IIP Series, Chapter 1

TECHNOLOGY INTEGRATION IN EDUCATION: THE CRITICAL ROLE OF DIGITAL COMPETENCE IN TEACHING AND LEARNING

Chapter-1

TECHNOLOGY INTEGRATION IN EDUCATION: THE CRITICAL ROLE OF DIGITAL COMPETENCE IN TEACHING AND LEARNING

Abstract

Globalization, the knowledge explosion, the communication revolution, and the ever-increasing convergence of digital technologies define our world at the turn of the 21st century. This era of rapid globalization has transformed various aspects of our lives: from communication and information dissemination to the global economy and boundary-less education. Millennia-old methods of face-to-face oral instruction have given way to digital communication technologies, the internet, and e-education. The boundless realm of digital technology has profoundly impacted our daily activities, interactions, work, and leisure. In today's dynamic educational landscape, digital competence has become a critical skill for educators as well as for students. As technology permeates every facet of our lives, teachers must adapt and embrace digital tools to enhance their teaching practices. This chapter explores the significance of digital competence across educational setting and provides insights into its impact on effective teaching and learning. Beyond technical skills, digital competence encompasses attitudes, adaptability, and a forwardlooking mindset. This chapter establishes a theoretical framework for a comprehensive explanation of integration of information and communication technologies used for educational purpose around the world, with a particular focus on teaching and learning.

Keywords: Digital Competence, Digital literacy, ICT Integration, teaching and learning.

Authors

Mohammad Amin Dar

Associate Professor Department of Education University of Kashmir. dar.aminali.ku78@gmail.com ORCID ID: https://orcid.org/0000-0002-6165-859X

Shaheena Aziz

Research Scholar Department of Education University of Kashmir. shaheenaaziz6@gmail.com

Mohammad Ishfaq Mir

Assistant Professor Higher Education Department Jammu & Kashmir ishfaq8mir@gmail.com

Mudasir Rehman

Assistant Professor Higher Education Department Jammu & Kashmir Mudasir.edu16@gmail.com

IIP Series, Chapter 1

TECHNOLOGY INTEGRATION IN EDUCATION: THE CRITICAL ROLE OF DIGITAL COMPETENCE IN TEACHING AND LEARNING

I. INTRODUCTION

The best means of promoting social and economic inclusion, equality, and leveling off is through education. Education is essential for realizing one's full potential as well as for the growth of a just and equitable society and the country. Regarding advancements in national integration, science, economic prosperity, social justice and equality, and cultural preservation, India must continue to lead the world by ensuring that everyone has access to high-quality education. The best path forward is education, which will enable us to maximize the wealth of skills and resources in our nation for the benefit of each individual, society, the nation, and the globe.

The swift progression of Information and Communication Technology (ICT) has initiated a transformative era in education (Belland et al., 2017). It's essential to integrate these technologies to address the changing needs and skills of students and educators. As new technologies emerge, it's vital for educational methods to evolve accordingly, ensuring a seamless and thorough incorporation of ICT to enhance the educational journey for everyone involved (Legrain et al., 2015; Li and Ma, 2010; Sung, Yang, and Lee, 2017).

In the current digital landscape, students are typically proficient with various tech tools. Educational entities must, therefore, employ ICT to foster vibrant, interactive learning spaces that align with modern educational preferences and styles. This involves the use of multimedia, interactive applications, online collaborative tools, and other digital assets to enrich learning and accommodate varied educational requirements.

ICT also presents significant opportunities for teacher professional growth and skill enhancement. Educational institutions can equip teachers with the latest tech tools, elearning materials, and virtual training, enabling them to refine their teaching strategies, offer tailored learning experiences, and adjust their teaching methods to meet the expectations of today's learners. (Tondeur et al.,2017; Konig, Jager-Biela, and Glutsch, 2020). Realizing the full promise of ICT in education goes beyond mere tech adoption. It demands careful planning, infrastructure setup, policy formulation, and continuous investment in digital literacy programs (Kaiser and Konig, 2019; Caena and Redecker, 2019). Educators and policymakers need to work together to create detailed plans and standards for integrating ICT into course design, teaching methods, evaluations, and school management.

Additionally, it's critical to address the digital divide, accessibility, privacy, and security concerns to guarantee fair access to educational resources and protect the integrity of digital learning spaces. By promoting a culture of innovation, teamwork, and ongoing enhancement, educational institutions can leverage ICT's transformative potential, empowering students to excel in the digital era and equipping them for success in a globally connected, tech-centric world (McFarlane, 2019). Recent years have seen tremendous advancements in the realm of artificial intelligence, which has prompted the creation of cutting-edge tools like Open AI's ChatGPT (Dar et al., 2024)

IIP Series, Chapter 1

TECHNOLOGY INTEGRATION IN EDUCATION: THE CRITICAL ROLE OF DIGITAL COMPETENCE IN TEACHING AND LEARNING

II. INTEGRATION OF TECHNOLOGY IN EDUCATION

The integration of technology within the educational sphere, commonly referred to as Technology Integration (TI), represents a pivotal focus of scholarly inquiry within the domain of educational technology over the past several years (Valtonen et al., 2022). This area of study delves into the myriad ways through which digital tools and innovative technological solutions can be seamlessly incorporated into teaching and learning environments (Belland, 2009; Davies & West, 2014; Hew & Brush, 2007; Hsu, 2010; Peeraer & van Petegem, 2012; Proctor et al., 2003). The overarching goal of TI is to enhance the educational experience and improve learning outcomes by leveraging the capabilities of modern technology. As such, it encompasses a broad range of research topics, from the pedagogical implications of technology use in the classroom to the development of digital literacy skills among students and educators alike. The exploration of TI is driven by the premise that when technology is thoughtfully applied, it has the potential to transform education, making it more engaging, accessible, and effective for learners of all ages.

