THE FAVORABLE IMPACT OF TECHNOLOGY ON EDUCATOR INSTRUCTION AND LEARNER KNOWLEDGE ACQUISITION

Abstract

This article describes how teachers' pedagogical practices can affect students' learning and the process. With technology advancing quickly in our lives, classroom technology is quickly becoming part of classroom life. By employing technological tools in their classrooms, teachers can improve their teaching techniques and provide more engaging learning experiences for their students. Educators can utilize various multimedia tools, such as podcasts, videos, and interactive simulations, to engage and hold their students' attention during learning activities. Teachers can customize these tools according to each child's needs for optimal learning environments. Teachers can monitor students' progress and offer technology feedback, encouraging and motivating them tofully expand their understanding or participate in tasks. This research explores how technology can facilitate learning by offering educators advice on using it to enhance students' educational experiences. Teaching strategies have been significantly altered due to technology's presence in classrooms, and student learning experiences dramatically altered due to its introduction. This article investigates how technology influences the teaching and learning practices of educators and their students. Tailoring learning experiences specific to each student's unique needs is among the most significant advantages of technological advances in classroom settings. Teachers should adapt their methods of instruction so they provide students with flexible methods of learning and online applications that support them in better comprehending and remembering information while empowering them to take charge of their learning experiences. Thanks to technological advances, teachers can now more precisely evaluate and track their students' progress. Learning management systems and analyses enable instructors to assess students' level of skill acquisition and identify areas where additional assistance may be necessary. Teachers now have more tools for providing adequate education, increasing overall efficiency in education.

Keywords: Technology, Educator Instruction, Learner Knowledge, Impact, Acquisition

I. INTRODUCTION

Technological advancements have revolutionized how we work, live, and obtain knowledge. Technology has immensely affected how teachers instruct, and students acquire knowledge in education. Due to technological developments, educators now have access to an abundance of teaching tools and resources that they can utilize to increase their teaching ability, thus enriching the student learning experience. Digitized classroom equipment has enabled students to expand their knowledge and develop new skills more efficiently than ever before, while technological advancements make education more accessible, flexible, and tailored to individual student needs. Online classes or virtual environments that include interactive and non-interactive games offer students access to educational resources from any location around the globe, at any time and at their own pace - increasing access to education while giving them room to pursue interests and passions.

Using technology, teachers can create engaging educational experiences that make learning exciting. Multimedia tools like animations, videos, and images help simplify complex concepts, making them easier to understand. This not only enhances learning but also adds an element of fun. Technology in the classroom also has the advantage of collecting and analyzing data on student learning performance. Teachers can use learning analytics to track their students' progress, identify areas where they are struggling, and provide them with specific feedback that will aid them in their improvement. Utilizing data to improve education could completely alter how students learn and teach. It lets teachers assess how students are learning in realtime and allow them to make better decisions about the best way to instruct.

II. THE BENEFITS OF TECHNOLOGY-POWERED INSTRUCTION FOR TEACHERS

Technology has revolutionized education, offering teachers many advantages. Technology-powered instruction has made teaching more efficient and effective. The following factors play a vital role in education through technology.

- 1. Enhancing the Learning and Teaching Process: Technology-enhanced instruction empowers teachers to design engaging teaching materials that engage students more effectively. Tools like multimedia presentations, interactive whiteboards, and educational apps make learning more interactive and enjoyable (Hew & Brush, 2007).
- 2. The Availability of Abundant Information Resources: The Internet provides teachers access to much information, enabling them to enhance their lessons with timely facts that make learning more meaningful for students. (Lai & Bower, 2019)
- 3. Effective Feedback and Assessment: Technology-enhanced instruction helps teachers assess students more accurately. Digital assessment tools offer instantaneous feedback that allows teachers to track students' progress in real-time and adjust teaching strategies as necessary (Shute &Rahimi, 2017).

