectures and inefficient learning. Lerner's mind activates: Multimedia packages also stimulate the brain of the learners and encourages learning through all the senses because it is a mix of multiple media. Motivates self-learning: Multimedia packages promote self-study as being non-liner and interactive in nature. Interactive is the most important feature of multimedia, making self-learning tools highly capable. Flexible Learning Stimulates: Multimedia learning promotes flexible education based on mental level and learner motions. Flexibility has been recognized at various levels; Content access level, entry and exit from content, type of interaction, type and resources to support learning and communication, evaluation methods. Due to all this flexibility, multimedia packages are getting popularity among students these days. Improve quality of education: Multimedia packages improve education and improve the quality of education.

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type and capital to hold up knowledge and announcement, assessment methods. Due to all this suppleness, multimedia packages are receiving fame among learners/students these days. Get better excellence of teaching: Multimedia packages improve education and get better the quality of education.

In Anand Agricultural University College of Agricultural Information Technology started one multimedia based project for former education and awareness project that is called transformation of information through multimedia based interactive media for Maize crop and it got approved by the AGRESCO committee in 2017. The application contains total six sections viz. Package of Practices (Kheti Paddhati), Crop Varities (Pak nee Jato), Plant Protection (Pak Sarakshan), Crop Management (Pak Aayojan), Value Added Services (Mulya Vardhan Prakriyao) and last is Information of the Research Center (Sanshodhan Kendra). The beauty of the developed application is as all the aspects are totally related to farmers and that's why they are in Vernacular Language viz. Gujarati. All this information can be easily seen and understood in the figure 1.

Fig. 1. GUI layout of the Multimedia Application

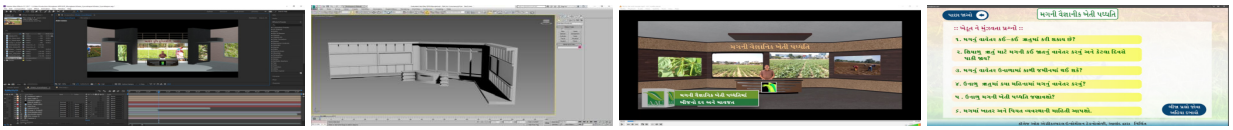

Fig. 2. Studio/Apparatus preparation of the Multimedia Application

In figure 2, here the preparation shows about studio and apparatus preparation. Here it is easily seen that when the scientist gives advice to the farmers then he stands up in front of the camera and then that recording will be supplied to the software like 3D MAX and Adobe PRO. So, the respected software will identify the scientist as the object and only considers that scientist only and remaining things of the recording studio will be removed off or say that squared off. Technically this procedure is called the "KEY-In" process. This will be helpful to the farmer like when the farmer sees the video file he will see that the scientist gives advice and behind the respected video of the matter starring from field preparation to harvesting operation runs and he/she easily understands that what scientist is talking about.

RESULTS AND DISCUSSION

As a result of the rising system it will make the results in form of like soil and training of soil, individuality of maize types and seed selection, seed rate and treatment of seeds, time of sowing and intercropping, type of sowing and distance of seeds, irrigation and leveling of land, crop protection, nutritional management, weed management and technologies for weeds, plucking of maize, financial aspects of maize and market management of maize and main research station information will be given to the farmers without human intervention and in a lucrative manner. All the aspects are presented by following screen shots and with suitable audio visual information. All these aspectds anf their resukltas can be seen in the given figure 3.

Fig. 3. Plant Information to the farmers

Science and Technology give details that ICT is also the easiest audio-visual help like the newest computer and internet-based skill, and clearness and slides. Tape and cassette recorders; and radio, video cassettes, television and cinema these old and more recognizable technique are referred to as the accumulation medium of analog media, while new and internet-based technology are called digital media.

CONCLUSION

The authority of science and technology in this field is very well able to be seenEducation also It has revolutionize the education world at each level. This Digital origin is strictly more satisfactory or strictly good enough restraint instructions, which have opened eyes in a very practical world Digital World. This method provides reliable information for only one crop package principles. The latest

information in the media should be rebuilt and transformed by new media storage. Approach for farmers can be maximized by developing a technology that requires less operating skills. Agriculture sector can strengthen information through proper flow and format as it makes a good understanding of farming practices. These materials are a good researcher in the production, so someone can easily access the contents. The product does not expect the user to have a technical background. Anyone who uses the mouse and keyboard and gives basic knowledge of the computer can successfully use this product.

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