

**European Cooperation in Science  
Crete – the Cradle of European Civilization**

A „Tudomány Ünnepe 2014” rendezvénysorozat keretében  
a Gábor Dénes Főiskolán, 2014. november 13.

# THE IMPACT OF ICT AND MULTIMEDIA IN EDUCATION

**Dr. Beáta Jarosievitz Phd.**

College professor

E-mail: [jarosievitz@gdf.hu](mailto:jarosievitz@gdf.hu)



1119 Budapest, Mérnök u. 39.

Hungary



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### Table of Content

Introduction (ICT - definition)

Meaning of ICT in Education?

Hypothesis

How ICT should be use ?

Possibilities for use of ICT in Education

Peer Instruction

Methods to use ICT in Education

Fields of use of Multimedia



Example in DGC

Steps

Impact of ICT

Conclusions



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## Introduction (ICT - definition)

### Information Communication Technology

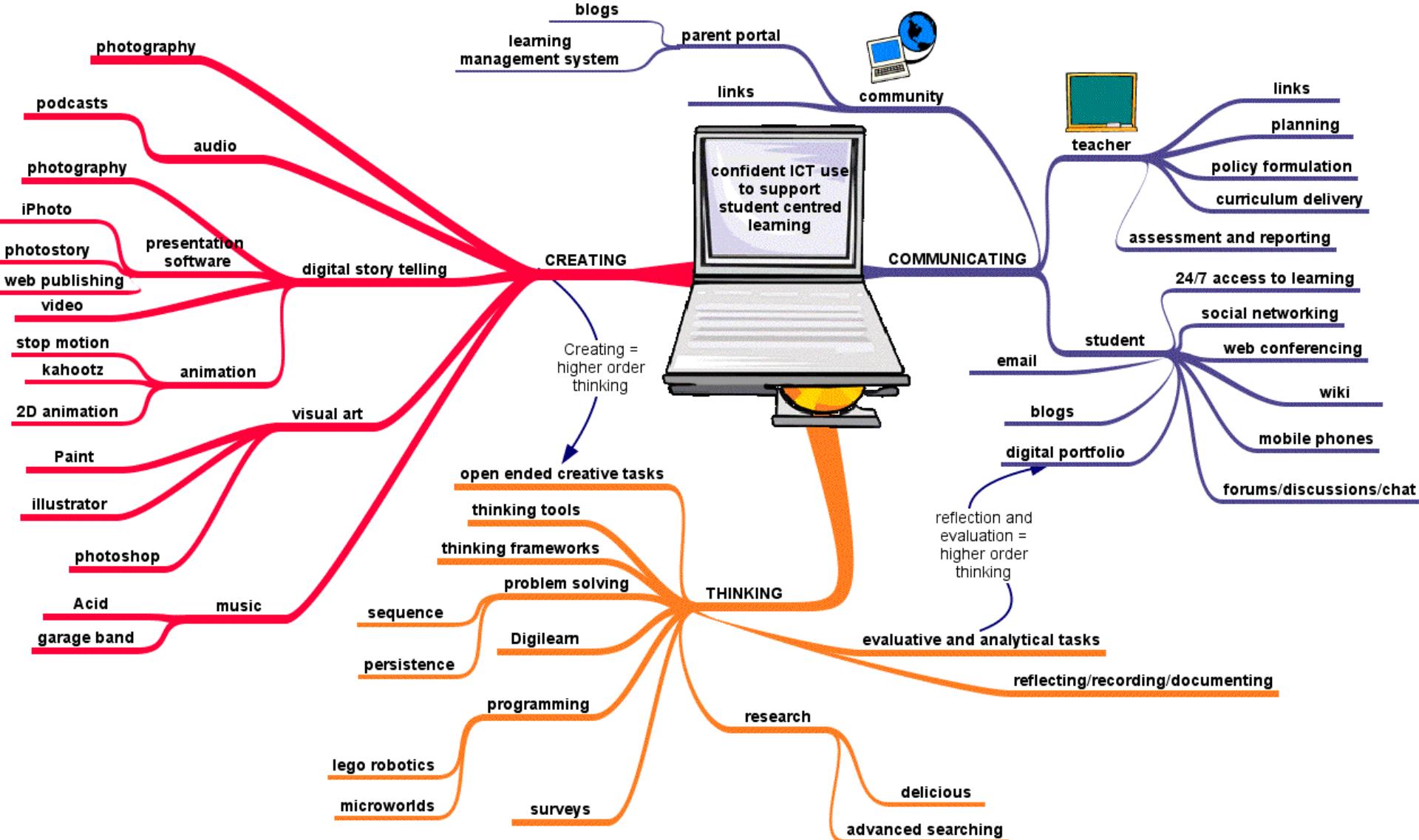
unified communications

- integration of telecommunications
- computers
- necessary enterprise software
- storage
- audio-visual systems

focus to enable users to:

