ICTS TO PROMOTE STUDENT PARTICIPATION IN CLASSROOMS

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ABSTRACT

This project requires designing an app to encourage participation in the classrooms. The need arises since in schools there is little participation by students in person and through the use of ICT, a more direct and efficient interaction is achieved.
Active participation in the classroom is essential for the comprehensive development of students. It not only contributes to academic learning, but also cultivates social skills and practical skills that are valuable in everyday life and future careers.
This contributes to motivation and increased interest in the topic.

GOALS

GENERAL:

Design an application to promote active and meaningful interaction of students during the learning process.

Improve Student-Teacher Interaction:
The app can allow students to ask questions in real time and receive immediate feedback from the teacher.
Stimulate Collaboration among Students:
Encourage collaboration and teamwork among students.
Promote Active Participation in Class:
Encourage active and regular participation of students in class discussions.
Personalized learning:
Adapt to different learning styles, allowing students to progress at their own pace and explore topics according to their interests.
Creativity and expression:
They allow students to express their ideas creatively through multimedia projects, digital presentations, blogs, videos, etc.

METHODOLOGY

1. DIAGNOSIS AND PLANNING
Identify the needs and levels of technological skill of students.

2. DESIGN OF ACTIVITIES
Create engaging multimedia content that motivates students.

3. EVALUATION AND FEEDBACK
Apply formative assessments to measure the acquired skills of students.

4. IMPLEMENTATION IN THE CLASSROOM:
Provide guidance and training to students to use ICTs effectively and responsibly.

5. CONTINUOUS IMPROVEMENT:
Analysis of results: Analyze the results of the activities to identify patterns of participation and learning.

PRODUCT DEVELOPMENT

Desing	• Interactive for any type of user. • An easy to use interface. • Interaction between students and content. • Accessible and functional for mobile applications
Functionality	• Evaluate in real time the exercises of each student requested by the teacher.
Cost	• Gratuitous • Available for specifically Android mobiles

RESULTS

The result that we hope to have with the development of this application is to promote a degree of competitiveness of the students in terms of the use of an application based on a stopwatch with which this allows us to visualize the time in which each student carries out their activities and Thus, evaluate equitably and in the order in which it was delivered, taking into account the time in which it was delivered.

CONCLUSION

ICTs offer a diverse range of benefits that promote student participation in classrooms. These benefits range from access to varied information to facilitation of collaboration, personalization of learning, and development of technological skills. Effective integration of ICT into educational environments can foster motivation, interactivity and inclusion, contributing to a more dynamic and enriching learning environment for students.

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