



EdTech

What should we know about EdTech?





























- 1. What is EdTech?
- 2. Goals of EdTech
- 3. Basic Features of EdTech Tools
- 4. EdTech in education
- 5. EdTech, why not?
- 6. Summary



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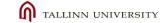






1. What is EdTech?











"education" and "technology" refers to hardware, software, and related tools designed to enhance learning

 process of using technology to improve and develop learning and teaching progress











2. Goals of EdTech











- 1. Improving learner outcomes
- 2. Individualization of education
- 3. Increasing accessibility and inclusiveness
- 4. Modern motivation
- 5. Promoting collaboration
- Supporting professional development and lifelong learning trends









3. Basic Features of EdTech **Tools**













- 1. Accessibility breaks down barriers and is open to everyone
- 2. Interactivity uses modern elements to achieve educational goals
- 3. Possibility of assessment allows instructors to identify educational gaps by verifying and assessing progress in learning









4. EdTech in Education













- e-learning platforms and online courses
- videoconferencing
- webinars
- educational podcasts
- clouds in education
- virtual classrooms
- discussion rooms
- instant messaging, chats











4. EdTech in Education













E-learning

 is a variety of multimedia forms, animations, video learning and podcasts

Gamification

 education with elements of game and competition, which makes the process fun and at the same time ensures the attention and involvement of learners









4. EdTech in Education















 images and sound introduce new topics or explain difficult ones in an interesting way

Artificial intelligence

- checks students' results, answers questions
- in future could detect more talented students or adjust the pace of learning to the student's abilities











5. EdTech, why not?











- a partial change in the role of the teacher could reduce the teacher to a more facilitating role
- the student experiences the learning process in a reading and reacting mode – could leave other types of learners (kinesthetic) behind
- using artificial intelligence can lead to unwanted data collection





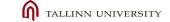


















- EdTech in the age of pandemia has introduced some changes:
- physical textbooks have been partly replaced by online learning modules
- learning has become more accessible to students of all ages and with different requirements
- learning at different times of the day is possible























EdTech provides:

- versatility of education,
- diversity of learning opportunities,
- greater flexibility for learners.















Thank you for your attention!











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