

THE IMPLEMENTATION OF TECHNOLOGY TOWARDS STUDENT'S PERFORMANCE

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Abstract

The purposed of this research is to determine the implementation of technology towards student's performance. This paper proposes a framework to identify three aspects concerning about the implementation of technology. As a result, the study reveals that the implementation of technology consists of mobile learning, information technology and blended learning. This paper also shows the table analysis of review and the figure proposed research framework.

Keywords: new technology, implementation, m-learning, information technology, blended learning.

1. Introduction

Many new implementations of technology can improve the efficiency in educations. An advancement is considered as an item or benefit that's modern to its engineers and/or to its potential clients (Klein & Knight, 2005; Ochara, Kandiri & Johnson, 2014). Advancement implementation implies the skilful, committed and reliable utilize of an advancement by people, groups or organizations (Klein & Sorra, 1996; Ochara, Kandiri & Johnson, 2014).

The implementation of technology isn't a choice. In any case, teachers must completely think through what abilities they are developing in their students (Pretzer, 1997, p. 6; Pate, 2016). Technology implementation is the essential centre of most educational proficient advancement and keeps up a restraining infrastructure on most of educational subsidizing (Pate, 2016). The implementation of new technology in education gave more positive impact to student's performance. With the latest implementation, it makes learning more flexible.

The aim of this study is to determine the implementation of technology towards student's performance. In order to achieve this objective, this research proposed a framework to identify three main aspects of the implementation of technology. The remainder of this paper is organized as follows. Section 2 is literature review. Proposed framework is in Section 3. Final section contains some concluding remarks.

2. Literature Review

This research is to evaluate the implementation of technology. For the implementation of technology, we focus on three main aspects; of mobile learning, information technology and blended learning.

2.1 Mobile Learning

Mobile learning (M-learning) can be define as a conveyance of learning to students anytime and anyplace through remote portable gadgets for examples the personal tablet computers, smart phones and personal digital assistants (PDAs) (Buabeng-Andoh, 2018). In mobile learning classes, the teaching and learning can shift from teacher lecture to student discussion (Cavanaugh et al., 2013). Meanwhile, Garrett, Jackson & Wilson (2015) believed the implementation of new mobile augmented reality (AR) technologies have the potential to improve the student's performance. The implementation of technology has been applied in many field in education. Nursing education is one of the field where mobile learning is highly in demand, because it emphasises the practical skills in numerous learning settings, such as the classroom, research facility, and clinical settings (Li et al., 2017). Nursing students are the medical caretakers of the future. They are anticipated to apply information and communication technology (ICT) in their future career. Thus, it is vital to know their information and application of mobile technology in their learning (Buabeng-Andoh, 2018).

2.2 Information Technology

Information technology (IT) is an innovation which been using computers to organize, process, store and exchange information. Nowadays information technology (IT) has ended up be an irreplaceable component of our lives and completely changed the way we fulfil the day-to-day activities (Garg, Shukla & Kendall, 2015). In addition, IT portfolio management (IT PoM) makes a difference for organizations to oversee their IT resources by recognizing dangers, benefits, costs, and arrangement of each IT resource and giving administrators with all-encompassing view of their IT resources in arrange to form better-informed IT-related decisions (Ajjan, Kumar & Subramaniam 2016). While technology provide fast information, at once can open up more entryways for around the world communication quicker than ever Pate, (2016) highlighted there is also a threat of united thinking. However, Law et al., (2017) believed that students are capable and skilled to used information technology as it is affordable to them.

2.3 Blended Learning

Blended learning is a mixed of online and traditional classroom teaching and learning process. Based on Paturusi, Usagawa & Lumenta, (2016), blended learning strategies gotten to be more widely employed, in this learning program learners not only can access the learning information. Besides they are able to communicate with both teachers and other students in a remote mode. More recently, Vissersa et al., (2018) stated that blended learning can incorporate tasks like collaborative creating of documents, composing web journal posts, micro-blogging within the form of status updates and subscription to news feeds to updates other course individuals. In the meantime, Henrickson, (2016) believed that online economic education is second rate, as teaching and learning must have more traditional classroom involvement.

be measured when it is implemented effectively as it been used consistently. In education, when the teachers and students are able to acquire skills and used of the new technology properly, it can be considered as an achievement. Successful technology integration is accomplished when the use of innovation is routine and straightforward, in the meantime, the innovation supports curricular goals.

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