

ENHANCING STUDENT ENGAGEMENT THROUGH TECHNOLOGY IN THE
CLASSROOM

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Abstract. *Keeping pupils' attention during courses is a major difficulty for instructors in the current digital era. Nonetheless, incorporating technology into instruction presents effective ways to engage students and enhance learning results. This article examines a number of technology tools and techniques, including gamification, interactive platforms, multimedia content, and real-time feedback systems that can be used to successfully engage students. It also discusses the possible negative effects and pedagogical issues around the use of technology in the classroom. The ultimate goal of this study is to offer useful advice and insights to educators who are working to establish dynamic, student-centred learning environments.*

Keywords: *(student engagement, educational technology, interactive learning, classroom innovation, digital tools).*

Introduction

In a world full with digital distractions, modern education has the issue of grabbing and holding students' attention. Learners who are used to the dynamic, fast-paced nature of digital media frequently find traditional teaching approaches unappealing.

Teachers are increasingly using technology to improve student engagement and revitalize classroom dynamics in an effort to close this gap. Strategic use of technology may promote active engagement, accommodate a variety of learning styles, and pique curiosity. The successful use of technology to engage students and produce more meaningful learning experience is covered in this article.

1. Interactive Educational Resources

With the help of platforms like Google Classroom, Quizlet, and Kahoot! passive learning has become interactive. Teachers can use these tools to make collaborative assignments, flashcards, and quizzes that students can access on their own devices. These platforms' gamified features and immediate feedback encourage motivation and active engagement in addition to making learning enjoyable.

2. Integration of Multimedia

Multimedia components like audio clips, animations, and movies can be used to accommodate different learning styles and improve comprehension. For instance, introducing a subject with brief instructional videos might offer both visual and aural cues that maintain students' interest. Teachers can provide material in a more captivating way than with traditional lectures by using tools like YouTube, Edpuzzle, and Prezi.

3. Lesson Gamification

Applying aspects of game design—like point scoring, tournaments, and rewards—to non-gaming environments is known as gamification.

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This method is applied to education through apps like Class craft and Duo lingo. By encouraging active participation and healthy, goal-oriented competition, gamification of the classroom can increase student engagement.

4. Instantaneous Evaluation and Feedback

Teachers may get immediate student feedback thanks to technologies like Mentimeter, Padlet, and Socrative. This makes students feel more engaged in the class and aids in real-time assessment of their learning. Discussion boards, quizzes, and real-time polls provide pupils that are more reserved a chance to participate with confidence.

5. Flipped Classrooms and Hybrid Learning Technology facilitates flipped classroom models, in which students participate in-group projects during class time and review material at home (via digital readings or videos). As a result, active learning becomes the focus instead of passive receiving. Platforms that serve as a central location for discussion and material delivery, such as Edmodo or Microsoft Teams, aid in this shift.

In conclusion

By making learning more dynamic, individualized, and interactive, technology integration in the classroom can dramatically raise student engagement. To prevent distraction or shallow use, it must be carefully planned for and in line with learning objectives.

Teachers can improve the learning process and better meet the requirements of students in the twenty-first century by carefully integrating digital resources.

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