NEWSLETTER

DEPARTMENT OF EDUCATION
B.H. COLLEGE, HOWLY

Volume- I, Feb, 2023   **Theme- Current Educational Trends in Education**
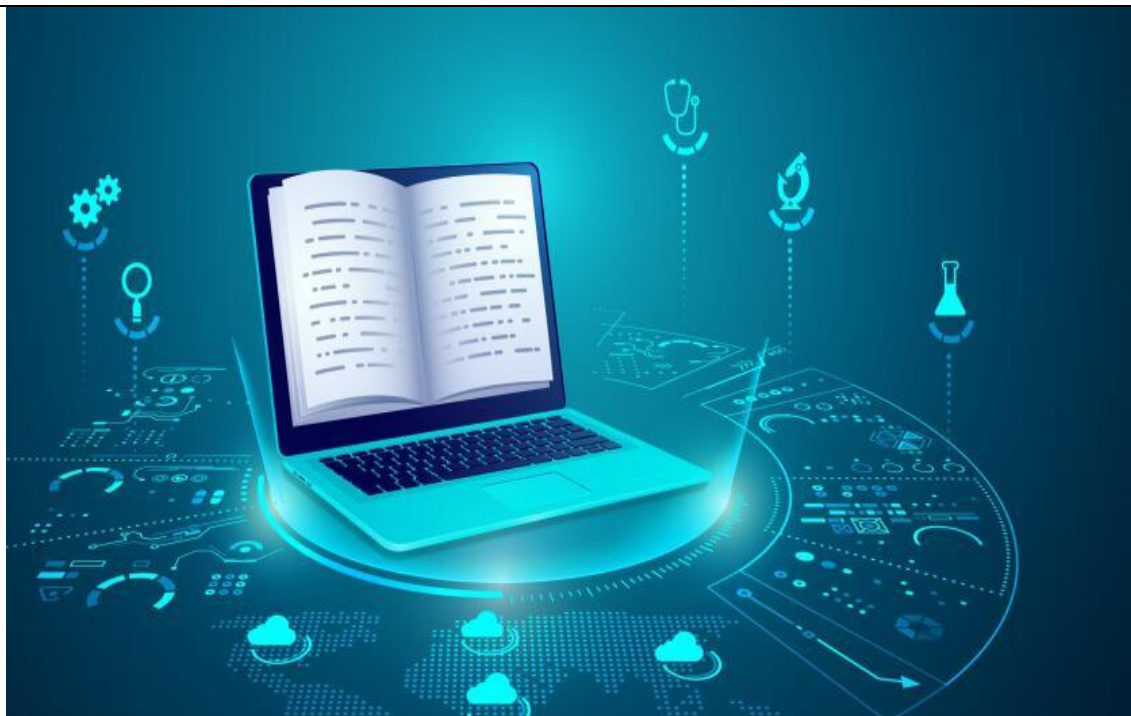
Why do we need Technology in Education?

Top Current Educational Technology Trends

- ❖ **E-Learning**
- ❖ **Video Assisted Learning**
- ❖ **Gamification**
- ❖ **Learning Analytics**
- ❖ **Social Media In Learning**
- ❖ **Blockchain Technology**
- ❖ **Artificial Intelligence**

Inside Story

- ❖ **Do You Know?**
- ❖ **Recent Achievements**
- ❖ **Departmental Activities**

Technology is a very effective path to promote a healthy educational system. There are many significance of technology that changes and manipulates of academic environment. Technology helps in developing skill, gaining knowledge and acquiring new things in the field of education. The use of technology in education helps students to access different information easily and also preparing them future challenges. For teacher's the use of technology helps in implementing their lesson plan and facilitates personalised learning. With the effective use of digital learning tools in the classroom, student's engagement can be increased to a great number. Virtual classroom, video aids and other technology tools can make the class livelier and creates inclusive learning environment

'We need technology in every classroom and in every student's and teacher's hand, because it is the pen and paper of our time, and it is the lens through which we experience much of our world'- said by **David Warlick**

Technology basically helps the learner for future study, career path and life. Technology continues to have a profound impact on today's students, allowing students across the globe to compete on equal footing and to broaden their horizons like never before. There is a crucial need of technology in educational process as to make education more productive, more individualistic and more scientific.

Current Educational Technology Trends

E- LEARNING

E- Learning is an electronic learning which can be used to describe means of teaching with the help of technology. E-Learning or electronic learning generally refers to all types of learning which is facilitated and supported with the help of Information and Communication Technology (ICT). E- Learning may be called as the advance electronic Information and Communication media which includes CD-ROM, video conferencing or computer based conferencing, E-mail, live chat, surfing online internet, online reference Library video game etc.

