How Technology is used in the Education System

Mr. Pradeep Shukla[1] and Shaikh Khushbu Zahid Alam[2]

Assistant Professor, Shri L. P. Raval College of Education and Research, Mira Road (E), Mumbai, India[1]

Student, Shri L. P. Raval College of Education and Research, Mira Road (E), Mumbai, India[2]

Abstract: *This research paperwork intends to examine the application of technology in the educational system and the impact that it has had on enhancing education as well as instruction. Technology has evolved to the point where it is now a vital component 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 the way technology is currently being incorporated into educational settings, this paper examines several examples, some of which include the use of educational software, educational websites, handheld devices, and virtual reality. Specifically, this paper focuses on the use of virtual 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 highlight 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 modern technology, establishing appropriate infrastructure, and providing adequate training for teachers. The study 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 challenges of today's modern world.*

Keywords: Technology, education system, learning, teaching, educational software, online learning platforms, mobile devices, virtual reality, student engagement