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Digital Transformation Trends And Strategies In Educational System

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ABSTRACT

This article is focused on the digital transformation trends and proposing few strategies in education system.Digital transformation refers to changes that digital technologies cause and that influence various aspects of human life. In this study we aim to examine , how digital transformation affects university and students . The objectives are structured as to understand the dimensions of digital transformation in educational system and to identify the various constrains in our current educational system and few strategies discussed in this article will improve the learning standards and helps students to obtain a better practical knowledge than theoretic one. Increases the creative mindset of students that eventually helps the students to compete with AIs.

KEYWORDS

Digital transformation , Higher Education , Collaboration , Technology adoption.

INTRODUCTION

Education is the process of facilitating learning, or the acquisitionof knowledge, skills, values, beliefs, and habits. Educational methodsinclude storytelling, discussion, teaching, training, and directedresearch. Education frequently takes place under the guidance ofeducators, however learners may also educate themselves. Education cantake place in formal or informal settings and any experience that hasa formative effect on the way one thinks, feels, or acts may beconsidered educational. Despite its role in preparing young people tomove society andtechnology forward, the education industry has remained ironicallyresistant to change . Until recently most educational processes have remained

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virtually unchanged for decades or longer. However, thedigital revolution hasn't forgotten education – schools and collegeshave finally started introducing drastic changes, and in the course ofthe next decade, we are likely to see the industry completelytransform. In this article, we will touch upon some of the most important and promising trends watch.

OBJECTIVES OF THE STUDY

To understand the dimensions and trends of digital transformation in educational system.

To identify the various constrains in our current education system.

To examine the strategies which had been implemented in various educational sector across the globe.