VIDEO ASSISTED LEARNING

Video-assisted learning is a growing strategic teaching approach in many modern classrooms. Video-assisted learning is defined as a strategic teaching approach to using videos either educational or conceptual to improve a student's comprehension, cognitive abilities or social emotional skills. Video-assisted learning takes videos and transforms them into an important part of both general education and student wellbeing. Video-assisted learning is not deal for isolated use but rather should be an addition to the already existing curriculum or individualized education plans

GAMIFICATION

Gamification in education means that educators apply game design elements to an educational setting. The goal is usually to make learning more engaging. It is a developing approach for increasing learner's motivation and engagement by incorporating game design element in educational environments. The idea of incentivizing people is not new but the term "Gamification" did not enter the mainstream vocabulary until 2010. It is a multi-disciplinary concept spanning a range of theoretical and empirical knowledge, technology domains and platforms and is driven by an Array of practical motivations.

Current Educational Technology Trends

Learning Analytics

Learning analytics is **an area of research and practice that uses computational analysis of learning process data to better understand and improve learning**. The Society for Learning Analytics Research **(SoLAR)** was established in 2011, which is a leading international network of researchers who devote themselves to improving teaching and learning by analytics as well as promoting the collaboration and publication of learning analytics research. In simple term learning analytics is the measurement, collection, analysis and reporting of data about learners and their contexts, for purposes of understanding and optimizing learning and the environments in which it occurs.

Social media in learning

The use of social media in education helps students, teachers and parents to get more useful information, to connect with learning groups and other educational systems that make education convenient. Social media also allows students more freedom to connect and collaborate beyond the physical classroom, which means students anywhere can start to experience the globally connected world long before they enter the workforce. Social media has the ability to broaden your perspective on various subjects and gives illuminating, instant Content that is new. Through social mediums such as YouTube, *Facebook* or *Instagram* live video the engagements between students and the institution can be sustained.

BLOCK CHAIN TECHNOLOGY

Block chain technology is an advanced database mechanism that allows transparent information sharing within a business network. A block chain database stores data in blocks that are linked together in a chain. The data is chronologically consistent because you cannot delete or modify the chain without consensus from the network. As a result, you can use block chain technology to create an unalterable or immutable ledger for tracking orders, payments, accounts, and other transactions.

ARTIFICIAL INTELLIGENCE

Artificial intelligence is the simulation of human intelligence processes by machines, especially computer systems. Specific applications of AI include expert systems, natural language processing, and speech recognition and machine vision. This aspect of AI programming focuses on acquiring data and creating rules for how to turn the data into actionable information. The rules, which are called *algorithms*, provide computing devices with step-by-step instructions for how to complete a specific task.
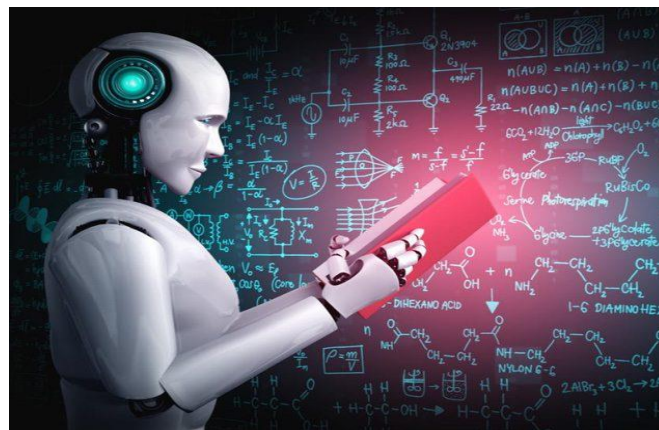
INSIDE STORY......

Flipped Classroom

Militsa Nechkina, a member of USSR Academy of Pedagogical Sciences, first proposed the Flipped classroom in 1984.

Blackboard

James Pillians, a Headmaster of the Old High School in Edinburgh, Scotland has invented the blackboard.

Overhead Projector

French Physicist Edmond Becquerel invented Overhead Projector in 1853

Smart Board

David martin and Nancy Knowlton in 1987 found the 'Smart'. In 1991, smart introduced its interactive whiteboard branded as 'Smart board.'

Do you know?

Recent Achievements of the Department

Sri Krishnananada Nath,
6th Semester
Education (Honours Course)
Achieved Gold Medal in the Youth Festival Folk Orchestra Completion, 2021-22 organized by Gauhati University.

Snapshots of Departmental Activity

Motivational Speech organized by the Department of Education

Seminar on New Educational Policy, 2020 organized by the Department of education

Departmental Wall Megazine 'Siksha Jyoti' inaugurated by Dr. Sultan Ali Ahmed Assistant Professor Department of English B.H. College

Team from Department of education Participated in Cultural Rally Competition in Annual College Week organized by B.H.

Details of the Team Members

Teacher Members- Dr. Nirmali Malakar, HoD , Dr. Shahjahan Ali, Dr. Piyali Roy, Bhargab Pratim Bora, Mouchumi Das, Nabanita Talukdar and Sristi Das

Student Secretary- Gaurish Choudhury, PG Sem-II

Student Contributor- Gaurish Choudhury, Dibyajyoti Das, Garima Das, Probhati Ray, Bhanu Ray and Mousumi Rabha, PG Sem-IV