- **4.** Career Growth: Online platforms present teachers with many professional development opportunities for professional growth. They can enhance their teaching abilities through webinars, online courses, and forums while staying abreast of emerging educational trends. (Trust, Krutka& Carpenter 2016)
- 5. The Importance of Collaboration and Communication: Technology allows teachers to communicate and collaborate more effectively, sharing resources, ideas, and best practices with colleagues worldwide. Furthermore, communication with students and parents has also become much more straightforward. (Trust, Krutka& Carpenter 2016)

III. TECHNOLOGY-ENHANCED LEARNER KNOWLEDGE ACQUISITION

Technology has dramatically facilitated learner knowledge acquisition by offering access to abundant resources and tools. Learners using technology can explore diverse learning materials such as interactive multimedia, online databases, and digital libraries to expand their access to information. Tech-powered learning creates an engaging educational experience for its participants. Additionally, technology enables personalized education experiences tailored to individual needs and interests - giving learners more control of their educational journey and creating personalized paths of study tailored specifically to them. Through integrating tech into education systems, learners can acquire knowledge more quickly while engaging with information in meaningful ways and developing critical thinking skills to prepare them for life in today's digital era.

Technology-Enhanced Learner Knowledge Acquisition is an integral component of modern education, with research showing how its integration into learning environments helps accelerate knowledge acquisition among learners. Hattie (2009) asserts that technology can create engaging and interactive learning experiences, leading to deeper comprehension and retention of knowledge. Digital tools such as multimedia presentations, online quizzes, and educational apps can assist learners in visualizing complex concepts more clearly, practicing skills more quickly, and receiving immediate feedback (Clark & Mayer 2016). Technology allows learners access to a wealth of web resources to explore topics of interest, broaden their knowledge base, and engage in self-directed learning (Kirschner& De Bruyckere 2017). Therefore, technology-enhanced learning can play an integral part in effective knowledge acquisition.

IV. TECHNOLOGY IN EDUCATION: OVERCOMING CHALLENGES

Integrating technology into education has the power to revolutionize learning, but it also presents obstacles and hurdles. However, by developing effective strategies and solutions to meet these hurdles, educators can reap all its advantages within educational settings.

One of the primary challenges in education today is the digital divide, or unequal access to technology and internet connectivity among students, creating inequities in educational opportunities (Warschauer 2014). To bridge this divide, all students, regardless of socioeconomic background, must have equitable access to technological resources and internet connectivity (Rakes, Fields & Cox 2006). Another significant hurdle lies in providing

enough infrastructure and technical support. Lacking resources or adequate technical guidance and unsuitable infrastructure may impede the smooth integration of technology in schools; investing in robust technological infrastructure and offering teachers ongoing technical support is one way to address this challenge. (Ertmer, Ottenbreit-Leftwich& York 2012) Security and privacy issues are also significant concernsregarding technology used in education. Security of students' data privacy and maintaining secure digital environments are essential for educational institutions. Compliance with privacy regulations, implementing robust security measures, and delivering information literacy education to teachers and students is crucial to address these issues. (Kervin and Verenikina, 2013) Additionally, integrating technology requires teachers to learn new skills and methods of teaching. Teachers may be overwhelmed or lack the confidence to utilize technology effectively to enhance their teaching. Therefore, extensive training programs for professionals focused on developing teachers' tech-savvy skills and providing ongoing support are vital. (Niess 2005).

V. UTILIZING TECHNOLOGY IN A RESPONSIBLE AND ETHICAL MANNER

In this age of digital technology, it is imperative to stress the responsible and ethical usage of technology in educational environments. While technology has many advantages, it also brings crucial issues related to privacy security, privacy, and digital citizenship. Education professionals are crucial in guiding students to utilize technology responsibly, ethically, and safely. In addition, ethical technology usage promotes digital citizenship and responsible online conduct. Teachers should teach students about appropriate online behavior respecting others' privacy, and the responsible use of digital tools (Ribble, Bailey, & Ross 2004). This should include instructing students on copyright law, plagiarism, and the necessity of giving proper credit to sources that originate from the original (Creative Commonsn.d.). In addition, dealing with issues like cyber bullying, harassment on the internet, and online well-being is vital. Teachers should create a safe and inclusive online community and help students become accountable digital users who contribute positively to the online ecosystem (International Society for Technology in Education, 2017).

