

Types of Educational Technology

1. Instructional Technology ,

2. Teaching Technology

3. Behaviour Technology

4. Instructional Design

- **What do we understand by instruction and technology**
- **"technology", could mean Information Technology, Information and Communication Technology, Teaching Technology , Behaviour Technology etc.**
- **Instructional technology, refers to the technology used for providing instruction**
- **All technologies have instructional technology.as part of them.**

- **Any technology that is used to facilitate learning is part of it.**
- **Instructional technology does not have to be electronic in nature.**
- **Instructional technology should impact the learning environment to provide students with an opportunity to learn from multiple perspectives.**

- **Instructional technology requires a systematic way of designing, carrying out, and evaluating the total process of learning and teaching in terms of specific objectives.**
- **Learning and communication and using a combination of technical resources brings about more effectiveness.**

- **Instructional Technology is the Development of Research, Design, Production, Evaluation, Support-Supply, Utilization of Instructional Systems Components which consists of Messages, Men, Materials, Devices, Techniques, Settings**
- **It leads to the Management of development (Organization, Personnel) in a systematic manner with the goal of solving educational problems**

- **Instructional technology creates resources for learning i.e.**
- **the theory and practice of design, development, utilization, management and evaluation of processes and resources for learning.**
- **instructional technology accommodates successful learning technologies. Web-based training and other learning resources are not a part of it.**

- **Experts point out that instructional technology is not synonymous with digital training.**
- **Instead, it is a body of theory about a field of technology that has various characteristics including applied intellectual techniques, established disciplines and academic value.**

- **So Basically it involves Design, development, use, management, and evaluation of the process of learning mediated by technology applications. [L](#)**

- **The purpose of instructional technology is to create engaging, effective learning experiences using available technological tools for pedagogical purposes and motivation.**

Instructional technology facilitates learning and improving performance by creating, using, and managing appropriate technological processes and resources

- **It makes use of any type of computer software programs or computer components such as LCD projector and SMART Boards to teach students educational concepts**

- **Instructional technology can be either a software or hardware which is used to facilitate learning and improving performance by creating, using, and managing appropriate technological processes and resources.**

- **It includes the processes, systems and methods of instruction aimed at providing the learner with a variety of resources for the purpose of making learning student-centred, in order to achieve predetermined instructional objectives in a given teaching-learning situation.**

It's a technology implementation based on learning theories and that takes a systems approach to helping individuals solve problems.

Instructional technology is the development and application of technological tools and devices such as the software, processes, and hardware, which are geared towards the ethical practice and study in the field of education with an aim to achieve, facilitate, and promote learning and performance.

- **Instructional technology involves the application of theory from different fields, developing learning materials and using it, and evaluating the outcome from the point of learner and professional teachers. Here the focus of technology is to enhance or facilitate learning.**

- **The focus of instructional technology is in using tools to facilitate student learning. It is not simply application of tools but beyond that as well.**
- **The tools that are being used by teachers for instruction are wide and varied, and range from writing boards to the iPad.**

- **It includes a range of tasks, such as designing and organising the teaching content in relation to the tools being used for effective learning.**
- **In case the teacher is not able to achieve the desired outcome then he/she may analyse, modify the design, reorganise the content, and change the tools by going through a number of steps similar to the steps followed in action research.**

Uses of Instructional Technology

- **1. Interactive Collaboration**
- **The 2014 Gates Foundation report, Teachers Know Best: What Educators Want from Digital Instructional Tools, indicates that teachers want tools “supporting student collaboration and providing interactive experiences”.**
- **These types of tools are fun and engaging, and they support 21st century skills like collaboration, communication, and creativity.**

- **2. Gathering Feedback**
- **Surveys/Polls ([.](#))**
- **Clickers:[.](#)**
- **Flickers:[.](#)**
- **More advanced, education-specific tools:**
- **Twitter!**

- **3. Active Learning**
- **Active Learning, there are applications and resources available to enable this teaching construct in your classroom.**

- **Social Learning**
- Bandura's Social Learning Theory posits that "people learn from one another, via observation, imitation, and modeling".
- Of course, the type of socialization that occurs via "social" computer tools is certainly different than face-to-face social interaction, but it still offers opportunities for social learning.
- Moreover, when it comes to blended and online learning, making an effort to bring social elements into the picture can truly help to fill one of the gaps that digital learning can have when contrasted with face-to-face learning.

- **Using Technology to Help to Ensure Engagement With Digital Content**
- **As digital learning content becomes increasingly commonplace, one challenge we teachers are faced with is how to make sure that students are engaging with content they are consuming.**
- **Unlike the traditional textbook, digital content generally lends itself to much easier distraction.**

- **One technique to help ensure that this type of content holds students' attention is to make it interactive, requiring responses and actions during consumption.**

How and where does Instructional Technology comes into use

- **Students should be given the opportunity to Create Presentations on their own. It is then they too learn the instuctions behind the use of technology**

- **Project Based Learning**
- **One very well-known form of Active Learning is Project Based Learning, and technology lends itself useful in every step**

- **Digital Makerspaces**
- **It is an open online project platform or a collaborative work space inside a school, library or separate public/private facility for making, learning, exploring and sharing that uses high-tech to no-tech tools**

- **Flipped teaching and learning is a technique that addresses the question, “What is the Best use of Valuable Face-to-Face Class Time?” by making more class time available to be used as you see fit. Getting active and engaged is a great way to use that time!**

- **Using parts of some LMS directly for their learning (a blogging tool, for example). Most LMS function as organizational and distribution systems for content pushed to students, to improve classroom management.**

- **student interaction with these resources is almost always as consumers, responding to material provided by publishers and teachers, not using them as creators.**

- **students are expected to have some meaningful control as to how the technology - device, software, website, whatever - is used in the learning process.**

- **Devices providing access to vast amounts of information, such as phones are also powerful creative tools that can be used to record, edit, and distribute still images, audio, and video. Tools students can use in many, many ways to communicate their thoughts, ideas, and learning.**

To sum it up

- **Instructional technology refers to the theory and practice of design, development, utilization, management and evaluation of the processes and resources for learning.**
- **It is used to improve educational and training systems in organizational settings, school systems, and universities through the application of research and best practices from instructional technology.**

- **We believe that Instructional Technology is much more than hardware and computer software development. Instructional Technologies also encompasses the instructional design process, which includes analysis, design, development, evaluation, and implementation of instructional systems and other learning environments.**

- **Related areas of study include educational psychology, organizational development, communications, message design, multimedia development, electronic distance education, management and consultation, technical writing, information systems design, to name a few.**

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<https://www.techopedia.com/definition/20045/instructional-technology>
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- <https://www.emergingedtech.com/2014/09/most-engaging-uses-of-instructional-technology/>
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