ISSN PRINT 2319 1775 Online 2320 7876
 UGC CARE Listed (Group -I) Journal Volume 11, S.Iss 07, 2022

THE IMPORTANCE OF EDUCATIONAL TECHNOLOGY FOR THE BENEFIT OF YOUTH.

Bhanita kalita
Asst. Professor, department of education,L.T.K college
Email: dimpikalitamina6@gmail.com

Abstract:

Educational technology has emerged as a crucial instrument in influencing the educational paths taken by today's youth, providing creative approaches to student engagement, education, and empowerment. This study examines how educational technology can improve learning outcomes, promote digital literacy, and get kids ready for the demands of a world that is becoming more and more reliant on technology. The research investigates how different technology platforms and tools, such as virtual classrooms, e-learning software, and digital collaboration tools, affect student engagement, critical thinking, and problem-solving abilities. Through the examination of both qualitative and quantitative data, the study emphasises how educational technology may support individualised learning, expand educational opportunities, and close knowledge gaps. It also explores how technology could support more equal and inclusive learning settings, particularly for marginalised communities. According to the findings, instructional technology not only raises academic achievement but also gives young people the tools they need to succeed in social situations and their future careers. To make sure that the future generation is ready to succeed in the digital age, this research emphasises the increasing necessity of incorporating technology into educational curricula.Numerous research papers published in various journals, periodicals, and internet sources provided the information used in this study.

Keywords: Educational technology, youth, digital literacy, e-learning, personalized learning, digital tools, access to education, academic performance.

Introduction:

Technology is becoming an integral element of daily life in the twenty-first century, transforming how people study, work, and communicate. Education is now more dynamic, accessible, and flexible to meet the demands of a wide range of learners thanks to the quick development of digital tools and platforms. Technology's influence on young people's educational experiences has grown in importance as it develops further. E-learning platforms and interactive simulations are only two examples of the many digital tools and resources that make up educational technology, which has the power to revolutionise conventional learning settings and offer creative approaches to involving youth in the educational process. Digital literacy is no longer a luxury for today's youngsters; rather, it is a necessary ability for success in a world that is becoming more technologically advanced and linked. By encouraging critical thinking, teamwork, and problem-solving skills, educational technology is essential in giving

kids the tools they need to succeed in this digital world. These abilities are essential for both academic achievement and preparing pupils for future employment in industries that are constantly changing as a result of technology breakthroughs. Beyond individualised learning experiences, educational technology is significant. By giving children in disadvantaged or isolated locations more access to high-quality learning resources, materials, and support, it acts as a potent tool to reduce educational disparities. Students from different backgrounds can participate in learning opportunities that were previously unattainable for them because to online courses, digital textbooks, and virtual classrooms, levelling the playing field in education. Additionally, by enabling personalised learning, educational technology improves the educational process. While digital tools enable personalised learning experiences that accommodate individuals' unique demands, learning styles, and speeds, traditional teaching techniques sometimes follow a one-size-fits-all strategy. Technology provides a variety of tools that can help maximise each student's learning experience, from online forums that promote collaborative learning to adaptive learning platforms that modify assignment difficulty based on student success. The purpose of this study is to investigate the various ways that educational technology affects young people's lives. It will look at the ways that technology improves academic performance, encourages creativity, promotes lifelong learning, and gets students ready for the opportunities and difficulties of a digital future. By doing this, the study will offer a thorough grasp of how educational technology plays a crucial role in young people's development and helps them succeed in both their academic and personal lives. A more inclusive, interesting, and future-ready educational system could be produced by incorporating instructional technology into curricula, in addition to improving student outcomes. To guarantee that young people have the information and abilities needed to succeed in the digital age, technology must be continuously incorporated into education as it develops.

1.1 Objectives:

1. To study the importance of educational technology for the youth.
2. To study the ways of imparting educational technology for the benefit of the youth.

