THE ROLE OF EDUCATIONAL TECHNOLOGIES IN MODERN EDUCATION

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Summary: *Educational technology (also called learning technology) refers to the study and ethical practice of improving learning and performance through the creation, use and management of relevant technical processes and resources. The term educational technology is often associated with learning theory. Educational technologies include the processes and systems of teaching and learning used to develop human skills.*

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Educational technology is easiest to define as a set tools that may be useful in the student's learning process. Educational technologies rely on a broad definition of the word "technology." Some modern equipment includes, among other things, heart projectors, laptops, computers [1]. New devices such as "smartphones" and games (both online and offline) are seriously attracting attention because of their detection capabilities. Technology in disciplined areas, educational and manufacturing technology, means "applied science." In other words, any process or processes resulting from original research using the scientific method can be considered technology. Educational or human technology may be based solely on algorithmic or self-empirical processes, but neither one of them does not necessarily refer to physical technology. The word "technology" is derived from the Greek word "techne," meaning craft or art. Another word "technology" also comes from the same root that can be used when considering educational technology. Therefore, educational technologies can be expanded in the account of including teacher methods. Bloom's 1956 book "Taxonomy educational obsessives "is a classic example of a lesson in educational psychology. Bloom's taxonomy can be useful in designing learning activities that take into account the learning goals of students and what is expected of them. Bloom's work, however, is not directly related to educational technology in itself, but more related to pedagogical strategies. According to some, a technological teacher is someone who transforms basic pedagogical and psychological research into scientifically based applied sciences (or technologies) for training or instruction. Educational technologists often have bachelor's degrees (graduate student, doctoral degree, Ph.D.) in fields of educational psychology, educational media, experimental psychology, cognitive psychology or, more precisely, educational or human technologies or educational (systems) design [2]. But some of the theorists listed below have always used the term "educational technologist" to describe themselves, preferring a term like "teacher." Skinner's work allowed focus on formulating the behavioral goals of "programmed instructions," breaking down the educational content into smaller parts and often quickly rewarding the correct answers. Digital communication and networking in education originated in the mid-80s and became popular in the mid-90s, especially via the Internet (www), email and forums [4]. Today's Communication Through Computers is the predominant way in the regular school system, the basic form of interaction between students and teachers is carried out through computers. CBT/CBL usually means individualized learning (self-learning), whereas CMC includes a teacher/private teacher and requires a flexible approach to learning activities. In addition, using modern

ICT tools, provides training to support training groups and related knowledge management work. It also provides tools for managing students and curricula [6]. In addition to enriching study, learning technologies play an important role in face-to-face distance learning. Small group-oriented courses often use mixed or hybrid design, which combines the current curriculum with distance learning and different teaching styles used. Some literary sources use the concept of integrated learning to describe mixed learning scenarios that integrate both school and standard settings. In the educational literature there are three main theoretical schools for technology or philosophical foundations. These are behaviorism, cognitionism and constructivism, each of the three schools of thought is present in today's literature, but they developed in the same way as literature on psychology. Importantly, computer science and information technology have had a major impact on cognitive science theory. Today, researchers are focused on topics such as cognitive load and information processing theory [6].

The constructivist learning environment requires students to use their previous knowledge and experience to create new, relevant and/or adaptive learning concepts. Combinationism is a "learning theory for the digital age" developed by George Siemens and Stephen Downs based on their analysis of behaviorism, cognitivism and constructivism to explain how we live, how we communicate and how we learn. technology on it, was developed. Executive Editor. International Journal of Learning Technology and Distance Learning, says theory "combines relevant elements multiple theories of learning, social structures, and technology to compose a powerful theoretical concept of learning in the digital age. " Problem and request-based learning are active learning educational technologies used to facilitate learning.

This is an area in which new thinkers appear every day. Many ideas distributed by theorists, researchers and experts through their blogs. The goal of educational technology is to improve the state of education, which would be without technology. Teachers can post course materials or important course information on the website, which means a student can study anytime, anywhere and quickly access learning materials. Computer learning can give students instant feedback and explain the correct answers. In addition, the computer is patient and not critical, which can motivate the student continue training. Use will become important information technology. The educational material can be used for distance learning and is available to a wider audience. Students are comfortable editing their written works in a text editor, which can therefore improve the quality of their writing. According to some studies, students are better versed and edit written works exchanged by acquaintances students through a computer network. Diverse educational the software was designed to help children and teenagers to study certain subjects. While technology in the audience has many advantages, there are also obvious drawbacks. Lack of proper training, limited access to sufficient technology, and the need for additional time to implement technology multiple times are some of the reasons why technology is often not widely used in the audience [7]. Since technology is not the ultimate goal of education, but a means of achieving it, teachers must be well versed in the technologies used and their advantages compared to more traditional methods. If there is a flaw in either of these two areas, the technology will be seen as an obstacle rather than an advantage for learning purposes. Another difficulty occurs when access to a sufficient number of resources is limited.

Use some technologies may require initial setup or training time [5]. Even after these tasks are completed, teachers must have a ready-made alternative lesson in case a technology failure is detected during the lesson. Many types of computer and non-computer technology are currently used in traditional classrooms.

This includes: Wireless microphone in the audience: Everyday occurrence in classrooms, with microphone students can clearly hearing your teachers. Children learn better when they listen intently to the teacher. The advantage of teachers is that they no longer lose their voices at the end of the day. Mobile devices: or smartphones [3]. Mobile devices, such as answer devices or smartphones, can be used to improve

the quality of classroom learning, allowing professors to receive feedback. Smartboards: Interactive touch-controlled whiteboard for computer applications. This includes: Wireless microphone in the audience: Everyday occurrence in classrooms, with microphone students can clearly hearing your teachers. Children learn better when they listen intently to the teacher. The advantage of teachers is that they no longer lose their voices at the end of the day. Mobile devices: or smartphones [3]. Mobile devices, such as answer devices or smartphones, can be used to improve the quality of classroom learning, allowing professors to receive feedback. Smartboards: Interactive touch-controlled whiteboard for computer applications.

Displaying everything you can do on your computer improves your audience experience. Not only does it aid in visual learning, it is also interactive so that students can draw, write or manipulate images on an intelligent board. Internet Media: Displayed websites with videos can be used to improve lessons in the audience. These can be digital cameras, video cameras, interactive whiteboard equipment, document cameras or LCD projectors.

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