ICT integration in schools is essential since research suggests that students learn better in environments that are reliant on technology. Through the use of ICT elements and components, technology makes a substantial contribution to pedagogical aspects, resulting in successful learning (Jamieson-Procter et al., 2013). A wide range of disciplines, including science, maths, languages, the arts, and humanities, may be learned via ICT. Additionally, it offers supplementary assistance to educators and learners, facilitating the successful use of computers as teaching tools. ICT integration in the classroom is essential for improving overall educational results and student learning (Jorge et al., 2003). Integrating ICT effectively in education can positively influence student outcomes.

III. TECHNOLOGY AND STUDENT ENGAGEMENT

Technology serves as a potent instrument with versatile applications in enhancing education. Employing student response systems and gathering feedback are among the myriad ways technology aids educators in crafting more captivating lessons. Furthermore, higher education establishments' leverage sophisticated tools such as AI-enhanced learning management systems and virtual reality classrooms to enrich the learning experience (Smith, 2022). Incorporating these technologies thoughtfully into the classroom can lead to significant improvements in student engagement and learning outcomes. It's important for educators to select the right tools that align with their teaching objectives and student needs. Teachers should not afraid to use technology in the classroom and that it can help to boost student engagement, happiness, and even success. But, of course, we are not robots, so it is important to incorporate human interactions into the campus culture as well. A variety of technological tools are employed in both teaching and learning to enhance the educational journey. Below are some significant instances:

Incorporating technology into education can significantly enhance student engagement and learning outcomes. Virtual Classroom Tools, such as discussion boards and collaborative documents, promote interactive learning environments where students can actively participate and communicate with one another. Assignments that integrate technology cater to the preferences of digital natives, making learning more appealing. Additionally, Virtual Training Videos offer dynamic visual and auditory experiences that can be more stimulating

IIP Series, Chapter 1

TECHNOLOGY INTEGRATION IN EDUCATION: THE CRITICAL ROLE OF DIGITAL COMPETENCE IN TEACHING AND LEARNING

than traditional learning materials. Productivity Apps are instrumental in helping students organize their tasks and manage time effectively, ensuring they stay on track with their educational objectives. The 'Construct, Collaborate, Create' approach, enabled by technology, empowers students to build ideas, work together, and produce original content, leading to a more profound level of engagement. Furthermore, technologies that provide Real-time Engagement Tracking offer educators valuable insights by monitoring student involvement as it happens, allowing for timely interventions and support.

Turning learning into a game can make education more engaging and fun. Gamification in education is a dynamic approach that incorporates game design elements into learning environments to enhance student engagement and motivation. Various educational domains benefit from the integration of technology to enhance learning experiences. In language learning, apps like Duolingo leverage Gamification, making the acquisition of new languages enjoyable and interactive. Similarly, platforms such as Kahoot and Minecraft Education utilize game-based learning to impart math and science concepts in a more engaging manner. Gamification offers multiple paths to achievement, granting students autonomy over their learning journey. (Berkeley Center for Teaching & Learning, 2024)Research indicates that gamified approaches yield positive outcomes, including enhanced performance on assignments, heightened motivation, and increased collaboration among students. Game-based strategies and elements can be integrated into educational activities with the aim of fulfilling specific learning goals, enhancing student motivation to accomplish these tasks, and fostering a collaborative yet competitive atmosphere among peers. (Kiryakova et al., 2014) These applications exemplify how Gamification can revolutionize conventional educational approaches, rendering them more effective and stimulating.

Engagement and retention in learning can be heightened through interactive video formats, which immerse learners within dynamic and interactive environments. Based on the cognitive theory of multimedia learning, videos, in-person classes, and videoconferences are all designed to optimize the utilization of our cognitive systems (Mayer, 2008). Videos that prompt student interaction can increase engagement by making learning more dynamic and participatory. People retain a much higher percentage of information when it's presented in video format compared to text. The story of Alina, a student from a remote village, exemplifies the transformative power of interactive videos in overcoming geographical and resource limitations, providing access to quality education and enhancing understanding and retention of complex concepts (Raza, 2024). Interactive videos represent a shift from passive reading to a dynamic, engaging learning experience. Incorporating videos into higher education can lead to significant improvements in student learning outcomes(Noetel et al., 2021) Adding video to existing teaching methods resulted in strong learning benefits, while replacing traditional methods with video led to small improvements. The study suggests that videos are a beneficial tool for education, enhancing learning through multimedia engagement.

