EFFECTS OF USING TECHNOLOGY IN STUDENTS' LEARNING

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The youth of today are growing up in an era where technology is always available to them. The population of youth is growing as a result of the expanding social media landscape and online presence. In addition, today's society is obsessed with cellular phones, computers, tablets, free Wi-Fi, game consoles, and electronic toys. Students are maturing in a period when technology is a famous trend in the marketplace. Numerous students are devoting long hours in using common technologies like Facebook, Instagram, Twitter, and online games. Technology-based learning is gaining prominence in today's classroom set-up. Teachers work hard to incorporate technology into their lessons given the ever-changing nature of technology. Students' lives today are significantly manifested by technology. Although bringing technology into the classroom has been advantageous, there are some downsides as well.

Technology has improved student involvement and willingness while also enabling the improvement of learning. The finest sorts of learning will be those that feature choices that the student can make and learning when there are relevant situations where the student is involved, in accordance with Fisher, et al. (2014). (p. 5). But does this outweigh some of the drawbacks? This study set out to examine how technology affects student learning. As technology evolves constantly, classrooms must adapt by adding additional technology and integrating it into student instruction. Technology has the potential to both enhance students' learning and harm the educational process. Technology improves many learning possibilities and provides comfort for students, but it may also be a tool that is overused, which may have negative effects on students' ability to develop their fine motor skills and problem-solving abilities.

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In this study, K–12 teachers were questioned to gain their opinions on how technology affects the classroom. This study contributed to our understanding of how technology affects student learning. The results indicated that greater training for educators is required in order to improve the use of technology in the classroom. Additionally, this study revealed that although students are more comfortable and involved with technology, they can also become a management problem. Taking care of every student in the classroom is one of the hardest challenges in education. It is a difficult work, especially in classrooms with lots of kids, each of whom has different requirements and talents. While learning is increasingly dependent on multimedia than ever before, kids may access internet knowledge more readily thanks to educational technology. Indeed, there are several ways in which technology can make learning for pupils more enjoyable. The learning process is likely where the impact of technology is most obvious. Any information may now be found online with greater ease and enclosed with a variety of formats. Going to the library and spending hours looking up the information you want is no longer essential. All of this information is now largely digitalized and can be easily accessed online, which makes learning, producing academic papers, and learning new things in general much easier.

The greatest benefit of technology for pupils is how much it facilitates and improves their learning. On numerous websites, every last detail of every subject is provided to those who need it. The fact that it is just a click away is the finest part. Students can manage their work from anywhere; thanks to the ease which everyone can now carry cellphones, laptops, and iPads brought by the modern technology. Additionally, classrooms now include smartboards and 3D printers that can practically teach pupils the things they are studying. Technology is now more important than ever due to the new stress that the COVID-19 epidemic has brought. During the pandemic, the usage of online instruction has been expanded, which has caused students to learn more and more about technology and how to effectively use it for their academic work. Previously, not all schools and institutions were utilizing technology to help students

learn, but COVID-19 has made it a requirement. The goal of tech businesses is to create tools and user-friendly technology that will increase the use of technology.

Students' brains serve as their primary tool for learning. They might develop additional concepts and inventions as they use it more frequently. Every paper, research article, journal, video, and audio on any subject may be quickly and easily found online. Millions of books are available on numerous places online without having to leave the comfort of your home. Even video games are available that you can play to increase your mental efficiency. These games emphasize tactics and obstacles that encourage your brain to approach problems creatively.

While there are numerous advantages to technology, one cannot ignore its drawbacks. Here are a few detrimental effects of technology on students. Students may become lazy thinkers as a result of the plethora of knowledge that is so easily accessible online. When everything is instantly at your fingertips, finding the motivation to really do study and learn can seem like a tedious process.

Additionally, it makes people lazier because they won't use their imagination to make their work stand out when they know they can finish their essays at the last minute by simply searching them up online. Another drawback of technology is that, it is quite addictive. As a result, rather than working in groups to study and brainstorm, students choose to remain alone and do their own work.

Even though many students will use technology to their advantage, it is also incredibly simple to become distracted while using it. Online, there are a ton of inappropriate and unsuitable activities that could draw pupils. Students who use technology excessively can become familiar with such items and have easy access to them. Distractions of this nature hinder pupils' academic progress and pose a moral hazard. The use of technology must be strictly limited by parents, teachers, and other adults. Online video games and

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movies/videos are also incredibly accessible, which may serve as additional source of distraction for students.

Everything is now accessible; thanks to technology that getting up and moving around to look for what you want has become a distant memory. Health problems are particularly prevalent today due to the widespread usage of technology. It has an impact on your physical and emotional health in addition to your bodily health. Because of the screens on all smartphones, laptops, and iPads, impaired eyesight is a widespread complaint. They emit light, which makes headaches more common. Because of the posture and sitting that technology demands of us, neck and spinal issues have also become more common. Also, obesity is the health issue that technology has the most frequently.

Students can be carried away and lounge around for hours playing electronic games, watching movies and videos, and eating junk food because it requires sitting still and only minimal hand movement. This may result in an increase in weight, which worsens conditions including heart disease and high blood pressure. Moreover, students' poor posture is also brought on by how they sit and how their necks are curved.

Abusing use of technology causes a problem, it should be used in limited and correct way to lessen the problem. And parents also guide their children on using different kinds of technology, technology serves as our guide in many tasks, but do not depend our lives on it.

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