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ASHTAVAKRA JOURNAL CLUB SESSION 2023-24 B.Ed. Spl. Edu.IDD

Date: 24/02/2023

Time: 02:00 PM

Topic- Technology Based Learning

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Name of the Journal (APA)- Pradeep Kumar .T, Hoadley, C. et al(2009), Educational Technology Research & Development, 57(4), 487-510

ABSTRACT

Objective: To provide education in the use of Information and Communication Technology of ICT.
To encourage higher-level thinking and creativity through ICT.
To deliver students with a learning experience in instructional technology.
To promote computer-based educational resources.
To make students aware of Information Technology.
To determine the practical use of technology integration.

Methods: 1) Use of Multimedia Vivid images, videos, instantaneous information, all of this capture attention from students easily. Use of various multimedia resources adds zing to your classroom sessions. Students enjoy distinctive resources and variety of these resources keeps students engaged and interested in the classrooms throughout. Multimedia can stimulate more than one sense at a time, and in doing so, educators reach all different types of learners and hold student's attention longer. Giving students the ability to create and utilize different types of multimedia creates a more collaborative classroom and allows students communicate and actually apply what they are learning, enhancing the overall educational experience.

2) Utilization of Social Media

Every kid, every teacher in fact everybody uses and enjoys social media. So when this social media is used for teaching purposes, it turns out to be of great use. Students love being social, collaborating, sharing and exchanging ideas. Various important aspects that are integral part of teaching like collaboration and interaction can happen seamlessly via social media. Not just that it is being used by all but it also enables you to keep things all checked up and helps you in assigning tasks, assignment and other class related activities effortlessly. Social media also plays an important role when you talk about keeping guardians updated about the students' performance and other school activities. Various platforms like Facebook and Twitter are being used by educators worldwide and are enjoyed by the masses.

3) Using Variety of Resources

Mix things up and add some engagement. The source of the information is not just limited to books in 21st century instead you can use podcasts, videos, OERs, blogs and other resources to deliver knowledge. Kids enjoy exploring various resources and widening their horizons. A mix of various resources is enjoyed by students and is refreshing. It even caters to the different learning needs of the students, as one same resource may not be apt for all



4) Making Most of Games and Perks of Gamification

Maybe this is the best part about tech integration. The thing that students get to learn while gaming is the best thing. No doubts about the thing that how much love kids have for the games and here educational games are there to help kids learn their important lessons while playing amazing games. Students can get motivated by challenging each other and if done on a mobile device, students are more likely to continue learning outside of the classroom. Using educational games is one of the best ways to use technology in the classroom to make students eager for learning. And gamification can be used as a framework for education that can be used anywhere and in any level of complexity. It can be directly applied to contents, to the pedagogical framework (usually constructivism), or even to other complementary frameworks.

5) Use Technology to Empower Students and Reach Out

Technology nurtures artistic expression. Engaged students are those who actively express opinions, and don't just passively 'receive wisdom'. Technology can give them a platform to explain their ideas, not just regurgitate facts. Apart from this you can help students reach out and learn more. Social media helps you connect to people around the world and you can get in touch with experts.

Results: 1. Teacher Productivity and Efficiency Have Increased. Teachers and trainers use technology to boost their productivity, incorporate valuable digital tools to enhance their students' learning options, and boost student support and participation. Technology enables teachers to improve their teaching methods and tailor learning for their students. Schools profit from technology by lowering the cost of physical teaching materials, increasing the efficiency of educational programs, and maximizing teacher time. Access to an infinite amount of current data and information from a number of sources.

2. Automation. For teachers, automation is a big benefit of educational technology. You can upload lessons to a learning management system (LMS) for students to access at their leisure. Grading is simplified using online tests, and parents can be notified instantly when their children learn a failing mark. Teachers are always seeking for methods to make extra time in their days, and technology may help them tremendously.

3. Reduces the cost of schooling. Resources have become more available as a result of the introduction of technology in education, resulting in lower tuition costs, a decrease in the demand for books and their price, and a decrease in the need for school supplies. The arrival of e-books has simplified things for low-income families and allowed pupils to approach learning on an equal footing with their peers, without parental pressure for good performance resulting from big investments in their children's education. In addition, employing e-books in education has the positive side effect of indirectly contributing to the reduction of deforestation.

4. It encourages more communication between teachers and parents. Utilization of education apps also helps in the exchange of information between parents and teachers.

5. Encourages collaboration in classrooms. Technology in classrooms encourages collaboration by breaking down barriers that are prevalent in the real world. Instead of relying on limited face-to-face social interaction, online spaces allow collaboration to occur more naturally.

6. Technology aids in the preparation of pupils for their future lives.

It helps children to become more creative, inventive and flexible. It is an effective way to use technology in education because there are many programs that may help you to learn the skills necessary for the future. Technological skills are needed for the future generation. Every program has its benefit, which may be suited to your learning style or personal preferences.

7. Technology has played a significant role in education since the beginning of recorded history. However, technology has also had an impact on education beyond just facilitating communication and information exchange among learners and instructors.



Conclusion: To be used effectively for the educational processes technology based learning, must exploit this delivery system's key advantages, adhering to some key principles.

Human interaction is important. Interaction with instructors and peers can be important to learner satisfaction and can provide the reinforcement that learners need to gain competency.

Provide opportunities for active engagement. E-learning that consists of reading material on a computer display or drill-and-kill exercises does not exploit the potential of technology based learning and is unlikely to be very effective.

Make the content relevant and timely. Building off a constructivist approach to learning, e-learning—as indeed traditional learning—must be perceived as relevant to learners and, to be mastered and retained, content must be connected to things they already know.

Provide feedback and support. Technology based learning runs the risk of isolating learners as they proceed through their learning exercises. As we have discussed above, interpersonal interaction is critical to overcome this obstacle. Just as important, learners must be provided with feedback and support. When learners make a mistake, it is important that they know they made a mistake, why it is a mistake, and how it can be avoided the next time.

Keywords: Technology, Interney, Communication, Empower, Learning, Education, Instruction, E-Learning

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