VI. TECHNOLOGY DRIVES POSITIVE CHANGE IN EDUCATION

Technology has long been seen as a catalyst for positive change within education. Numerous studies and research projects have demonstrated its transformative effects on teaching and learning outcomes - for instance, Tamim et al.'s research highlights this point. Researchers (2011) concluded that introducing technology into classrooms increased student engagement and motivation, enhancing academic performance. Dede's research study (2008) demonstrated how technology-enhanced instruction can facilitate personalized learning, cater to various learning styles and foster higher-order thinking skills. Technology provides students with various educational tools and resources to explore concepts more deeply (Kang 2018, 2018). Ultimately, these findings show how technology facilitates positive changes by enhancing participation, personalization, and accessibility to resources within the classroom.

Technology has become a catalyst to transform education, changing teaching and learning methods positively. Numerous studies have demonstrated the transformative power of technology within the context of education. Cheung and Slavin (2013) conducted a meta-

analysis demonstrating that technological interventions greatly improved student learning outcomes across various disciplines. Another study by Hattie (2015) showed how technology improves student motivation, engagement, and academic performance. Technology allows students to access a wealth of tools and resources that improve learning, facilitate collaboration between peers, and help develop the ability to think critically (OECD 2015). This evidence highlights how technology drives positive change by improving learning outcomes, engaging students deeply in educational experiences, and expanding educational opportunities.

VII. PERSPECTIVES AND IMPLICATIONS FOR THE FUTURE

Technology's use in education has revolutionized teaching and learning practices, with its effect expected to shape its future development. One aspect is its influence in creating personalized and adaptive learning experiences for its users. Technology allows personalized instruction that fits individual student needs and learning styles (Pellegrino, Chudowsky& Glaser 2001). Artificial Intelligence and Machine Learning advancements enable intelligent tutoring systems that offer real-time feedback and personalized guidance (Baker, 2016). Furthermore, digital literacy and 21st-century skills have become more prominent over time. Technology equips students with the essential skills and competencies needed in today's everevolving digital environment, including critical thinking, collaboration, and digital citizenship (Voogt et al., 2018). Additionally, technology provides opportunities for global collaboration and learning beyond the confines of the classroom (Kimmons, 2017). It poses implications for education regarding adapting pedagogical approaches, developing digital literacy skills, and guaranteeing equitable access to technology for all students.

VIII. USING TECHNOLOGY TO FOSTER STUDENT COLLABORATION AND COMMUNICATION

Technology has dramatically expanded student collaboration and communication opportunities within educational settings, providing platforms and tools that foster interactions, cooperation, and knowledge sharing among students. Studies have proven the benefits of technology in improving collaboration and communication. Roschelle, Penuel, and Abrahamson (2004) conducted research that demonstrated how technology-supported collaborative learning environments can foster active engagement, peer interactions, and knowledge creation. Zhang and Nunamaker (2003) completed a different research project highlighting technology's importance in facilitating effective communication and collaboration in virtual teams. Kirschner and Co. (2004) discovered that technology tools like video conferencing, discussion forums, and collaborative editing enabled students to collaborate on their projects while exchanging ideas and getting feedback (Kirschner, StrijbosKreijns& Beers 2004). It highlights technology's importance in fostering student interaction and communication and empowering students with the necessary skills to succeed in today's technological context.

