**Design Analysis**

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**Overview**

There have been increased calls for the integration of technology in education activities. The main aim of technology is to create efficiency and break the monotony of classroom-based learning. Since the advent of Covid-19, technology in education had been an important topic as various institutions opt to use online learning to replace classroom-based learning. The results from various institutions may differ, depending on the IT infrastructures used. The following report is based on a discussion of technology that may be used to make teaching and learning fun. Equally, technology can be used to enhance how content is delivered; thus, making it easier for the learners to comprehend the content.

**The Role of Technology in Making Teaching Fun**

How the teachers engage with the students can contribute to the effectiveness of learning processes. As narrated by Michelle, teachers may not be as conversant with the current technologies as the children do. This is because the current generation found technology at their disposal thus have grown up seeing and interacting with it. Michelle argues that there is a need to engage the teacher to not have to ask a question every time they need to know something. Instead, the technologists should design a discrete way of infirming the teachers by availing the frequent questions and their answers. This will, in turn, enhance their learning and assimilation to the devices of technological approaches (Raja & Nagasubramani, 2018). Michelle suggests that creating a digital badging program would cover most teachers' weaknesses in asking questions. The badging program works by utilizing any questions that are emailed to the facilitator. The facilitator answers the question and posts the answer to other teachers to learn the frequently asked question.

Technology plays a significant role in creating activeness between the learners and the tutors. For instance, there are video recording options where a teacher records a particular lesson before uploading them for the learners. Such learning can be more engaging than when the teacher sends notes to the students. Michelle states that the enlightenment of the teachers serves as a motivation for them to be more effective through the use of technology to enhance their roles. In turn, the teachers will be excited and be willing to teach the learners due to the efficiency created by the technology. Therefore, technology is among the factor that should be considered as far as the institutions want their curriculum to be productive and model successful learners (Raja & Nagasubramani, 2018).

Nevertheless, despite the advantages that technology presents in education, it is evident that most teachers lack the necessary hands-on skills. Michelle confesses that despite having learned most of the technologies needed to keep learning afloat during the pandemic, there was a need for a rush to teach other teachers how to use it. Thus, the institutions must invest in hands-on technological skills among the teachers and the students.

**The Role of Technology in Enhancing the Participation of Children**

When the pandemic of Covid-19 stroke the universe, the world seemed doomed as most of the essential services, including learning, were halted. In addition, there were records of increased psychological stress among the young adults since most of them who aspired to complete their education and gain independence and chance of earning their livings had their dreams dimmed. However, as more institutions started to implement the internet to facilitate learning, delight could be seen among the learners as most of them embraced it dearly. Despite the minor issues such as potential distraction of the students by things like video games and other forms of entertainment, the use of the internet to facilitate learning has been termed the best tool for breaking the monotony of classroom-based learning (Harris & Al-Bataineh, 2016). Michelle states that it was hard to ensure that learners attend classes and at the same time abide by the rules put by the health organizations and agencies. However, Michelle says that the use of technology in learning making the process enjoyable to both students and learners.

Another miscellaneous but essential role of technology in education is preparing the learners for the future job market. After Covid-19 destabilized multiple businesses, most organizations opted to use online platforms such as e-commerce and social media to run their activities. This means that the future of employability lies in the possession of hands-on skills. Thus, the implementation of technology in education is of great essence.

**Conclusion**

In conclusion, technology is potentiated to give education a significant turn by creating efficiency and equipping the learners and teachers with hands-on skills. Covid-19 proved that most of the institutions were not ready to have internet-based learning replace traditional classroom-based learning. As stated by a technology coach, technology creates an engaging environment where the teacher learns to do some of the activities more efficiently. For instance, through e-learning, a teacher can record a video and upload it for the students. This can work well when the teacher sends notes because a video creates a better connection between the learners and the teachers. Technology will make education enjoyable for both students and teachers because new technologies are being designed to ensure that most of the activities affected by the school location can now be done virtually but efficiently.

**References**

Harris, J., & Al-Bataineh, A. (2016). One-to-one technology and its effect on student academic achievement and motivation. In *Global Learn* (pp. 579-584). Association for the Advancement of Computing in Education (AACE).

Raja, R., & Nagasubramani, P. C. (2018). Impact of modern technology in education. *Journal of Applied and Advanced Research*, *3*(1), 33-35.