



Top 10 Trends in EdTech in 2020

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As the world grapples with the repercussions of a deadly pandemic, educational institutions have had to respond to this situation quickly, taking a number of measures to re-establish learning and teaching to its original glory. **Even more so, trying to push the envelope of higher education, by leveraging new and exciting opportunities in the fields of innovation and technology.**

The year 2020 has seen a big shift in the way ed-tech is being applied, where a one-size-fits-all outlook is being discarded for a more personalised approach to learning. Camu, a leading cloud-based, mobile-first solution, is committed to steering this revolution ahead, with its user-friendly features, powerful capabilities, software strengths and insightful analytics.

We bring to you,
the top 10 trends
in education
technology, placing
emphasis on
connectivity,
versatility, and
student-oriented
learning.

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Distance Learning



Distance Learning refers to any kind of educational experience, wherein the teacher and student are not present in the same location. With the rapid spread of the COVID-19 pandemic, and approximately one billion students staying at home, universities are taking major strides towards making online education more adaptable and inclusive. This learning model includes real-time (synchronous) and recorded (asynchronous) methodologies, with multimedia and digital functions available to enhance curriculums and lessons. The digitisation of higher education has made Distance Learning one of the biggest trends in 2020!



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Video Based Learning

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As its name suggests, Video Based Learning refers to the imparting of knowledge and/or skills via the video format. Studies have shown that this method of instruction leads to higher knowledge retention, as it effectively holds the attention and interest of students for longer durations of time.

This medium allows for specialisation of content, repeated use, and scalability.

Universities can create videos on various subjects, along with supplementary material and background information that would otherwise be too lengthy to learn via textbooks.



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Blended Learning



Blended Learning refers to a strategic mix of on-campus and off-campus learning, tapping into digital and human connections. By leveraging the merits of both formats, institutions seek to create a comprehensive and well-rounded educational experience for students. **Technology collaborates with humanity to create the perfect learning landscape for all academicians.** More than mere instructors, teachers become facilitators in a blended learning environment. And students empower themselves to learn and continue learning even after their formal studies have ended.



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Machine Learning

Machine Learning is an application of Artificial Intelligence, whereby systems can automatically learn and improve from experience, without being explicitly programmed to do so. Universities can use this expert technology to conduct predictive analysis, so as to monitor and track student academic journeys. Machine Learning helps identify the likelihood of future outcomes, based on past historical data. **As such, institutions can customise curriculums and take corrective action to steer students onto the right track.**



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Self-Based Learning



Self-Based Learning or E-Learning is a specific academic technique driven by education technology that is solely dependent on learner response. The learner has autonomy and control over the materials they consume, and the duration of time they take to consume it. **This empowers students to imbibe knowledge and skills at their own pace.** No traditional teaching is involved, but instruction and evaluation takes place via interactive, online learning platforms.



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Artificial Intelligence

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Artificial Intelligence refers to the simulation of human intelligence in machines that are programmed to think and behave like human beings, so that they can learn and problem solve. Higher education leverages AI applications in many useful ways. For instance, facial recognition can be used to track student attendance as well as protect campus infrastructure from unauthorised access. From conducting examinations without human intervention, to analysing student performance through analytic algorithms, this technology tackles it all.



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7 Virtual Reality



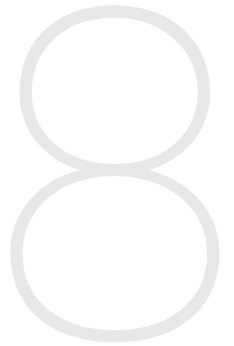
Virtual Reality can be described as the use of computer technology to generate a simulated environment, wherein users can not only see the virtual world, but interact with it as well. This revolutionary software can be applied to higher education in many ways. By creating a three-dimensional environment, students are empowered to learn by actually doing, thus improving their ability to navigate unprecedented real-life challenges. From going on virtual field trips, to conducting science experiments via simulations, VR is an effective and engaging learning methodology.



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Gamification



Gamification refers to the application of game design principles and mechanics to non-game contexts such as education.

Research indicates that when learning is integrated with fun, knowledge retention and receptiveness increases. And what could be more fun than playing games? From literary roles plays to scientific word hunts and historical video games, this interactive format has major scope for learning to become more impactful and resonating.



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Digital Curriculum



Even before the onset of the COVID-19 pandemic, ed-tech was becoming an integral part of the classroom. And with digitisation of higher education, digital curriculums become the backbone and catalyst of this swift transformation. Digital Learning materials include everything from PDFs and PowerPoint presentations, to interactive whiteboard lessons and fully digital experiences. **As opposed to traditional learning materials, a digital curriculum is agile,** responding to new innovations and new student requirements.



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Collaborative Technology

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Collaborative Technology, within the context of ed-tech, refers to the supportive digital learning tools that aid in promoting student-teacher and peer to peer engagement. From chatbots to forums, groups to blogs, and learning management systems, these interactive platforms enable efficient two-way communication, 24/7 feedback, and personalised contact. Not only does it boost camaraderie between students, but also helps teachers moderate discussions.

The aforementioned trends showcase how educators are spearheading change by delivering media-rich, student-oriented instruction, proof of which can be seen via Camu's intuitive and expert platform.

It will be interesting to see how these trends are utilised to create a holistic learning environment for all academicians in the future.



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