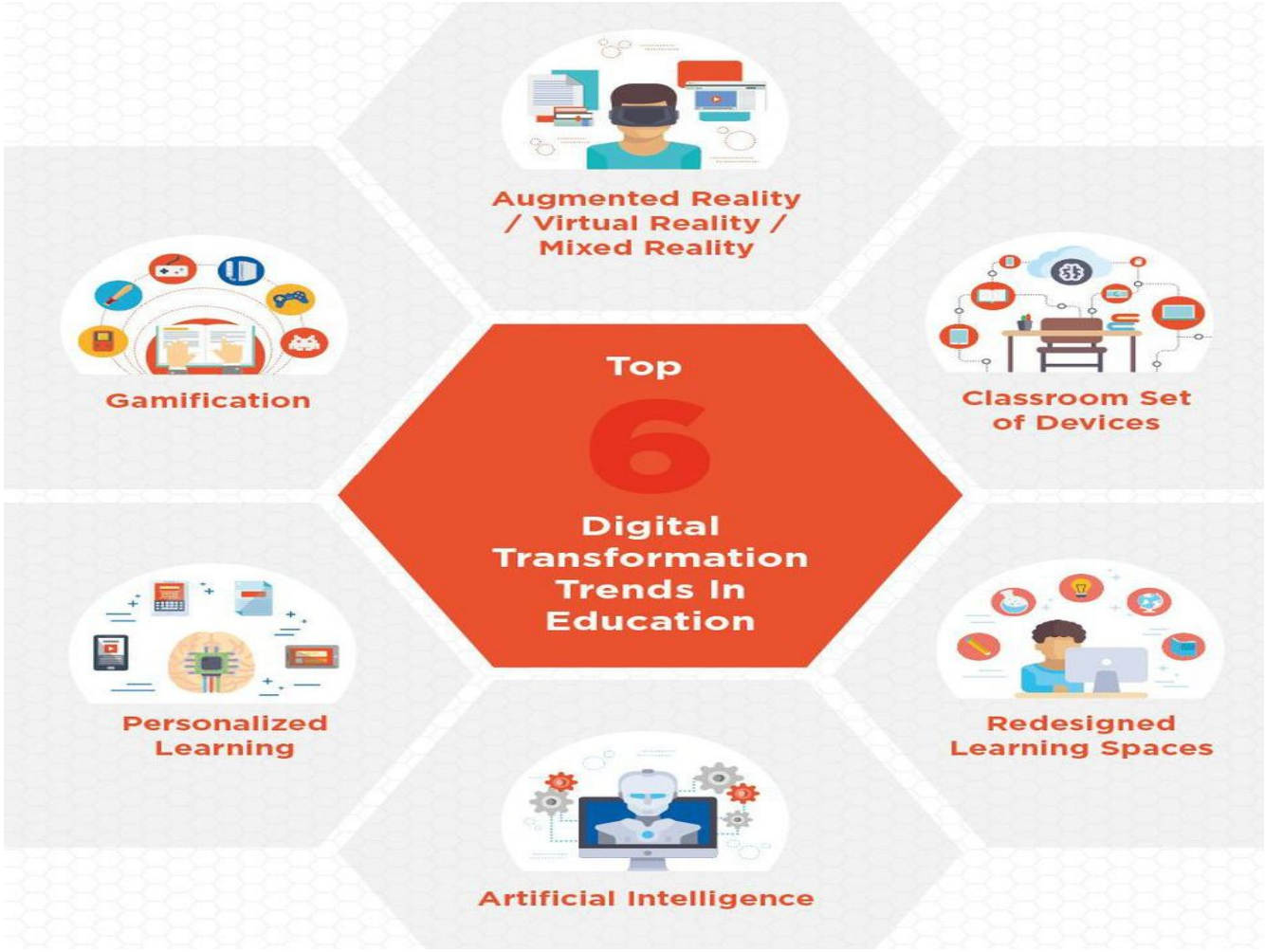
THEORETICAL BACKGROUND ON DIGITAL TRANSFORMATION IN EDUCATIONAL SYSTEM

Educators from all grade-levels are coming to realize the benefits of technology in the classroom. Typically, education is one of the last industries to make extensive change, holding on to antiquated methods and practices. But through the digital transformation and the rise of educational technology, teachers have begun making drastic changes to their instruction, assessments, even the physical make-up of their classrooms, and at a much faster rate than expected. These current trends are making headlines in education because of the ways in which they are impacting student learning:

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Augmented Reality / Virtual Reality / Mixed Reality

Gone are the days where students are expected to sit quietly at their desks. Educational technology is succeeding in making learning collaborative and interactive. Augmented, virtual, and mixed reality are examples of transformative technology that enhance teacher instruction while simultaneously creating immersive lessons that are fun and engaging for the student. Virtual reality has the capability of bringing the outside world into the classroom and vice versa. Apps such as Unimersiv can transport students to ancient Greece, while Cospaces allows students to share their virtual creations with the world. Wilkes University online adjunct professor and independent educational technologist Kathy Schrock concludes virtual reality has the potential to increase visual literacy, technology literacy, and attention to audience. The idea of combining AR/VR/MR is highly anticipated.

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Classroom Set of Devices

Schools are moving away from the traditional teaching approaches , and students no longer have to go to the technology lab for access to a computer or laptop. Recent years have shown an increase in classroom sets of computers that was made possible in part by federal funding. Title I schools have received funds through various sources like corporate giants The Every Student Succeeds Act, and several grants and donations have outfitted classrooms all over the country with iPads and laptops for each student. Google Chrome books account for over half of the devices in US classrooms. In 2014, more than three million Chrome books were used in educational institutions. As that number continues to grow, so does the need for increased focus on programs that teach digital citizenship skills. Today's pervasive online environment poses exciting possibilities, ones that necessitate students are properly educated on cyber safety and individual responsibility.

Redesigned Learning Spaces

The on boarding of technology has supported their endeavor. 21st century classrooms are SMART boards instead of chalkboards and pods of SMARTdesks instead of individual seating. Students are going on virtual field trips instead of merely reading from a text; they are creating media instead of just looking at it. The redesigned learning space is laden with integrated technology, which means students aren't just using these things, but they are understanding how to use them in order to achieve a specific goal. Moreover, some of these learning spaces aren't even in the classroom. Colleges and universities are creating more informal campus learning spaces because they understand the importance of creating and collaborating 24/7, not just when class is in session.

Artificial Intelligence

The use of AI in higher education has already proven useful. Australia's Deaken University used IBM Watson to create a virtual student advisory service that was available

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24-hours a day, seven days a week. Watson's virtual advisors fielded more than 30,000 questions in the first trimester, freeing up the actual advisors to handle more advanced issues. Another use for AI includes chatbots. Because chatbots are equipped with Natural Language Progression, as found in Siri, they have the human capability of answer questions about homework, helping students through a paperwork process like financial aid or paying bills, and easing the workload of the people who would normally serve these roles. Other applications of AI in education include personalizing learning (which is discussed in more detail below), evaluating the quality of curriculum and content, and facilitating one-on-one tutoring with the use of Intelligent Tutoring Systems. Technology doesn't aim to replace teachers, only to complement them.