- access,
- store,
- transmit,
- manipulate information.





## Concept Map of ICT ([Source](#))



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## Meaning of ICT in Education?



Research



Research



Research

- ICT can improve student's learning
- lecturers can use better methods

**Knowledge Comprehension      Practical skill      Presentation skill**

Educational ICT tools can be divided into 3 categories



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### INPUT SOURCE

### OUTPUT SOURCE

### OTHERS

Visualiser/  
Document  
Camera

PC

Slate/  
Tablet

Student  
response  
system

Application  
Software

Projector

Interactive  
Whiteboard

Display:  
Monitor,  
TV..etc.

Digital  
camera

Switcher

Digital  
Recorder

Other  
technology

*(Source)*

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### Hypothesis

- to improve the memory of students (Inquiry-based learning)
- to improve their understanding (*Nicol, D. & Boyle, J. T. ; 2003*)
- to create interactive classes (use of the *simulation*)
- to make the lessons more enjoyable
- to improve student attendance
- to improve concentration of the students, to rise them up
- to evaluate students (*See more*)





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Formulated hypotheses are based by previously published papers like:

*(e-Skills EU Newsbrief, March 2010)*

## ICT

- **increases its importance in strategic operational aspects of the economy and society**
- **is a key component of the new skills requirements for new jobs**
- **users are more competent to innovation and competitiveness.**



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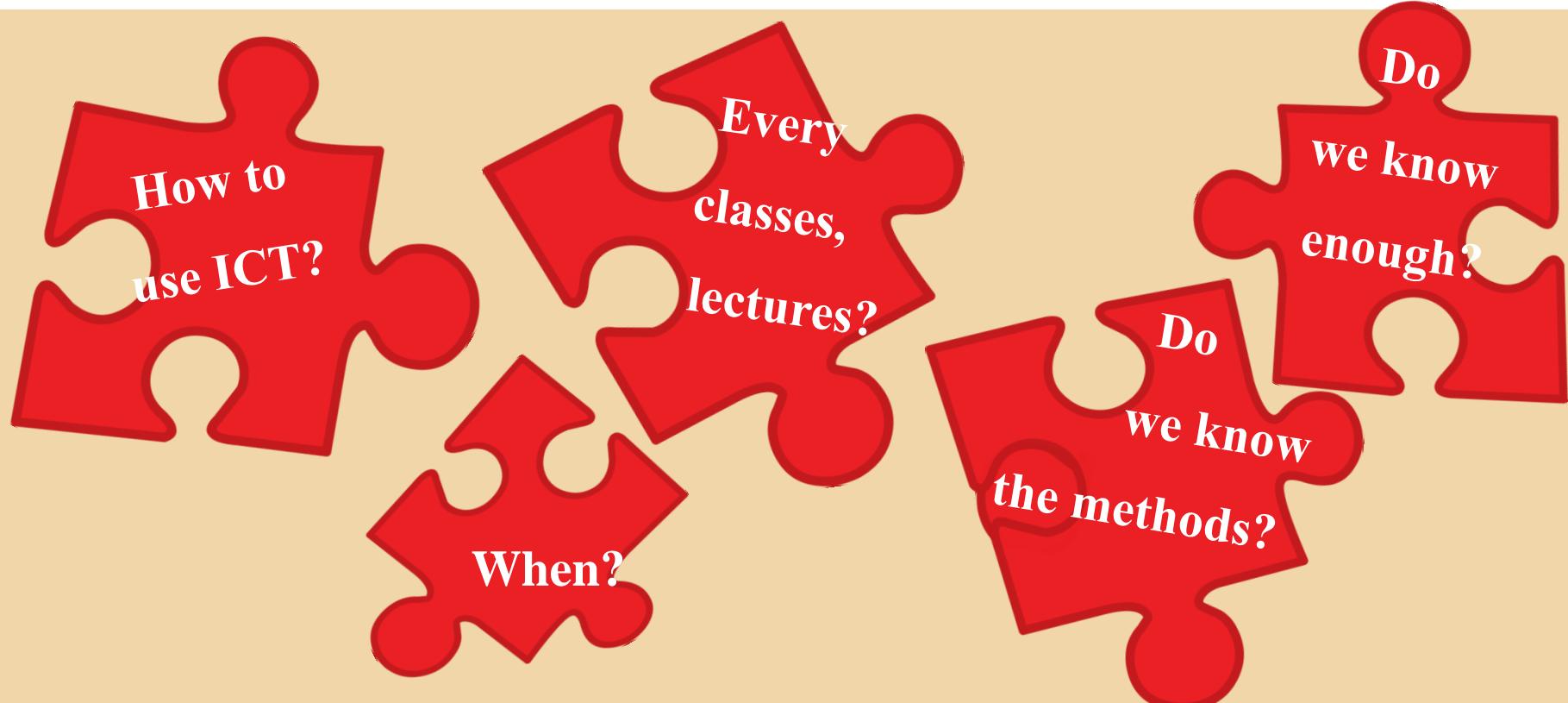
## How ICT should be use ?