Online Quizzes can provide immediate feedback, helping students understand their progress and areas for improvement (Brian and Aandrea, 2017). Online quizzes as a tool promote active learning by linking knowledge to meaning. It can increase the student engagement by incentivizing preparatory reading, which enhances in- class discussions. Students positively assess the role of quizzes in encouraging completion of reading and active participation

IIP Series, Chapter 1

TECHNOLOGY INTEGRATION IN EDUCATION: THE CRITICAL ROLE OF DIGITAL COMPETENCE IN TEACHING AND LEARNING

(Nalaka & Ekanayake, 2021). Quizzes are time efficient for educators and effective in ensuring students complete preparatory work.

Podcasts can offer a different medium for content delivery, catering to auditory learners and adding variety to learning materials. The growing popularity of podcasting, especially in educational settings, emphasizes the benefits of student-created podcasts, such as improved reading, writing, and listening skills, increased student engagement, collaboration, and literacy development. Podcasts not only facilitates content consumption but also actively engages students in content creation, fostering critical thinking and communication skills.

IV. CRITICAL ROLE OF DIGITAL COMPETENCE IN EDUCATION

In the ever-evolving landscape of technology, digital competence has emerged as a critical skill for individuals across various domains. Technology has a wide-ranging effect on several industries, including education (Nguyen et al., 2020; Minh T. Nguyen et al., 2021). When educators possess digital literacy and the ability to incorporate Information and Communications Technology (ICT) into their teaching, it can enhance students' critical thinking, offer diverse and innovative ways for students to demonstrate their knowledge, and equip them with the skills to navigate the evolving technological landscape in society and their future careers. Digital education poses a number of challenges, including students' and teachers' digital skills and mindsets'. Engaging students in an online environment, for instance, depends on their digital competencies and the teachers' ability to use digital tools in digital education and modify theories that promote engagement (e.g., constructivism and connectivism) for the online context (Bates, 2019).

Working digitally is a crucial human competence, and as digital technologies advance quickly in the modern world, the range of terms used to define digital competency grows. According to Ala-Mutka (2011), this has resulted in a "complex landscape of definitions and concepts." Some researchers question the lack of a paradoxical understanding of the concepts associated with the implementation of digital competence in the educational sphere (Evans-Amalu & Claravall, 2021; Korableva et al., 2019; Medvedeva & Mitina, 2021; Pettersson, 2018), referring to such multiple concepts as "a tangled ball of concepts" (Aesaert et al., 2013). Ilomaki et al. (2016) conducted a literature analysis to investigate the usage of the phrase "digital competence" between 2005 and 2013. They discovered that the word was relatively new in the scientific publications they analysed, with the term "digital literacy" being used far more frequently.

Scholars (Hoe et al., 2021; Ilomaki et al., 2016; Kalimullina et al., 2021) contend that digital competency is learned in school and at university, a notion that has attracted intense attention in the field of international education research. According to Brox (2017), "a lot of work has been done in the last ten years to define the specific demands on new teachers' digital skills and to how they should be strengthened in their training." The majority of academics agree that a teacher had a crucial role in the creation of the contemporary educational system. Aesaert et al. (2013), Hoffmann (2017), Ilomaki et al. (2016), Ala-Mutka (2011), and others believe that a "new type" of teacher is needed in today's culture, one that possesses a set of specific abilities, including digital ones.

IIP Series, Chapter 1

TECHNOLOGY INTEGRATION IN EDUCATION: THE CRITICAL ROLE OF DIGITAL COMPETENCE IN TEACHING AND LEARNING

V. UNDERSTANDING DIGITAL COMPETENCE

Digital competence encompasses the confident and critical use of Information Society Technology (IST) for work, leisure, and communication (European Commission, 2018, p. 9). It goes beyond mere technical proficiency and involves a holistic approach to navigating the digital realm. The idea of digital competence is still in its inception and is linked to both the advancement of technology and the political objectives and standards for citizenship in a knowledge-based society. Its breadth spans several domains, including media and communication, technology and computers, literacy, and information science. It is composed of a diverse range of skills and competencies. Digital competence encompasses four elements:

- Technical proficiency with digital technologies
- Aptitude for using digital technologies meaningfully for work, education, and daily life in general
- Critical thinking skills regarding digital technologies
- A motivation to engage with the digital culture. Although policy documents consider digital competence to be a fundamental skill, the idea is still unstandardized in research. Finding a common and accepted definition is now the focus of several studies pertaining to policy or practice.

VI. KEY COMPONENTS OF DIGITAL COMPETENCE



Figure 1: (Competence Areas). Source: EU Science Hub

The key components of digital competence, as outlined by the EU's Digital Competence Framework (DigComp), include:

1. Information and Data Literacy: This refers to theoretical comprehension and understanding. It encompasses awareness of digital tools, platforms, and their underlying principles (Digital Knowledge). To effectively integrate technology into their teaching methods, educators need to acquire a broad variety of knowledge, skills, and attitudes (Basilotta-Gómez-Pablos et al., 2022). Technology has a significant impact on teachers'

IIP Series, Chapter 1

TECHNOLOGY INTEGRATION IN EDUCATION: THE CRITICAL ROLE OF DIGITAL COMPETENCE IN TEACHING AND LEARNING

knowledge systems, according to a recent research by Kennedy-Clark and Riemann (2022). The survey also revealed that institutions still need to work on improving their institutional level digital competences even with access to resources. The ability to articulate information needs, locate and retrieve digital data, assess the relevance and validity of the source, and manage digital information.

