

How Technology is used in the Education System

Mrs. Sujata Tripathi¹ and Shaikh Farheen Riyaz²

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: *This research paper intends to examine the application of technology in the educational system and the impact that it is having on enhancing the teaching and learning processes. Technology has evolved to the point where it is now a vital part of the modern educational system. This is because it paves the way for the development of innovative instructional strategies and the provision of additional resources and tools to achieve the same goals. As part of an investigation into the numerous ways in which technology is currently being incorporated into educational settings, this piece examines many illustrations, some of which include the use of educational software, online learning platforms, mobile devices, and virtual reality. Specifically, this paper focuses on the use of simulated reality. In addition to this, it delves into the numerous benefits, drawbacks, and potential future repercussions of implementing technology into educational environments. The results of the study emphasize the beneficial effects of technology on student engagement, the effectiveness of teachers, student collaboration, and personalized learning. The paper also discusses other factors that should be taken into account to ensure successful implementation, such as ensuring that all individuals have equal access to cutting-edge technology, establishing appropriate infrastructure, and offering adequate training for teachers. This research paper, in general, emphasizes the significance of utilizing technology as a useful tool in the educational system to develop dynamic, learner-centered environments that are geared toward preparing students for the hardships of the modern age.*

Keywords: The internet, systems of education, instruction, educational software, online learning platforms, mobile devices, augmented and virtual reality, student engagement, personalized learning, the effectiveness of educators, infrastructure, training for educators, and equal access