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## Possibilities for use of ICT in Education



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### Key question: Are we teaching the right thing?

*Source: Understanding or memorization by Eric Mazur, in Conference on the Introductory Physics Course, Ed. Jack Wilson, pp. 113-124 (Wiley, New York, 1997). CRLF*



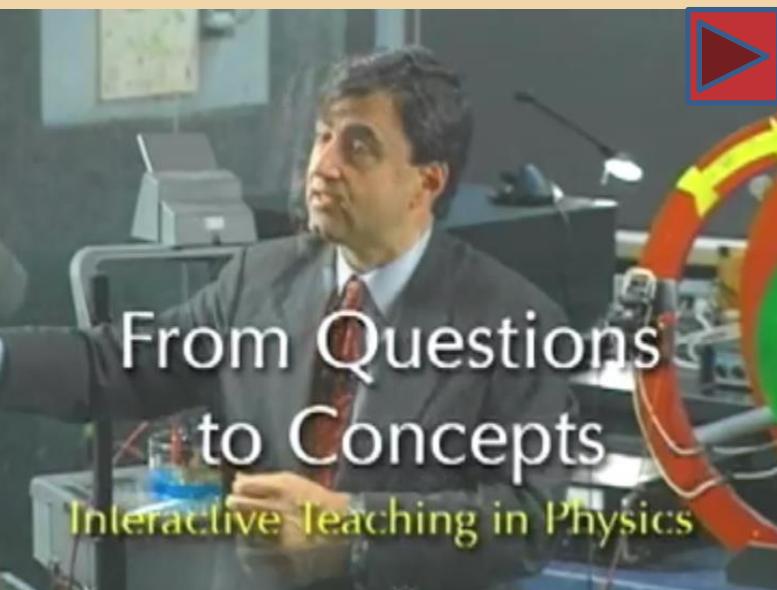
- the first winner of the Minerva Prize for Advancements in Higher Education development of “peer instruction” an innovative teaching method ([Source](#))



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## Peer Instruction

- 
- developed by Eric, more than 20 years ago
  - the instructor “flips” the classroom,
  - motivate students in interactive discussions
  - students prepare for class by reading or watching videos