1.2 Significance Of the study :

The study's importance stems from its capacity to illuminate the significant influence that educational technology will have on the direction of education in the future. This research adds to the expanding body of information on the most effective ways to incorporate technology into education by examining how it improves learning experiences, develops critical skills, and gets students ready for the demands of a changing digital world. In the end, ensuring that the next generation has the resources they need to thrive in a world that is becoming more digitally connected and networked requires a knowledge of the role that educational technology plays in youth development.

2. Methodology: Analytical methods have been used for this study. Data is collected from secondary sources like books, magazines, journals, internet etc.

ISSN PRINT 2319 1775 Online 2320 7876
 UGC CARE Listed (Group -I) Journal Volume 11, S.Iss 07, 2022

3.Analysis:

3.1. importance of educational technology for youth's:

Due to its many advantages and ability to improve learning, educational technology is essential to young people's growth. The following are some of the main justifications for the significance of educational technology for youth:

1.Personalised Learning: Learning experiences can be tailored thanks to educational technology. Students can advance at their own speed with the help of resources like adaptive learning platforms, getting additional help when they need it and going forward when they're ready. This customisation aids in accommodating various learning capacities and styles.

2. Engagement and Motivation: By combining multimedia elements like movies, simulations, and interactive exercises, technology enhances learning. Additionally, educational apps and gamification encourage students to remain attentive and engage in the learning process.

3. Access to Information: Youth can investigate subjects outside of their textbooks thanks to the internet's vast amount of information. Students can more easily access real-time information through educational platforms, databases, and resources, which improves their research abilities and expands their knowledge base.

4. Collaboration and Communication: Through technology, youth can work together with classmates and teachers in different places. Students may collaborate on group projects, exchange ideas, and learn from one another more easily thanks to cloud-based tools, video conferencing, and online discussion forums.

5. Development of Digital Literacy: In today's society, being digital savvy is crucial. Students gain digital literacy abilities that are essential for future employment by incorporating educational technology into the curriculum. These abilities are essential in many domains, such as science, technology, and business.

6. Career Preparation: Since many businesses rely on technology, young people who are adept at using educational resources will be more equipped for future employment prospects. Early technological exposure gives young people the abilities they need for the workforce, whether those skills are in digital marketing, data analysis, or coding.

7. Inclusion and Accessibility: Students with learning difficulties or impairments can benefit from educational technology. By meeting a range of needs, assistive technologies—such as screen readers, hearing aids, and text-to-speech software—make education more accessible.

8. Supports Critical Thinking and Problem Solving: Students are encouraged to think critically and solve challenging problems through interactive learning resources and simulations. Applying logic and reasoning is a need of many educational technologies, which develops critical abilities for both academic performance and real-world problems.

ISSN PRINT 2319 1775 Online 2320 7876
 UGC CARE Listed (Group -I) Journal Volume 11, S.Iss 07, 2022

9. Promotes Lifelong Learning: Technology provides chances for ongoing education outside of the classroom. Young people can continue to advance their knowledge and abilities throughout their life by using online resources, courses, and platforms. In conclusion, educational technology not only improves the educational process but also gets young people ready for a world where technology will be a constant. We can create learning environments that are more effective, accessible, and engaging by incorporating technology into the classroom.

3.2 Methods of Using Educational Technology to Help Young People:

Youth's academic, personal, and professional growth can be significantly impacted by the successful integration of educational technology into the learning process. Nonetheless, in order to fully utilise educational technology, it must be delivered in ways that interest students, meet their learning requirements, and give them access to materials that improve their educational experience. Here are a few strategies for utilising educational technology to help young people:

1. Including Technology in the Course Work Integrating educational technology into the core curriculum is one of the best methods to introduce it. Lessons can be made more dynamic and engaging by teachers utilising digital tools and platforms to supplement conventional teaching techniques. For instance, teachers can reinforce important ideas using multimedia resources like simulations, movies, and online tests. Students can actively participate in the learning process by using interactive whiteboards and tablets to deliver lessons in dynamic and captivating ways.This approach guarantees that technology is viewed as an integral component of the educational process rather than as a stand-alone instrument. Students will be able to use and engage with technology in ways that support their learning goals.