- 2. Communication and Collaboration: Skills to interact, communicate, and collaborate through digital technologies, manage digital identity, and participate in society using digital services. Communication and collaboration through digital means are key components of this competence, enabling educators and learners to interact effectively in digital environments (Rodríguez-García et al., 2022). Effective communication and collaboration in education involve sharing resources, participating in online communities, and utilizing various digital tools to enhance learning experiences. Teacher training programs are now focusing on improving digital competencies to ensure educators can guide students in navigating the digital landscape (Becirovic, 2023).
- 3. Digital Content Creation: The capacity to create and edit digital content, integrates information, and provides instructions to a computer system while respecting copyright and licensing. Digital content is a pivotal aspect of digital competence in education, encompassing the creation, evaluation, and ethical use of digital materials. It involves educators and students being adept at producing and interpreting multimedia content, understanding digital rights, and utilizing content to support learning outcomes (Basilotta-Gómez-Pablos et al., 2022). In higher education, digital content creation is linked to the broader set of knowledge, skills, and attitudes necessary for effective technology use. Moreover, digital content is integral to fostering critical thinking, problem-solving, and creativity, as it allows for the transformation of information into knowledge through analytical and productive use of ICTs and social software. Overall, digital content is not just about the tools and technologies but also about the pedagogical practices that enable meaningful learning experiences in a digital age.
- **4. Safety:** Ensuring the protection of devices and personal data, understanding the impact of technology on well-being, and being aware of the environmental impact of digital technologies. The safety dimension of digital competence in education is crucial, as it involves protecting devices and digital content, ensuring personal data and privacy in digital environments, and understanding risks and threats. It also covers the appropriate use and sharing of personal data, prevention against health risks, and awareness of the environmental impact of digital technologies (Fedeli, 2019). This comprehensive approach to e-safety is essential for educators and students to navigate the digital world securely and responsibly.
- 5. **Problem Solving:** Identifying and resolving problems in digital environments, using digital tools to innovate, and staying updated with digital evolution (*DigComp Framework*, n.d.) Cognitive skills involve logical, intuitive, innovative, and creative thinking in the digital space. It's about problem-solving, adaptability, and leveraging technology effectively. Digital technology can enhance the decision making power among the educators, they can solve the challenges; they face in adopting new technology (Agustini et al., 2019).

IIP Series, Chapter 1

TECHNOLOGY INTEGRATION IN EDUCATION: THE CRITICAL ROLE OF DIGITAL COMPETENCE IN TEACHING AND LEARNING

These competencies are designed to help individuals engage confidently, critically, and safely with digital technologies (*The Digital Competence Framework (DigComp*), 2021).

VII. SIGNIFICANCE OF DIGITAL COMPETENCE

In the educational context, "digital competence" is an umbrella term that is quickly gaining popularity and acknowledging the concept's increased relevance. According to Perez Tornero and Varis (2010), people need to be made aware of and given an understanding of the explosion of information, communication, and interaction among themselves in order to provide them a perspective on why ICT is more important than ever.

Students' willingness, motivation, and ambition to actively participate and succeed in their own learning is usually defined as student engagement (Zepke and Leach, 2010; Zhang and Hyland, 2022). Digital tools offer interactive and dynamic learning experiences. Teachers who are digitally competent can create engaging lessons, incorporate multimedia content, and foster active participation among students (Peng, 2017). How to foster active student participation and engagement in the world of digital technology is an important issue. Ensuring the success of online learning is dependent upon student engagement, which measures the degree of students' involvement in educational activities that result in desired learning outcomes (Lei et al., 2018). Whether it's a virtual field trip, an online discussion forum, or a collaborative project, digital competence enhances student engagement and motivation.

Digital competence enables teachers to tailor instruction to individual student needs. At the outset, educators must carefully prepare for and integrate digital technology into the educational process by organizing and designing its actions and creating pedagogical methods (Leung et al., 2021). Adaptive learning platforms, personalized feedback, and differentiated resources become accessible when teachers are proficient in using technology. As students have diverse learning styles and paces, digital competence allows for customized learning experiences. Ng et al. (2022) identified the top three pedagogical techniques that effectively support students in solving real- world problems: project-based learning, cooperative learning, and learning with Gamification for students. Furthermore, artificial intelligence empowers teachers quickly tackle students' concerns and uncertainties by providing them with targeted and timely instruction and support. According to Tisdell (2018) and Zawacki-Richter et al. (2019), intelligent agents and chatbots have the potential to deliver personalised learning by utilizing natural language processing to give students with timely assistance and feedback. Personalised learning is now feasible in differentiated learning since the advent of AI, which was previously impractical for large class instruction (Renz & Hilbig, 2020).

