

The Educational Program's Use of Technology

Mrs. Sunita Thakur¹ and Rodrigues Shital Barry²

Assistant Professor, Shri L. P. Raval College of Education and Research, Mira Road (E), Mumbai, India¹

Student, Shri L. P. Raval College of Education and Research, Mira Road (E), Mumbai, India²

Abstract: *The goal of this research paper is to investigate the application of technology in the educational system as well as the impact that technology has had on the improvement of teaching and learning. Innovation has evolved to the point where it is now an indispensable component of the modern educational system. This is because it paves the way for the creation of innovative tools and resources that strengthen and improve instructional procedures. The use of educational software, online learning platforms, mobile devices, and virtual reality are just some examples of how technology is being incorporated into modern classrooms. This paper investigates these and other examples of how technological advances are being incorporated into today's classrooms. In addition to this, it discusses the benefits, drawbacks, and potential future implications of integrating technological tools into educational environments. The results of the study highlight the positive effects that technology has on student engagement, teacher effectiveness, student collaboration, and individualized learning. In addition to that, the paper delves into other considerations that need to be taken into account for the implementation to be successful. Infrastructure, training for educators, and making sure that everyone has equal access to technology are some of the factors that go into this equation. This research paper's overarching objective is to highlight the significance of utilizing technology as a useful tool within the educational system to develop dynamic, learner-centered environments that are geared toward preparing students for the challenges of the contemporary world. Specifically, the paper will focus on the role that technology plays in the development of dynamic, centered learners' environments.*

Keywords: The system of education, teaching, educational software, online learning platforms, mobile devices, virtual reality, student engagement, customized learning, the effectiveness of educators, facilities for teacher training, and equal opportunity