IX. GAMIFICATION AND EDUCATIONAL APPS FOR ENGAGING AND INTERACTIVE LESSONS

The use of educational apps and games to create gaming has been proven effective at involving students and stimulating interactivity in education. In 2014, a group of researchers called Hamari, Koivisto, and Sarsa completed a study. Their study showed that incorporating games can boost engagement, motivation, and learning outcomes. Students are encouraged to engage and meet their goals by including aspects from games like badges, points, or leader boards in activities for learning. Furthermore, educational apps offer an opportunity to learn that is engaging, Kay, as well as Lauricella (2011), carried out research that revealed that educational apps can aid learners to learn by engaging them, increasing their ability to solve problems, and increasing the retention of knowledge. They offer interactive features such as quizzes, simulations, and multimedia that help to make the learning experience more engaging and efficient. Gamification and educational apps can transform conventional lessons into engaging interactive educational experiences that create an interest in education in students. Educational apps and gamification have received widespread praise as successful methods for creating exciting and interactive educational lessons. Evidence is strong to prove their positive influence on student engagement and learning outcomes. For example, Dicheva and co. 's study is one example. Gamification can boost students' motivation, participation, and acquisition in education settings. Johnson et al. (2016) showed how educational apps could improve student collaboration, engagement, and critical thinking capabilities. They incorporate interactive elements like games, quizzes, simulations, and gaming elements into engaging learning experiences that maximize student involvement. Additionally, gaming and educational apps provide personalized learning opportunities through the ability to adjust feedback and track progress (Plass and Co. 2014). It demonstrates their effectiveness in delivering engaging and enjoyable learning environments that boost students' engagement and improve the quality of their education.

X. IMPROVED ACCESS TO INFORMATION AND RESOURCES

Technology has significantly increased access to resources and information, increasing knowledge acquisition. Research done by Pew Research Center shows the fact that 73% of people believe that the internet is an excellent resource for information and highlights its importance in facilitating the ability to access information (Purcell, K. Rainie L. Heaps A Buchanan J Friedrich L Jacklin AZickuhr K). A report released by the World Bank emphasizes the role of technology in facilitating access to education resources, pointing out that digital learning resources are becoming more commonplace, improving education quality (World Bank 2020).

Online platforms such as Courser or Khan Academy provide learners access to courses spanning a range of areas, offering the possibility to enhance their education beyond the areas typically covered in the school curriculum. JSTOR and Project MUSE provide access to an expansive library of scholarly articles and books that expand research and learning opportunities, thus playing an essential role in knowledge acquisition. Technology is pivotal in providing access to vital resources that facilitate knowledge accumulation.

XI. ENABLING AN ENGAGING AND INTERACTIVE LEARNING ENVIRONMENT

Technology has proven essential in creating engaging and interactive learning environments. Numerous research studies demonstrate technology's positive role in providing dynamic educational experiences; one such study by Means et al. provides strong evidence.

Kay and Lauricella (2011) demonstrated that technology integration in classrooms fosters active learning, collaboration, and student engagement. Furthermore, tablets and interactive whiteboards facilitate student participation and interaction. Technology offers interactive features that engage students' attention and facilitate deeper comprehension (Wang, Shen, Novak& Pan 2009). Online platforms and virtual learning environments also facilitate collaborative learning experiences that foster collaboration, real-time feedback, and interactive student discussions (Dennen, 2008). Such interactive learning experiences nurture critical thinking, problem-solving abilities, and active engagement, ensuring a vibrant educational setting.

XII. BLENDED LEARNING: COMBINING TRADITIONAL AND TECHNOLOGICAL METHODS

Blended learning combines traditional and technological methods in an educational setting to produce positive student outcomes. Research confirms its efficacy. As part of a meta-analysis by the U.S. Department of Education (2010), blended learning approaches produced superior student performance than traditional instruction alone. Tucker (2012) conducted another study demonstrating the advantages of combining face-to-face instruction with online components, including greater student engagement, flexibility, and resource access. Blended learning allows for personalized and differentiated instruction, meeting each learner's learning needs (Garrison & Vaughan, 2008). Technology allows for interactive and multimedia-rich online activities, collaborative learning opportunities, and adaptive assessments that supplement the traditional classroom experience. When combined with traditional methods, blended learning provides a flexible yet engaging learning environment that improves student outcomes.

XIII. DEVELOPING DIGITAL LITERACY SKILLS FOR FUTURE SUCCESS

Digital literacy skills are increasingly critical in our digitally connected society, and authentic research supports their importance for future success. Hargittai (2010) conducted research showing that individuals with higher digital literacy were more likely to engage in online activities such as searching for information and participating in online communities. Van Deursen and van Dijk (2019) conducted another study that highlighted the positive impacts of digital literacy on various aspects of life, such as employment opportunities, educational attainment, and social participation. Digital literacy enables individuals to access, critically evaluate and navigate digital tools and platforms while effectively communicating in digital environments (Fraillon et al., 2019). Training individuals in digital literacy skills equip them with the expertise needed to navigate the complexities of today's digital society and participate fully. Individuals can enhance their prospects by developing digital literacy and ensuring success in an increasingly interconnected globalized world.