2. Encouraging Education in Digital Literacy Teaching young people how to utilise digital technologies effectively is crucial to giving them the skills they need to succeed in the digital age. Developing students' ability to use technology for a range of tasks, such as research, communication, creativity, and teamwork, should be the main goal of digital literacy instruction. The fundamentals of digital technologies, the internet, coding, data management, and online safety can be taught in specialised classes or workshops.One essential talent for the modern world is digital literacy. Students are better equipped to use technology for both academic and personal development when they are taught how to use it safely.

3. Using Adaptive Technologies to Promote Personalised Learning Students can learn at their own pace and in accordance with their unique learning preferences thanks to the personalised learning strategy. Students can benefit from personalised learning experiences that are tailored to their own strengths, limitations, and progress with the use of adaptive learning platforms like Khan Academy, Duolingo, or other AI-driven solutions. By modifying the level of instruction and offering prompt feedback, these platforms make sure that pupils are neither overburdened nor understimulated. Youth can take charge of their education through personalised learning. They can move through the content at a speed that works best for them, which will help them understand the material better and succeed academically.

4. Establishing Collaborative Educational Settings Through online discussions, idea sharing, and project collaboration, educational technology can help students work together more effectively. Students can work together in real time on assignments, take part in group discussions, and give feedback to one another using platforms like Padlet, Microsoft Teams, and Google Classroom. These platforms promote communication and teamwork, two abilities that are essential in both academic and professional contexts. Collaborative learning encourages shared learning experiences, builds interpersonal skills, and creates a sense of community. Students are also better prepared for the collaborative nature of contemporary companies.

5. Making Use of E-Learning Platforms and Online Courses Youth can access a wide range of learning resources through online courses and e-learning platforms, ranging from academic subjects to extracurricular skills like coding, graphic design, and entrepreneurship. Anyone with an internet connection may now access higher-quality education thanks to platforms like Coursera, Udemy, edX, and others that provide courses from academic institutions and business professionals. Online learning broadens educational opportunities by allowing pupils to pursue interests outside of the traditional school curriculum. This encourages lifelong learning and assists young people in developing abilities that are beneficial for their academic and professional endeavours.

6. Making Educational Resources More Accessible Many educational resources that were previously unavailable because of social, economic, or geographic constraints are now accessible because of technology. Online journals, open educational resources (OER), and digital libraries give students access to a wealth of knowledge on almost any subject. Additionally, students can participate in real-world, hands-on learning experiences through digital tools including graphic design applications, coding environments, and creative platforms. Students' educational horizons are expanded when they have access to digital resources, which allow them to do independent study, expand their knowledge, and acquire practical skills in a variety of subjects.

7. Using Gamification to Improve Education Gamification is the process of introducing aspects of games, such challenges, points, and rewards, into the educational process. Apps and games for education are a great method to inspire pupils and make learning enjoyable. Through interactive gameplay, apps like Mathletics (for maths) and Duolingo (for language learning) make learning fun and competitive, helping young people understand complex ideas. By turning instructional material into an enjoyable, interactive experience, gamification raises student motivation and engagement. It aids young people in maintaining focus, improving memory, and cultivating critical thinking abilities.

8. Offering Experiences in Augmented Reality (AR) and Virtual Reality (VR) Through immersive learning experiences provided by virtual reality and augmented reality technologies, students can investigate ideas in a way that is both extremely engaging and interactive. For instance, students can utilise virtual reality (VR) to tour historical locations, go on virtual field trips, or perform science experiments that would be challenging or impossible in a typical classroom. In contrast, augmented reality (AR) superimposes digital content on the real

environment, enabling pupils to engage with 3D models and better comprehend abstract ideas. VR and AR offer options for immersive learning that promote better comprehension and memory of the content. Through immersive experiences, these technologies improve engagement and help make abstract or difficult subjects come to life.

