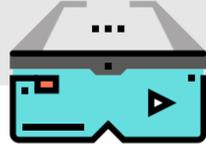


# IMPROVED EDUCATION THROUGH IMPROVED TECHNOLOGY

## Facts About the Educational Benefits of Tech



Seventy percent of students report higher grades and better attendance in active-learning environments that use technology than traditional ones.



Ninety-two percent of teachers say they would like to use more technology in their lessons than they already do.



Fifty-nine percent of students who use social media say they use it to discuss educational subjects with their peers.



Schools that use more software related to assessment reported higher student outcomes than those that didn't.

### Sources:

<https://www.cdwg.com/content/cdwg/en/articles/digitalworkspace/2018/01/23/best-practices-for-creating-modern-learning-environments.html>  
<https://www.scitecheuropa.eu/smart-technologies-education-learning-outcomes/88408/>  
<https://www.fractuslearning.com/edtech-stats/>

## Examples of Technology in the Classroom

### TABLETS

Using handheld devices as digital textbooks can enable students to have greater interaction with the material through mixed media. Students also can save money over the cost of printed books.



### VIDEO CONFERENCING

High-speed Internet can connect lecture halls in different parts of the world and allow students in different locations to participate in the same lessons. This also can be an effective way for learners to collaborate across large distances.



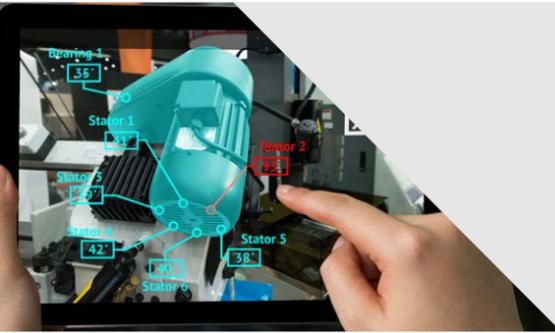
### SMARTBOARDS

Interactive, connected display boards can take the place of whiteboards in most classroom environments. They can be used to display videos and photos alongside hand-written notes to create a multimedia approach to presenting material.



### AUGMENTED REALITY (AR)

AR devices allow students to experience their lessons as if they were right in front of them. For example, medical students can see a 3D model of anatomy and interact with it in a virtual environment.



### CLOUD SERVERS

Students are able to access all of the materials they need through the cloud. This could eliminate the need for the traditional computer lab or expansive library facilities.



### 3D PRINTING

This technology has the potential to change the way students learn about engineering, giving them the opportunity to design and produce prototypes easily. It also can be used to create accurate 3D models for science classes or art projects.

