

Educational Technology

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Abstract – Education is incomplete without technology. Educational technology is also termed as EdTech or Learning Technology. It is the study and ethical practice of learning and improving performance by involving technological processes and resources which in turn produce creativity and effectiveness in knowledge domain. In today's world where education understands no boundaries, technology plays an important role not only in traditional study but in professional and corporate training as well. It includes software, hardware, applications, blogs, wiki, information sharing platform. Major high-tech companies such as Google, Microsoft, and Verizon are now funding schools to have the ability to teach their students through technology which may lead to improved student performance. Virtual classes are the best way to improve skills.

Keywords – EdTech, Learning Technology, Virtual Class.

I. INTRODUCTION

There are three main theoretical or philosophical frameworks have been present in the educational technology literature.

These are Behaviorism, Cognitive and Constructivism. Each of these frameworks of thought are still present in today's literature but have evolved as the Psychology literature has evolved. This theoretical framework was developed in the early 20th century with the animal learning experiments of *Ivan Pavlov*, *Edward Thorndike*, *Edward C. Tolman*, *Clark L. Hull*, and *B.F. Skinner*. Learning is a continuous process which includes behavioral, social, and environmental study. The Cognitive concept involves two types of memory “short term memory and long term memory”. It is in human nature to forget memory which has not been revised since long time also remember things for less time.

II. TEACHER LEARNING

Technology has now become an ingredient of our life. It is difficult to think a life without it. Education is also associated with this factor. Books will always be in center of all the knowledge however technology has the power to spread it faster and in easier way. Now industry has created new technologies like virtual classrooms, E-learning, E-books, ERP, online resources etc. It is a challenge to adopt this in traditional environment where theories are more rather than technology. We need to change our way of learning and understand this changing world. These experiences are not highly centered on in the traditional classroom, but are twenty-first century skills that can be attained through the incorporation and engagement with technology. Changes in institution and technology will promote high level of education and global platform of learning at one place which will benefit the students and teachers as well.

III. ASSESSMENT OF TECHNOLOGY

Now in every bright side there is always a dark side. Additional criticisms relate to two distinct issues of assessment. First, there is the issue of assessing learning technologies and the learning outcomes they support. Second, there is the issue of using technologies for the purposes of assessing students. Using technology is a great deal of apprehension associated with assessing the effectiveness of technology in the classroom and its development of information-age skills. This is because information-age skills, also commonly referred to as twenty-first-century literacy's, are relatively new to the field of education. We can use or share the information from anywhere in the world in a quick time.

IV. HISTORICAL CRITICISM

Technology is pushed into the learning environment as a tool for assessment but it is an initiative for for-profit business. Although computers have started to assess student abilities, it is far from the skills that teachers have acquired over years of experience and have done for decades. Those who oppose the use of technology in education believe that instead of investing in technology, investments should be more focused on hiring good teachers, building their skills and retaining quality teachers. Critics of educational technology make the point that new technologies are frequently accompanied by unrealistic hype and promise regarding their transformative power to change education for the better or in allowing better educational opportunities to reach the masses.

V. TECHNOLOGY INFRASTRUCTURE

To implement technology in education or government sector had always been a challenging task because you have to upgrade that system in a particular time frame after any new implementations introduced. However now the scenario has been changed. You need to focus on simply gaining connectivity to finding enough bandwidth to run more complex applications in classrooms such as, for example, streaming audio and video.

VI. E-LEARNING

Online learning in many forms is on the rise in schools of all types across the country. Students in many parts of the country now have a long list of choices when it comes to e-learning. The menu of options often includes full-time, for-profit virtual schools; state-sponsored virtual schools; supplemental online learning courses offered by brick-and-mortar schools; and charter schools presenting a

hybrid option of digital material coupled with face-to-face instruction.

VII. MOBILE COMPUTING

Increasing access, growing acceptance, and decreasing cost are all helping to make the use of mobile devices a popular and increasing trend within the world of educational technology.

While the digital divide between the affluent and disadvantaged still exists, mobile devices appear to have the potential to close it, at least in terms of access.

Center for diploma of advanced computing (CDAC) Developed one application named “*MENTOR*”. In this application we can download video lectures and tutorials from campus server and authorized users can download it on their mobile, laptop or notebook by the support of LAN.

VIII. CONCLUSION

Although nothing can take place of books when it come to knowledge and authenticity. But we also need to integrate technology with books. An Educational Technologist is something who transforms basic educational and psychological research into an evidence-based applied science (or a technology) of learning or instruction.

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