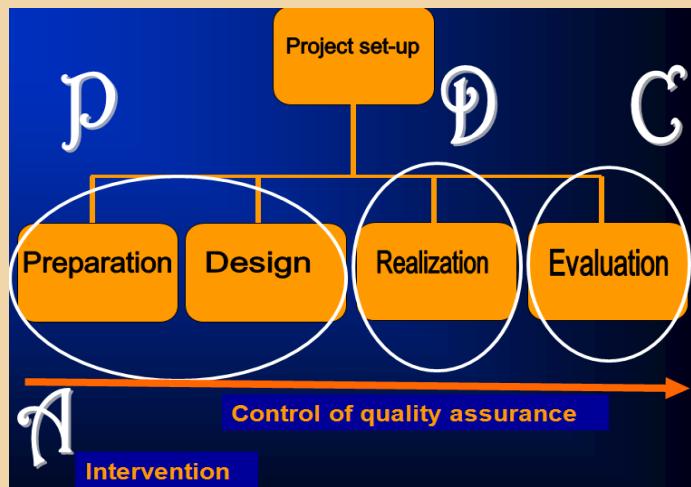
### Source

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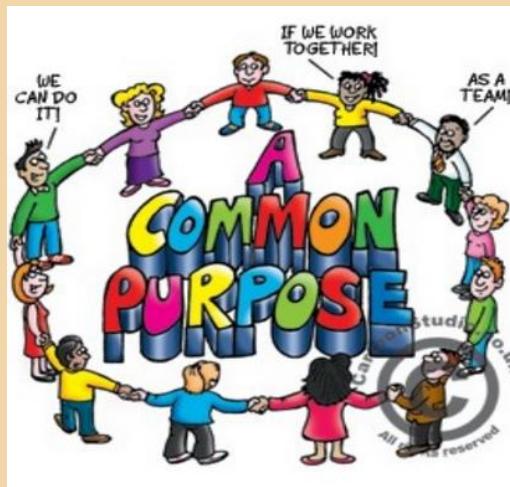
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# Methods to use ICT in Education

## Project method



## Cooperation method



## Turn to Your Neighbor



[Source 1](#); [Source 2](#)

Using different methods we should not forget: Multimedia!



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**Multimedia** is any combination of

