# Multimedia Content for K-12

The world around us has changed in the last 10 years. Where learning was flat, in that you had to read reams of text over the course of your academic career, now books are giving way to iPads and other technologies in order to take advantage of multimedia content for K-12 use.

Children today fluidly interact with applications and websites on the Internet, preferring to engage in movement, sight and sound stimulus instead of the still-life version of text-based learning. Studies are showing that students who use technology to learn stand to pay attention to their subject longer and feel better about their educational experience overall.

Greater attention engagement increases the chances of knowledge transfer. When students look forward to learning, this increases their thirst for the subject matter. When this happens everyone wins.

If ever there was a demand for multimedia content for K-12 learners, it is now. The technology culture will keep growing. One also cannot argue with fact that purchasing multimedia content is much more cost-effective than buying books that are literally outdated as soon as they are printed. Online and software-based content can be updated and served back to the user instantaneously, making the investment in educational materials that are technology-based a much wiser choice.

**K12 CBSE Digital Content In The Learning Environment**

The Central Board of Secondary Education, India has recently approved the use of digital content in the learning environment for Indian students. This provides a great advantage to Indian students who are already leading the charge around the globe for Math and Sciences.

The ability to use K12 CBSE digital content in the learning environment furthers the efforts of accomplishment for the Indian culture and provides a way for students with learning challenges to take hold of the material that is being taught to them for greater adhesion to the curriculum.

Technology makes learning so much more possible for those with learning retention issues. The delivery of digital content to students is providing a greater enjoyment, a more interactive way to engage in the content and an instant way to gauge skill development through on-demand quizzes and exams. The measurement of what has been gained can take place all in the same event.

Agile and Lean methodologies in product development in the business world are iterative, in that there is a release, testing, learning from the data gathered and making changes to create a better product. This basic understanding of how to build something better and faster can be applied to learning with K12 CBSE digital content in the learning environment because if the student is having trouble grasping a skill, that becomes evident to the teacher and the student right away, reducing the risk of falling behind an even failing.

This kind of learning and the immediate measurement is a relief to both teachers and their parents who are interested in knowing if their child is getting the most out of their educational experience that they can.

These new developments in the educational system in India are sure to make an impact going forward around the globe.