9. Providing Support and Training for Teachers Teachers need to be properly taught to use and integrate educational technology into their lessons for it to be effective. The goal of teacher professional development programs should be to give teachers the tools they need to properly incorporate technology into the classroom. Additionally, teachers should have access to workshops, tech tools, and collaborative platforms where they may exchange best practices as part of ongoing support. Effective use of technology to enhance teaching and learning is ensured by proper teacher preparation. It gives teachers the confidence they need to incorporate technology into their classes and give kids the greatest learning opportunities.

10. Encouraging Online Safety and Digital Citizenship Lessons on appropriate digital behaviour, covering topics like cyberbullying, online privacy, and ethical information usage, are crucial as students utilise digital platforms more and more. By making sure they understand their rights and responsibilities when using digital tools, teaching kids about digital citizenship enables them to navigate the online world securely and ethically. Encouraging digital citizenship ensures that young people use technology ethically and safely by educating them about its ethical and legal implications. Additionally, it educates children to be aware of their online influence and participate constructively in online networks.

Conclusion: Giving young people access to educational technology can transform their educational experiences by providing them with resources that enhance their academic performance, personal development, and readiness for the workforce. Teachers may make sure that young people get the skills they need to succeed in a technologically advanced environment by incorporating technology into the classroom through curriculum enrichment, individualised learning, teamwork, and skill-building. A more inclusive, interesting, and productive learning environment can be produced by carefully integrating educational technology, thereby equipping young people for the opportunities and difficulties of the digital age. An example APA reference list for the topic "Ways of Imparting Educational Technology for the Benefit of the Youth" can be seen below. These sources include books, papers, and internet materials that are pertinent to young people's usage of educational technology.

References :

- Anderson, C. A., & Dill, K. E. (2000). Video games and aggressive thoughts, feelings, and behavior in the laboratory and in life. *Journal of Personality and Social Psychology, 78*(4), 772-790. https://doi.org/10.1037/0022-3514.78.4.772

- Bates, T. (2015). Teaching in a digital age: Guidelines for designing teaching and learning. *Tony Bates Associates*. https://opentextbc.ca/teachinginadigitalage/

ISSN PRINT 2319 1775 Online 2320 7876
 UGC CARE Listed (Group -I) Journal Volume 11, S.Iss 07, 2022

- Christensen, C. M., & Eyring, H. J. (2011). *The innovative university: Changing the DNA of higher education from the inside out.* Jossey-Bass.
- Dede, C. (2009). Immersive interfaces for engagement and learning. *Science, 323*(5910), 66-69. https://doi.org/10.1126/science.1167311
- Gee, J. P. (2003). *What video games have to teach us about learning and literacy.* Computers in entertainment, 1(1), 20-20. https://doi.org/10.1145/950566.950595
- Jonassen, D. H., & Howland, J. (2008). *Learning to solve problems with technology: A constructivist perspective.* Pearson/Merrill Prentice Hall.
- Khan, S. (2012). *The one world schoolhouse: Education reimagined.* Twelve.
- McLeod, S. (2021). *Educational technology: A brief history.* Simply Psychology. https://www.simplypsychology.org/educational-technology.html
- Norris, C., & Soloway, E. (2011). *Exploring the impact of technology on students' learning.* Journal of Educational Computing Research, 44(3), 227-251. https://doi.org/10.2190/EC.44.3.b
- Puentedura, R. R. (2013). SAMR: A model for transformation. *Hippasus.* https://www.hippasus.com/rrpweblog/archives/2013/05/11/SAMR_A_Model_for_Transformation.pdf
- Reeves, T. C. (2008). *The impact of media and technology in schools: A research synthesis.* International Society for Research in Education and Development.
- Roblyer, M. D., & Doering, A. H. (2013). *Integrating educational technology into teaching* (6th ed.). Pearson Education.
- Schell, J. (2014). *The art of game design: A book of lenses* (2nd ed.). CRC Press.
- Selwyn, N. (2016). *Education and technology: Key issues and debates.* Bloomsbury Publishing.
- Warschauer, M., & Matuchniak, T. (2010). New technology and digital worlds: Analyzing evidence of equity in access, use, and outcomes. *Review of Research in Education, 34*(1), 179-225. https://doi.org/10.3102/00346543149386