Personalized Learning

Educational tools with adaptive SEQUENCE continually analyze student data in real-time and make split second decisions based on that data. It automatically changes what comes next in a sequence, be it altered content or a different order of skills, in response to how student a student is performing. Another learning platform, Osmosis, was created by doctors for doctors and has revolutionized the way medical students study: "Using evidence-based educational concepts such as questions, flashcards, and videos, images correlated with memory anchors, adaptive spaced repetition, collaborative learning and gamification, Osmosis maximizes learning and retention." Such personalization is turning education into a "choose-your-own-adventure" method of learning, capitalizing on student interest and engagement.

Gamification

Playing and learning collide when classrooms utilize gaming as an instructional tool. Gaming technology makes learning difficult subject matter more exciting and interactive. As the technology progresses, it is quickly being used to enhance educational games in every discipline. Drexel University's Senior Vice President of Online Learning, Susan New technology and new learning models are exciting and offer previously unthinkable possibilities to students, but they require constant IT support. As educational institutions continue to jump on the bandwagon and adopt these digital transformation trends,

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we must consider the current paradigm for technology instruction and move toward a team-based approach. As student expectations increase, responsiveness to those needs must increase as well.

STRATEGIES

Brainstorm bins

Set up a Virtual box folder in your class PC(Personal Computer) for brainstorming business ideas. When you introduce this project early, you are telling your students that you believe in them, their ideas, and that their voices matter. You are also encouraging self-confidence while providing them with the space to own their learning. Brainstorm bins can be the catalyst for creating and sharing ideas in a safe place while encouraging critical thinking and problem-solving skills. They can also help students to see the bigger picture because you can teach them how to set goals for a specific period of time. Every Friday, for the first month, go through their ideas together. As the year progresses, choose one entrepreneurial goal each month that can guide them toward presenting their final business projects at the end of the year.

Shark tank for students

If your college allows it, let students watch some episodes of Shark Tank, especially episodes with younger entrepreneurs. If you do a quick Google search for the term, "Shark Tank kids," you will find various Shark Tank videos with young people pitching their business ideas to the Sharks. Watch some of these videos with your students, discuss them, and then build your own Shark Tank competition at college. In addition to learning many crucial entrepreneurial skills, your students can learn about investing, equity, creating products and services, building the perfect pitch, and presenting in front of a large audience. Focusing in on these skills and presentations can also encourage the love of life-long learning.

Genius hour

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According to the Genius Hour's website, Genius Hour is a movement that allows students to explore their own passions while encouraging innovation and creativity in the classroom. This time provides students with a choice in what they want to learn about or work on during adesignated hour in the college. Google also implements Genius Hour into the workplace. These same genius hour principles are applicable in the classroom. As an educator, if you have time in the day, you can set up a certain amount of time for your students to work on passion projects. You can also let them use this time to explore new things, take on a project, or focus on areas outside of the classroom they may want to discover.

Ted-Ed clubs

TED Talks are powerful ways to demonstrate and practice public speaking skills, share innovative ideas, as well as provide the confidence some teens need to share their ideas. The TED-Ed project also offers an official program that supports students from all over the world by joining a formal TED-Ed club at school. In TED-Ed Clubs, students work in groups to discuss, innovate, and build upon creative ideas. Club leaders receive TED-Ed's curriculum so they can guide their college's projects, and inspire young TED speakers. Students from all over the world can discover, explore and learn how to present their innovative ideas in the form of TED talks. The official site also brings students together from all over the world, connecting them to present and share their ideas.

CONCLUSION

The timing has never been better for using technology to enable andimprove learning at all levels, in all places, and for people of allbackgrounds. From the modernization of E-rate to the proliferation andadoption of openly licensed educational resources, the key piecesnecessary to realize best the transformations made possible bytechnology in education are in place. This all is made morelikely with the guidance of strong vision and leadership at all levelsfrom teacher-leaders to school, district, and state administrators.For these roles, too, technology allows greater communication,resource sharing, and improved practice so that the vision is owned byall and dedicated to helping every individual in the system improvelearning for students.Tech - education system teaches the important skills of

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innovative and creative thinking, helping people to develop a flexible "growth mindset" that can adapt to new problems. Technology gives people the tools to be active citizens in a complicated and fast-changing world. Technological advancement in education is not only about creating business ideas but also about building carrier growths of each individual to compete with AIs in future. It is a time of great possibility and progress for the use oftechnology to support learning.

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