- text,
- graphic art,
- sound,
- animation,
- video,
- interactivity

delivered by computer or

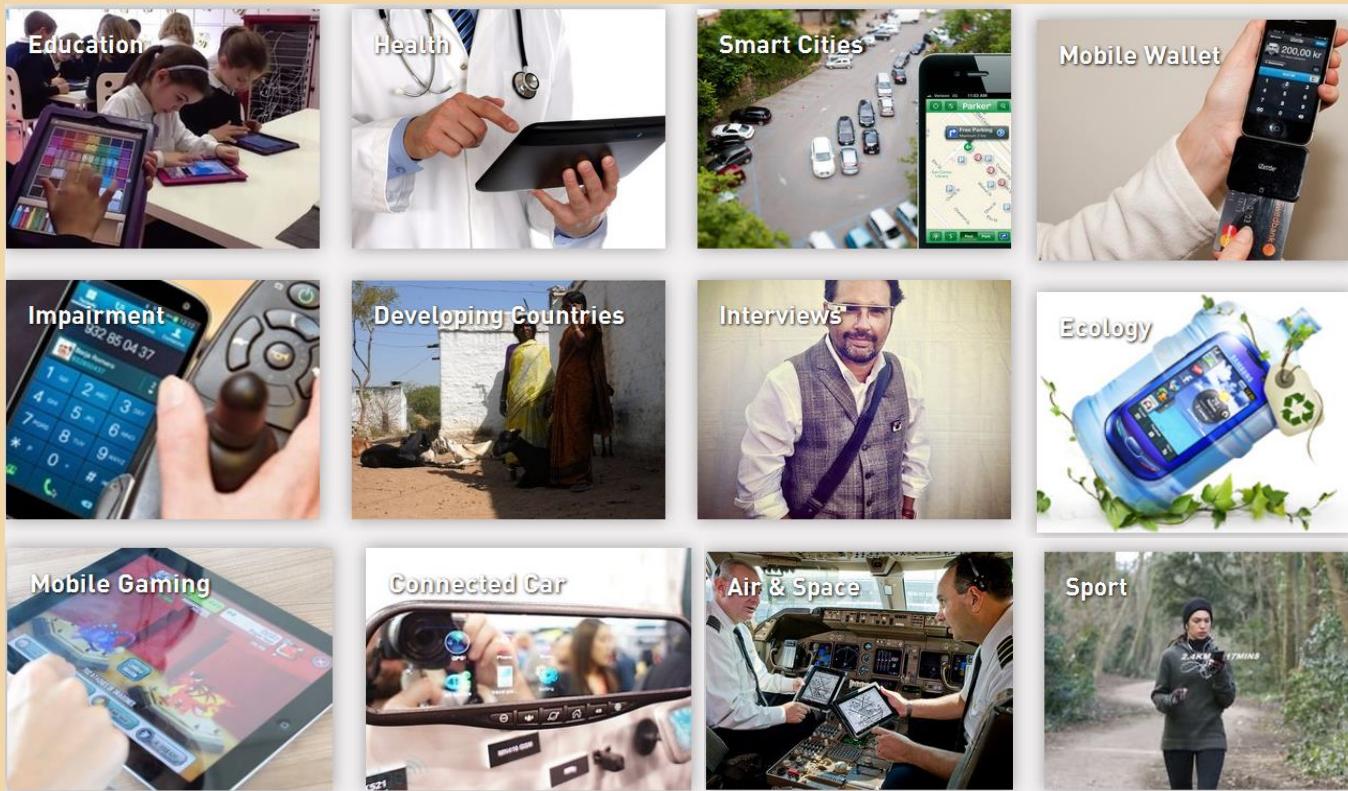


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### Areas of use of Multimedia

- business
- public places
- Virtual Reality
- at Home
- **Education**



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## Example in DGC

### What we need is

- SMART PHONE (for each student)
- FREE WIFI
- QRDROID apps ([Link to download](#))
- LAPTOP for teacher
- Pre-prepared quiz
- Printed QR code (prepared) or apps





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# Steps

### TEACHER LOGIN

Email

Password

GO

[Forgot Password?](#)

This is a beta site, please be patient as this is a work in progress. Note that activities created & run in Socrative 2.0 will not exist in Socrative 1.0. Students and teacher must join via [beta.socrative.com](http://beta.socrative.com) to be connected. Please send any feedback to [beta@socrative.com](mailto:beta@socrative.com)

[REGISTER](#)

ROOM: f862bde5  
Dashboard

[Start a Quiz](#)

[Quick Question](#)

[Space Race](#)

[Exit Ticket](#)

[Manage Quizzes](#)

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The image shows three screenshots of the Socrative platform. On the left, a desktop browser window titled "Socrative Teacher" shows a login form with fields for "E-mail" and "Password", and buttons for "Login" and "Register". Below this, a hand holds a smartphone displaying an iPhone simulator with the URL "m.socrative.com" in the address bar. The simulator screen shows a "Please enter the room number:" input field and a "Join Room" button. On the right, another desktop browser window titled "Socrative Student - Mozilla Firefox" shows a similar login form with a "Room number:" input field and a "Join Room" button. A red arrow points from the "Join Room" button on the student screen up towards the "Room number:" field on the teacher screen, indicating the process of connecting a student device to a teacher's room.

Source: <http://www.socrative.com/>

f862bde5



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### TEACHER'S VIEW

socrative

ROOM: f862bde5

GET REPORT

Elektromosságtan - Tue Feb 25 2014

Dashboard

Name	Score	1	2	3	4	5	6	7	8	9	10	11
Anon 682b6	55%	C	A	A	A	B	B	True	True	False	True	False
Anon 965e0	82%	C	A	D	B	C	C	True	True	False	True	False
Anon 9e8ae	64%	C	A	A	C	A	B	True	True	False	True	False
Anon a3958	55%	C	A	A	A	B	C	True	True	False	True	True
Anon b872f	73%	C	A	C	C	C	A	True	True	False	True	False
Anon e9d43	64%	C	C	A	C	A	C	True	False	True	True	False
Class Total		100%	17%	17%	50%	33%	50%	100%	83%	83%	100%	83%



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## TEACHER'S VIEW

**Choose your grade report type**

Email Report      Download Report

---

No Report      Send to Google Drive

---

Cancel

[Report](#)



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## Impact of ICT and Multimedia

- ❖ modernize teaching
- ❖ rise up students' motivation, interest
- ❖ follow the mobile revolution
- ❖ use mobile for good purposes
- ❖ follow the different high-tech developments



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## Conclusions

**"It is difficult and maybe even impossible to imagine future learning environments** that are not supported, in one way or another, by Information and Communication Technologies (**ICT**). When looking at the current widespread diffusion and use of ICT in modern societies, especially by the young – the so-called **digital generation** – then it should be clear that ICT will affect the complete learning process today and in the future.” (*Yves Punie, Dieter Zinnbauer and Marcelino Cabrera, 2012*)

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„The future cannot be predicted, but futures can be invented”.

# *Dennis Gabor*



# **Thank you for your attention!**