For students to succeed in their academic, personal, and professional life, it is imperative that they possess the digital skills necessary. In an increasingly digital world, students need more than traditional literacy skills. They must be digitally literate, capable of critically evaluating information, collaborating online, and navigating digital spaces safely. Digital abilities and skills needed for people to engage in technological society and successfully explore the digital world. Teachers with digital competence play a pivotal role in equipping students with these essential skills. Technology offers advantages to educators by creating flexible and adaptive learning environments that cater to the needs of both diverse learners and teachers (Dar et al., 2024).

IIP Series, Chapter 1

TECHNOLOGY INTEGRATION IN EDUCATION: THE CRITICAL ROLE OF DIGITAL COMPETENCE IN TEACHING AND LEARNING

Although technology may be used as a tool for inclusion, there are other obstacles that need to be addressed in addition to the usage and availability of digital education. Some participants thought that citizens couldn't access digital education because they didn't have the necessary digital abilities. Some have highlighted the fact that those with higher levels of literacy are more proficient and self-assured while utilizing technology in comparison to those who are illiterate or have limited literacy. It follows that there is a greater likelihood of exclusion from digital education for those who are already excluded from schooling. In addition, people become less motivated to think about or use digital education when the benefits of these technologies are not clearly understood. Digital tools can break down barriers for students with disabilities or diverse backgrounds. Teachers who understand accessibility features, assistive technologies, and universal design principles can create inclusive learning environments. Digital competence promotes equity and ensures that all students can participate fully.

VIII. EMBRACING DIGITAL COMPETENCE AMONG TEACHERS

Digital competence is an ever-evolving journey, especially in the realm of education. As educators, it's imperative to stay abreast of technological advancements to ensure we're providing the best possible learning experiences for our students. Here's a consolidated guide to enhancing your digital skills:

- Embrace new technologies and tools. Participate in educational technology workshops, webinars, and conferences.
- Take advantage of courses tailored for educators on platforms like Coursera, edX, and Khan Academy.
- Engage with online educator communities to exchange insights and best practices.
- Integrate various digital tools into your teaching. Try creating a classroom blog, using interactive whiteboards, or exploring educational apps.
- Craft multimedia materials for your lessons, such as presentations, videos, or info graphics, to captivate and engage your students.

Teachers must continually update their knowledge and skills. Digital competence allows educators to engage in lifelong learning through webinars, online courses, and professional networks. Staying abreast of technological advancements ensures that teachers remain effective and adaptable throughout their careers. By following these steps, teachers can ensure, they remain digitally competent and responsive to the dynamic needs of their students.

IX. DISCUSSION

In the contemporary educational environment, digital competency is a fundamental component of successful instruction, influencing the way in which teachers transfer information and students develop skills. Technology Integration (TI), which provides an array of tools and platforms that transform conventional teaching approaches, is at the core of this paradigm shift. Teachers may design dynamic learning environments that increase student engagement and promote deeper understanding by adopting digital technologies like productivity applications, virtual classroom platforms, and real-time engagement monitoring

IIP Series, Chapter 1

TECHNOLOGY INTEGRATION IN EDUCATION: THE CRITICAL ROLE OF DIGITAL COMPETENCE IN TEACHING AND LEARNING

systems (Ng et al., 2022). These technologies support teamwork, creativity, and critical thinking—all necessary for success in the digital age— while also catering to the tastes of digital natives. However, amidst the opportunities presented by technology, educators must navigate challenges such as the digital divide, ensuring equitable access to technology for all students, regardless of their socioeconomic background. Bridging this gap requires concerted efforts to provide targeted support and resources to underserved communities. Additionally, the professional development of educators plays a pivotal role in building digital competence. Training programs should focus not only on technical skills but also on pedagogical approaches that leverage technology effectively (Leung et al., 2021). Moreover, striking a balance between screen time and other forms of learning is essential to ensure holistic development. Educators must design technology-enhanced lessons that promote active learning and critical thinking while incorporating hands-on activities to maintain a well-rounded educational experience. Ultimately, digital competence transcends mere mastery of tools; it empowers educators to create immersive learning experiences that prepare students for success in an increasingly digital world (Kalimullina et al., 2021. As we navigate this tech-driven landscape, let us continue to champion digital literacy and equip learners with the skills they need to thrive in the 21st century and beyond.

X. CONCLUSION

Remember, in the digital age, competence isn't just about knowing how—it's about knowing why and knowing when. Digital competence is essential at all educational levels and in research. It empowers educators, improves learning outcomes, and contributes to scholarly advancements. As technology continues to evolve, nurturing digital competence remains crucial for educators, students and researchers. Enhancing the educational experience and improving learning outcomes through the use of modern technology's advanced capabilities is the main goal of Technology Integration (TI). Digital competence directly impacts the quality of education imparted. Beyond mastering tools and platforms, educators must grasp the pedagogical implications of technology. How can digital resources enhance student engagement? What ethical considerations arise in an interconnected world? By addressing these questions, educators become adept at integrating technology seamlessly into their teaching methodologies.

