

- NAME : SHAGOLSHEM BICKY DEVI
-
- M.U. Roll No. : 23213585
-
- A.B.C. ID NO. : 132-499-457-030
-
- CLASS : B/A , 4th SEMESTER
-
- SUBJECT : EDUCATION

Computer and Its Role in Education

Computers have transformed nearly every aspect of modern education. From classrooms to distance learning environments, they serve as powerful tools that enhance both teaching and learning processes.

1. Access to Information

Computers provide instant access to a vast range of information through the internet. Students can research topics, access digital libraries, and explore multimedia content that enhances understanding.

2. E-Learning and Online Education

Online platforms such as Khan Academy, Coursera, and edX enable students to learn anytime, anywhere. Computers are central to these platforms, making education more flexible and inclusive.

3. Teaching Aids and Multimedia Tools

Teachers use computers to create presentations, animations, and simulations that make complex topics more understandable. Educational software and games help make learning interactive and engaging.

4. Student Assessment and Feedback

Computers allow for automated testing, instant grading, and detailed feedback. This helps teachers track progress and personalize learning based on student needs.

5. Communication and Collaboration

Emails, discussion boards, and video conferencing tools foster communication between teachers and students. Collaborative tools like Google Workspace enhance group projects and teamwork.

6. Skill Development

Using computers helps students develop essential 21st-century skills such as digital literacy, coding, data analysis, and problem-solving. These are critical for higher education and future careers.

References

1. Mishra, S. (2005). *The role of technology in education: Challenges and opportunities*. Commonwealth Educational Media Centre for Asia.
2. UNESCO. (2019). *ICT in Education*. Retrieved from <https://www.unesco.org>
3. Anderson, R. E. (2008). *Implications of the information and knowledge society for education*. In *International Handbook of Information Technology in Primary and Secondary Education* (pp. 5-22). Springer.
4. Bebell, D., & O'Dwyer, L. M. (2010). *Educational outcomes and research from 1:1 computing settings*. *Journal of Technology, Learning, and Assessment*, 9(1).