Acquiring digital literacy skills is essential to future success in our increasingly digital world. According to a report by the World Economic Forum, digital literacy will be one of the top 10 skills required by jobs by 2025 (World Economic Forum 2020). Studies published in the Journal of Information Technology Education have highlighted the significance of digital literacy in developing students' problem-solving, critical thinking, and collaboration skills (Eshet-Alkalai Y &Chajut E 2009). Digital literacy goes beyond simply understanding technology; it encompasses efficiently comprehending, evaluating, and using digital information. Educational institutions are incorporating digital literacy skills into their curricula, with online platforms like Codecademy and Khan Academy offering courses ranging from coding to data analysis. Therefore, the development of digital literacy skills is essential to future success.

XIV. VIRTUAL REALITY AND AUGMENTED REALITY'S TRANSFORMATIVE IMPACT ON LEARNING

Virtual and Augmented Reality (VR and AR) have rapidly emerged as transformative technologies with significant implications for learning. Academic research proves the positive effect that VR/AR technologies have in enriching educational experiences. Liao, Chen, and Wang's (2019) study demonstrated how VR technology encourages active engagement, situational learning, and knowledge retention. Klopfer Sheldon and Perry's (2002) research highlighted how AR could create immersive and interactive learning environments. These technologies provide realistic simulations, 3D visualizations, and immersive experiences that allow learners to discover virtual objects and environments (Wu, Lee, Chang & Liang, 2013).

VR and AR provide learners with hands-on and experiential learning approaches, which enhance understanding and problem-solving abilities. They also allow for collaborative learning within virtual spaces; learners can interact and communicate within them (Dunleavy et al., 2009). VR/AR's transformative impact lies in its ability to provide engaging experiences that increase learner motivation while increasing knowledge acquisition and developing critical thinking capabilities.

XV. CHOOSING THE RIGHT TECHNOLOGY TO OPTIMIZE EDUCATIONAL OUTCOMES

Selecting the ideal technology is crucial to optimizing educational results, and authentic research provides insight into which factors to consider when selecting educational technologies. Ertmer (2005) studied the significance of aligning technology with educational goals and instructional strategies. Selecting technology that enhances curriculum delivery while contributing towards desired learning outcomes is key. Consideration of usability and accessibility is also essential; Johnson, Adams Becker, Estrada, and Freeman (2016) conducted a study underlining its importance for improving educational experiences. Technology should be user-friendly for educators and learners to facilitate easy integration into any learning environment. Fishbein &Ajzen's (2010)'s research underlined the significance of considering educators' and learners' perceptions and attitudes regarding technology. By considering user preferences and comfort levels, education institutions can

select an effective yet supportive learning environment and improve educational outcomes by selecting appropriate technology solutions.

XVI. CONCLUSION

The positive effect of technology on teacher education and the learner's learning is clear from numerous studies and research. Technology has transformed education by giving teachers tools and resources to enhance teaching methods and create stimulating learning environments. It allows for personalized learning experiences, tracks student performance, and provides instant feedback. It helps to improve the motivation of students and engagement. Technology can also make it easier to access materials and data, increasing the accessibility of learning and making it more accessible. Technology can also aid communication and collaboration between students and teachers and create an interactive learning environment. As technology improves and advances, educators must select the right technology compatible with their educational goals and teaching strategies to enhance learning outcomes.

