

## IMPROVING STUDENT INVOLVEMENT USING INTERACTIVE LEARNING

*by:*

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In an extremely advanced, fast-paced world, the days of spending hours listening to lectures and jotting down notes are long gone. The age of modernized technology, social media, and other learning mediums has drastically altered how students want to engage in learning and how quickly they require feedback and satisfaction in their studies. Interactive learning is a method of teaching that incorporates elements of participation and involvement. Students are encouraged to participate in hands-on learning activities, work in groups, and utilize technology in accomplishing classwork. Essentially, interactive learning aims to capture student attention in order to keep them committed to learning.

Intellectual skills and problem-solving are linked. Interactive learning activities encourage students to think deeply as they must consider and explore various concepts in order to find valid solutions for the issues they encounter. Because many interactive learning activities are based on real-world problems and challenges, students must think critically; as a result, they develop stronger problem-solving skills. These abilities carry over into adulthood and help them succeed in their future careers.

A valuable lesson is one that allows for change and adaptation to the learning needs of individual students. In interactive learning procedures, a teacher has the capability to change things almost in an instant, according to the learning demands of a class. Because resources and media are accessible, any type of change will not cause disruption. With interactive learning, teachers' capabilities are expanded, which has a positive impact on learning.

When combined with its ability to increase involvement, collaboration, and motivation, incorporating interactive learning into the classroom must be nothing short of enjoyable. With dull lectures eliminated, teachers can transform everyday experiences into games and promote fun and enjoyable learning.

## SEVERAL WAYS TO UTILIZE INTERACTIVE LEARNING

1. Reinforcement learning: In this type of interactive learning, the model learns by interacting with an environment and receiving rewards or penalties based on its actions. The model then uses this feedback to adjust its parameters and improve its decision-making.
2. Active learning: In active learning, a model is given a dataset with some labeled examples, and is then allowed to actively request labels for additional examples in order to improve its performance. This approach can be more efficient than labeling the entire dataset up front.
3. Human-in-the-loop learning: This is where a model is designed to receive feedback and input from human users, which is then used to adjust its parameters and improve its performance.
4. Simulations: Interactive learning can be used in simulations where the model interacts with a virtual environment and receives feedback, allowing it to learn and adapt.
5. Multi-agent systems: In multi-agent systems, multiple models interact with each other and with their environment, learning from the interactions and adapting their behaviors.

There is no one-size-fits-all teaching technique for ideal interactive classroom display solutions. Teachers have the power to manipulate digital learning tools to best serve their purpose of enhancing students' learning. The choice is still in the hands of teachers on how to make learning engaging.

*References:*

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