REFERENCES

- [1] Aesaert, K., Vanderlinde, R., Tondeur, J., & van Braak, J. (2013). The content of educational technology curricula: A crosscurricular state of the art. Educational Technology Research and Development, 61, 131–151. https://doi.org/10.1007/s11423-012-9279-9
- [2] Ala-Mutka, K. (2011). Mapping Digital Competence: Towards a Conceptual Understanding. Luxembourg. Publications Office of the European Union.2011.https://doi. Org /10.13140/RG.2.2.18046.00322
- [3] Basilotta-Gómez-Pablos, V., Matarranz, M., Casado-Aranda, L., & Otto, A. (2022, February 10). *Teachers' digital competencies in higher education: a systematic literature review.* International Journal of Educational Technology in Higher Education. https://doi.org/10.1186/s41239-021-00312-8
- [4] Bates, A. W. (2019). Trends in open education. In *Teaching in a digital age* (3rd ed., pp. 753–812). Vancouver, B.C.: Tony Bates Associates Ltd.
- [5] Becirovic, S. (2023, January 1). Fostering Digital Competence in Teachers: A Review of Existing Frameworks. Springer Briefs in Education. https://doi.org/10.1007/978-981-99-0444-0_5
- [6] Belland, B. R. (2009, February 1). *Using the theory of habitus to move beyond the study of barriers to technology integration*. Computers & Education. https://doi.org/10.1016/j.compedu.2008.09.004

IIP Series, Chapter 1

TECHNOLOGY INTEGRATION IN EDUCATION: THE CRITICAL ROLE OF DIGITAL COMPETENCE IN TEACHING AND LEARNING

- [7] Belland, B. R., A. E. Walker, N. J. Kim, and M. Lefler. 2017. "Synthesizing Results from Empirical Research on computer-based Scaffolding in STEM Education: A meta- analysis." *Review of Educational Research* 87 (2): 309–344. doi:10.3102/0034654316670999.
- [8] Brian Robert Cook & Andrea Babon (2017) Active learning through online quizzes: better learning and less (busy) work, Journal of Geography in Higher Education, 41:1, 24-38, DOI: 10.1080/03098265.2016.1185772
- [9] Brox, H. (2017). What's in a wiki? Issues of agency in light of student teachers' encounters with wiki technology. Nordic Journal of Digital Literacy, 12(4), 129-142. https://doi.org/10.18261/issn.1891-943x-2017-04-03
- [10] Caena, F., and C. Redecker, C. 2019. "Aligning Teacher Competence Frameworks to 21st Century Challenges: The Case for the European Digital Competence Framework for Educators (Digcompedu)." *European Journal of Education* 54 (3): 356–369. doi:10.1111/ejed.12345.
- [11] Davies, R., & West, R. E. (2013, May 22). Technology Integration in Schools. Springer eBooks. https://doi.org/10.1007/978-1-4614-3185-5 68
- [12] Dar, M. A., Khursheed, T., Ahmad, A., & Fayaz, R. (2024, February). Unveiling Chat GPT's Educational Prospects: A SWOT Analysis. In 2024 11th International Conference on Computing for Sustainable Global Development (INDIACom) (pp. 1419-1423). IEEE.
- [13] *DigComp Framework*. (n.d.). EU Science Hub. https://joint-research-centre.ec. Europa .eu/ dig comp/digcomp-framework_en
- [14] Evans-Amalu, K., & Claravall, E. (2021). Inclusive online teaching and digital learning: Lessons learned in the time of pandemic and beyond. Journal of Curriculum Studies Research, 3(1), i-iii. https://doi.org/10.46303/jcsr.2021.4
- [15] Fedeli, L. (2019, August 6). *Skills in the area of digital safety as a key component of digital literacy among teachers*. Education and Information Technologies. https://doi.org/10.1007/s10639-019-09980-6
- [16] Hew, K. F., & Brush, T. (2006, December 5). *Integrating technology into K-12 teaching and learning: current knowledge gaps and recommendations for future research*. Educational Technology Research and Development. https://doi.org/10.1007/s11423-006-9022-5
- [17] Hoe, L., Manja, M. A. Z., Mathew, V., Engkamat, A., Ibrahim, Z., & Anis, A. L. (2021). Effectiveness of online training for rural entrepreneurs during a global pandemic. Research in Social Sciences and Technology, 6(3), 194-212. https://doi.org/10.46303/ressat.2021.38.
- [18] Hoffmann, M. (2017). An exploratory study: Mobile device use for academics. Research in Social Sciences and Technology, 2(1), 18-52. https://doi.org/10.46303/ressat.02.01.2
- [19] Hsu, S. (2010, May 13). Developing a scale for teacher integration of information and communication technology in grades 1–9. Journal of Computer Assisted Learning. https://doi.org/10.1111/j.1365-2729.2010.00348.x
- [20] Ilomaki, L., Paavola, S., Lakkala, M., & Kantosalo, A. (2016). Digital competence-an emergent boundary concept for policy and educational research. Education and Information Technologies, 21(3), 655-679. https://doi.org/10.1007/s10639-014-9346-4
- [21] *Implementing Gamification | Center for Teaching & Learning.* (2024). https://teaching. berkeley. edu/teaching-guides/running-your-course/implementing-gamification
- [22] Jamieson-Proctor, R., Albion, P., Finger, G., Cavanagh, R., Fitzgerald, R., Bond, T., & Grimbeek, P. (2013). Development of the TTF TPACK Survey Instrument. Australian Educational Computing, 27(3),26-35
- [23] Jorge, C. M. H., Gutiérrez, E. R., García, E.G., Jorge M. C. A., & Díaz, M. B. (2003). Use of the ICTs and the perception of e-learning among university students: A differential perspective according to gender and degree year group. Interactive Educational Multimedia, 7, 13-28.
- [24] Kaiser, G., and J. König. 2019. "Competence Measurement in (Mathematics) Teacher Education and Beyond: Implications for Policy." *Higher Education Policy* 32 (4): 597–615. doi:10.1057/s41307-019-00139-z.
- [25] Kalimullina, O., Tarman, B., & Stepanova, I. (2021). Education in the context of digitalization and culture: Evolution of the teacher's role, pre-pandemic overview. Journal of Ethnic and Cultural Studies, 8(1), 226-238 https://doi.org/10.29333/ejecs/347
- [26] Kiryakova, G., Angelova, N., & Yordanova, L. (2014, October 16). *GAMIFICATION IN EDUCATION*. ResearchGate https://www.researchgate. net/publication /320234774_GAMIFICATION IN EDUCATION
- [27] Konig, J., D. Jager-Biela, and N. Glutsch (2020). "Adapting to Online Teaching during COVID- 19 School Closure: Teacher Education and Teacher Competence Effects among Early Career Teachers in