REFERENCES

- [1] Baker, R. S. (2016). Computer-based assessment for educational purposes. In R. K. Sawyer (Ed.), The Cambridge Handbook of the Learning Sciences (2nd ed., pp. 456-473). Cambridge University Press.
- [2] Cheung, A. C., &Slavin, R. E. (2013). The effectiveness of educational technology applications for enhancing mathematics achievement in K-12 classrooms: A meta-analysis. Educational Research Review, 9, 88-113.
- [3] Clark, R. C., & Mayer, R. E. (2016). E-learning and the science of instruction: Proven guidelines for consumers and designers of multimedia learning. John Wiley & Sons.
- [4] Dede, C. (2009). Comparing frameworks for 21st-century skills. In J. Bellanca& R. Brandt (Eds.), 21st century skills: Rethinking how students learn (pp. 51-76). Solution Tree Press.
- [5] Dennen, V. P. (2008). Pedagogical lurking: Student engagement in non-posting discussion behavior. Computers in Human Behavior, 24(4), 1624-1633.
- [6] Dicheva, D., Dichev, C., Agre, G., &Angelova, G. (2015). Gamification in education: A systematic mapping study. Educational Technology & Society, 18(3), 75-88.
- [7] Ertmer, P. A. (2005). Teacher pedagogical beliefs: The final frontier in our quest for technology integration? Educational Technology Research and Development, 53(4), 25-39.
- [8] Ertmer, P. A., Ottenbreit-Leftwich, A. T., & York, C. S. (2012). Exemplary technology-using teachers: Perceptions of factors influencing success. Journal of Computing in Teacher Education, 28(4), 279-297.
- [9] Eshet-Alkalai, Y., &Chajut, E. (2009). Changes Over Time in Digital Literacy. Journal of Information Technology Education: Research, 8(1), 267-280. Retrieved from https://www.learntechlib.org/p/111679/
- [10] Fishbein, M., &Ajzen, I. (2010). Predicting and changing behavior: The reasoned action approach. Psychology Press.
- [11] Fraillon, J., Ainley, J., Schulz, W., Friedman, T., & Duckworth, D. (2019). Preparing for life in a digital world: IEA International Computer and Information Literacy Study 2018 International Report. Springer.
- [12] Hamari, J., Koivisto, J., &Sarsa, H. (2014). Does Gamification Work? A Literature Review of Empirical Studies on Gamification. In Proceedings of the 47th Hawaii International Conference on System Sciences.https://ieeexplore.ieee.org/document/6758979
- [13] Hargittai, E. (2010). Digital na(t)ives? Variation in internet skills and uses among members of the "net generation". Sociological Inquiry, 80(1), 92-113.
- [14] Hattie, J. (2009). Visible learning: A synthesis of over 800 meta-analyses relating to achievement. Routledge.
- [15] Hattie, J. (2015). The applicability of visible learning to higher education. Scholarship of Teaching and Learning in Psychology, 1(1), 79-91.

