



**Asia's** Fastest Rising University

# **App Innovation and Gamification**

As of the recent explosion in education-related apps, educators can decipher student's interests, academic passions and "trouble a result spots" more readily and in real-time to differentiate and fine-tune instruction. As students become comfortable utilizing online games to learn, educators can entice students via new apps to fine-tune skill-specific areas, such as mathematics and science.

## **Digital Literacy**

With increasing numbers of teachers using technology in the classroom and schools permitting students to become engaged with content via digital literacy, our schools are adopting formal digital literacy curriculum and digital literacy plans. Digital literacy may encompass simple student tasks, such as creating classroom presentations, or more intricate, collaborative work, such as video clip creations or posting online and using digital tools. The field of digital literacy will continue to grow its importance in the coming years as new approaches for learning via new technologies are embraced.

## **Library Media Specialists**

Libraries are increasingly becoming local technology hubs. Since libraries offer myriad services which require some knowledge of technology and how to access the internet, librarians' job descriptions and key responsibilities have drastically changed.

With the advent of new technologies being infused in school curricula, educators and school leaders are beginning to rethink all facets of data in the classroom. New, innovative methods of data collection are continually being developed, which offer new options for ongoing formative, culminating summative and alternative assessments.

#### **Self-Directed Professional Development**

NOT AN ACT BUT A HABIT

We believe in an increase in self-directed professional development (PD) for educators that includes interactive online webinars, or videos and other content that may be streamed through web browsers. Since we are increasingly leveraging to integrate technology into the curriculum, which requires a keen understanding of how new technologies enhance the learning process for students while adhering to rigorous state standards. Students update their skills to remain in compliance with ethical and legal guidelines and become familiar with the latest standards.

## **Collaborative Learning**

We are making new applications which will be easier for classroom teachers to be both innovative and interactive, and this trend is expected to grow exponentially in the coming years. From interactive whiteboards to new applications that create quizzes and activities, this is an exciting time for collaborative learning in education for the students.

#### **Edu creations Interactive Whiteboard**

Educators and students alike to assess, jointly present, or partake in interactive activities with Interactive Boards. Educational advancements in technology should continue to enhance collaborative learning, along with improving dynamic group interaction. New technologies have been a boon for school leaders and educators seeking to collaborate and hone their skills.

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