IIP Series, Chapter 1

TECHNOLOGY INTEGRATION IN EDUCATION: THE CRITICAL ROLE OF DIGITAL COMPETENCE IN TEACHING AND LEARNING

- Germany." European Journal of Teacher Education 43 (4): 608–622. doi:10.1080/02619768.2020.1809650
- [28] Korableva, O., Durand, T., Kalimullina, O., & Stepanova, I. (2019). Studying user satisfaction with the MOOC platform interfaces using the example of coursera and open education platforms. In O. Korableva, T. Durand, O. Kalimullina, & I. Stepanova (Eds.) Proceedings of the 2019 International Conference on Big Data and Education, ICBDE'19 (pp. 26-30). University of Greenwich. https://doi.org/10.1145/3322134.3322139
- [29] Legrain, P., N. Gillet, C. Gernigon, and M. A. Lafreniere (2015). "Integration of Information and Communication Technology and Pupils' Motivation in a Physical Education Setting." *Journal of Teaching in Physical Education* 34 (3): 384–401. doi:10.1123/jtpe.2014-0013.
- [30] Lei, H., Cui, Y., and Zhou, W. (2018). Relationships between student engagement and academic achievement: a meta-analysis. Soc. Behav. Personal. Int. J. 46, 517–528. doi: 10.2224/sbp.7054
- [31] Li, Q., and X. Ma(2010). "A meta-analysis of the Effects of Computer Technology on School Students' Mathematics Learning." *Educational Psychology Review* 22 (3): 215–243. doi:10.1007/s10648-010-9125-8.
- [32] Liang, J. C., Hwang, G. J., Chen, M. R. A., & Darmawansah, D. (2021). Roles and research foci of artificial intelligence in language education: an integrated bibliographic analysis and systematic review approach. *Interactive Learning Environments*. https://doi.org/10.1080/10494820.2021.1958348
- [33] Mayer R. E. (2008). Applying the science of learning: Evidence-based principles for the design of multimedia instruction. *The American Psychologist*, 63(8), 760–769. https://doi.org/10.1037/0003-066X.63.8.760
- [34] McFarlane, A. E. (2019). "Devices and Desires: Competing Visions of a Good Education in the Digital Age." *British Journal of Educational Technology* 50 (3): 1125–1136. doi:10.1111/bjet.12764
- [35] Medvedeva, G., & Mitina, G. (2021). Professional development of higher education institutions pedagogical workers in the context of the federal project «New Opportunities for Everyone». Russian Journal of Education and Psychology, 12(3), 32-47. https://doi.org/10.12731/2658-4034-2021-12-3-32-47
- [36] Nalaka, G. P. S., & Ekanayake, E. (2021, November 1). *The Impact of Quizzing on Student Engagement in Online Learning*. ResearchGate. https://www.researchgate.net/publication/359855414_The_Impact_of_Quizzing_on_Student_Engagement in Onl ineLearning
- [37] Ng, D. T. K., Leung, J. K. L., Su, M. J., Yim, I. H. Y., Qiao, M. S., & Chu, S. K. W. (2022). The Landscape of AI Literacy. *AI literacy in K-16 classrooms* (pp. 31–60). Springer International Publishing.
- [38] Nguyen, M., Truong Trang, L. H., & Le, T. H. (2021). Video surveillance processing algorithms utilizing artificial intelligent (AI) for unmanned autonomous vehicles (UAVs)".
- [39] Nguyen, M., Truong, L. H., Tran, T. T., & Chien, C.-F. (2020). Artificial intelligence based data processing algorithm for video surveillance to empower industry 3.5 Computers & Industrial Engineering, 148(106671), 106671. doi:10.1016/j.cie.2020.106671
- [40] Noetel, M., Griffith, S., Delaney, O., Sanders, T., Parker, P., del Pozo Cruz, B., & Lonsdale, C. (2021). Video Improves Learning in Higher Education: A Systematic Review. Review of Educational Research, 91(2), 204-236. https://doi.org/10.3102/0034654321990713
- [41] OECD. 2013. Skilled for Life? Key Findings from the Survey of Adult Skills. Paris: OECD. As of 14 July 2017: http://www.oecd.org/skills/piaac/SkillsOutlook_2013_ebook.pdf
- [42] Peeraer, J., & Van Petegem, P. (2012, May 1). *Measuring integration of information and communication technology in education: An item response modeling approach*. Computers & Education. https://doi.org/10.1016/j.compedu.2011.12.015
- [43] Peng, W. (2017). Research on model of student engagement in online learning. Eurasia J. Math. Sci. Tech. Educ. 13, 2869–2882. doi: 10.12973/eurasia.2017.00723
- [44] Pettersson, F. (2018). On the issues of digital competence in educational contexts a review of literature. Education and Information Technologies, 23, 1005–1021. https://doi.org/10.1007/s10639-017-9649-3
- [45] Proctor, R. M. J., Watson, G., & Finger, G. (2003, December 1). *Measuring Information and Communication Technology (ICT) Curriculum Integration*. Computers in the Schools. https://doi.org/10.1300/j025v20n04_06
- [46] Raza, M. (2024, February 19). *Interactive Video Learning: A Game-Changer in Learning*. MyeLearningWorld. https://myelearningworld.com/interactive-video-learning/
- [47] Renz, A., & Hilbig, R. (2020). Prerequisites for artificial intelligence in further education: Identification of drivers, barriers, and business models of educational technology companies. *International Journal of Educational Technology in Higher Education*, 17(1), 1–21.
- [48] Rodríguez-García, A. M., Cardoso-Pulido, M. J., De La Cruz-Campos, J. C., & Heredia, N. M. (2022,