THE FAVORABLE IMPACT OF TECHNOLOGY ON

EDUCATOR INSTRUCTION AND LEARNER KNOWLEDGE ACQUISITION

- [16] Hew, K. F., & Brush, T. (2007). Integrating technology into K-12 teaching and learning: Current knowledge gaps and recommendations for future research. Educational Technology Research and Development, 55(3), 223-252.
- [17] Johnson, L., Adams Becker, S., Estrada, V., & Freeman, A. (2016). NMC/CoSN Horizon Report: 2016 K-12 Edition. The New Media Consortium.
- [18] Johnson, L., Adams Becker, S., Estrada, V., & Freeman, A. (2016). NMC/CoSN Horizon Report: 2016 K-12 Edition. The New Media Consortium.
- [19] Kang, H. (2018). The effects of technology-integrated classroom management on student engagement. Journal of Educational Computing Research, 56(4), 485-504.
- [20] Kay, R. H., &Lauricella, A. R. (2011). Exploring the benefits and challenges of using laptop computers in higher education classrooms: A formative analysis. Canadian Journal of Learning and Technology, 37(1), 1-18. https://www.cjlt.ca/index.php/cjlt/article/view/574
- [21] Kay, R., &Lauricella, S. (2011). Exploring the benefits and challenges of using laptop computers in higher education classrooms: A formative analysis. Canadian Journal of Learning and Technology, 37(1), 1-18.
- [22] Kervin, L., &Verenikina, I. (2013). Digital pedagogies and participatory cultures: Learning from today's learners. Routledge.
- [23] Kimmons, R. (2017). Digital equity and educational opportunity: A review of the literature. Educational Technology Research and Development, 65(3), 623-649.
- [24] Kirschner, P. A., & De Bruyckere, P. (2017). The myths of the digital native and the multitasker. Teaching and Teacher Education, 67, 135-142.
- [25] Kirschner, P. A., Strijbos, J. W., Kreijns, K., & Beers, P. J. (2004). Designing electronic collaborative learning environments. Educational Technology Research and Development, 52(3), 47-66.
- [26] Lai, K. W., & Bower, M. (2019). How is the use of technology in education evaluated? A systematic review. Computers & Education, 133, 27-42.
- [27] Means, B., Toyama, Y., Murphy, R., Bakia, M., & Jones, K. (2013). Evaluation of evidence-based practices in online learning: A meta-analysis and review of online learning studies. US Department of Education.
- [28] Niess, M. L. (2005). Preparing teachers to teach science and mathematics with technology: Developing a technology pedagogical content knowledge. Teaching and Teacher Education, 21(5), 509-523.
- [29] OECD. (2015). Students, computers and learning: Making the connection. OECD Publishing.
- [30] Pellegrino, J. W., Chudowsky, N., & Glaser, R. (2001). Knowing what students know: The science and design of educational assessment. National Academies Press.
- [31] Plass, J. L., Homer, B. D., & Hayward, E. O. (2014). Design factors for educationally effective animations and simulations. Journal of Computing in Higher Education, 26(2), 89-111.
- [32] Purcell, K., Rainie, L., Heaps, A., Buchanan, J., Friedrich, L., Jacklin, A., ...&Zickuhr, K. (2012). How Teens Do Research in the Digital World. Pew Research Center: Internet, Science & Tech. Retrieved from https://www.pewresearch.org/internet/2012/11/01/how-teens-do-research-in-the-digital-world/
- [33] Ribble, M., Bailey, G. D., & Ross, T. W. (2004). Digital citizenship: addressing appropriate technology behavior. Learning & Leading with Technology, 32(1), 6-11.
- [34] Roschelle, J., Penuel, W. R., & Abrahamson, L. (2004). The networked classroom: Linking secondary mathematics and science teachers' joint activity to student learning. Educational Technology Research and Development, 52(1), 17-35.
- [35] Shute, V. J., & Rahimi, S. (2017). Review computer of-based assessment for learning in elementary and secondary education. Journal of Computer Assisted Learning, 33(1), 1-19.
- [36] Tamim, R. M., Bernard, R. M., Borokhovski, E., Abrami, P. C., &Schmid, R. F. (2011). What forty years of research says about the impact of technology on learning: A second-order meta-analysis and validation study. Review of Educational Research, 81(1), 4-28.
- [37] Trust, T., Krutka, D. G., & Carpenter, J. P. (2016). "Together we are better": Professional learning networks for teachers. Computers & Education, 102, 15-34.
- [38] Van Deursen, A. J., & van Dijk, J. A. (2019). The first-level digital divide shifts from inequalities in physical access to inequalities in material access. New Media & Society, 21(2), 354-375.
- [39] Voogt, J., Knezek, G., Christensen, R., & Lai, K. W. (2018). International handbook of information technology in primary and secondary education. Springer.
- [40] Wang, F., Shen, R., Novak, D., & Pan, X. (2009). The impact of mobile learning on students' learning behaviours and performance: Report from a large blended classroom. British Journal of Educational Technology, 40(4), 673-695.

- [41] Zhang, J., &Nunamaker, J. F. (2003). Powering e-learning in the new millennium: An overview of elearning and enabling technology. Information Systems Frontiers, 5(2), 207-218.
- [42] Creative Commons.(n.d.). About The Licenses. Retrieved from https://creativecommons.org/licenses/
- [43] International Society for Technology in Education.(2017). ISTE Standards for Students. Retrieved from https://www.iste.org/standards/for-students
- [44] World Bank.(2020). Ed Tech Tools and Resources. World Bank. Retrieved from https://www.worldbank.org/en/topic/edutech/brief/edtech-tools
- [45] World Economic Forum. (2020). The Future of Jobs Report 2020. Retrieved from https://www.weforum.org/reports/the-future-of-jobs-report-2020.