Teaching in The Artificial Intelligence Era: Empowering Educators for the Future

E-ISBN: 978-93-6252-873-5

IIP Series, Chapter 1

TECHNOLOGY INTEGRATION IN EDUCATION: THE CRITICAL ROLE OF DIGITAL COMPETENCE IN TEACHING AND LEARNING

- August 8). Communicating and Collaborating with Others through Digital Competence: A Self-Perception Study Based on Teacher Trainees' Gender. Education Sciences. https://doi.org/10.3390/educsci12080534
- [49] Smith, A. (2022, October 20). How to Utilize Technology to Increase Student Engagement. https://resources.10to8.com/blog/technology-and-student-engagement
- [50] Sung, Y. T., J. M. Yang, and H. Y. Lee(2017). "The Effects of mobile-computer-supported Collaborative Learning: Meta-analysis and Critical Synthesis." *Review of Educational Research* 87 (4): 768–805. doi:10.3102/0034654317704307
- [51] *The Digital Competence Framework (DigComp)*. (2021, April 21). Digital Skills and Jobs Platform. https://digital-skills-jobs.europa.eu/en/actions/european-initiatives/digital-competence-framework-digcomp
- [52] Tisdell, C. C. (2018). Pedagogical alternatives for triple integrals: Moving towards more inclusive and personalized learning. *International Journal of Mathematical Education in Science and Technology*, 49(5), 792–801.
- [53] Tondeur, J., N. Pareja Roblin, J. V. van Braak, S. Prestridge(2017). "Preparing Beginning Teachers for Technology Integration in Education: Ready for take-off?" *Technology, Pedagogy and Education*, 26 (2): 157–177. doi:10.1080/1475939X.2016.1193556.
- [54] Tzafilkou, K., Perifanou, M., & Economides, A. A. (2023). Assessing teachers' digital competence in primary and secondary education: Applying a new instrument to integrate pedagogical and professional elements for digital education. *Education and Information Technologies*, 28, 16017–16040
- [55] Valtonen, T., López-Pernas, S., Saqr, M., Vartiainen, H., Sointu, E., & Tedre, M. (2022, March 1). *The nature and building blocks of educational technology research*. Computers in Human Behavior. https://doi.org/10.1016/j.chb.2021.107123
- [56] Zawacki-Richter, O., Marín, V. I., Bond, M., & Gouverneur, F. (2019). Systematic review of research on artificial intelligence applications in higher education—where are the educators? *International Journal of Educational Technology in Higher Education*, 16(1), 1–27.
- [57] Zepke, N., and Leach, L. (2010). Improving student engagement: ten proposals for action. Act. Learn. High. Educ. 11, 167–177. doi: 10.1177/1469787410379680
- [58] Zhang, Z. V., and Hyland, K. (2022). Fostering student engagement with feedback: an integrated approach. Assess. Writ. 51:100586. doi: 10.1016/j.asw.2021.100586