

**UNIVERSITY OF EL SALVADOR  
SCHOOL OF ARTS AND SCIENCES  
DEPARTMENT OF FOREIGN LANGUAGES**



**TOPIC:**

**THE IMPORTANCE OF THE USE OF TECHNOLOGY IN A VIRTUAL LEARNING ENVIRONMENT**

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## Abstract

Technology nowadays is one of the main reasons why teachers, students, and others can be introduced in a digital age that is delivering the future of education. This fact helps to improve and empower education through the benefits and facilities it offers. Thus, in a digital age, virtual environments for learning and teaching are an essential part of the process of improving virtual education. Hence, the principal objective of the specialization is that students have plenty of views and experience with virtual environments and what their terms imply in learning and teaching. Thus, it is vital to mention that the present report gives information on how this specialization is developed and what includes around it, moreover, they put into practice and produce what they acquire as well. Getting familiar and being enrolled in the course is enriching knowledge for the student because they have the option of learning and teaching not only face to face. Before the pandemic covid-19, at the University of El Salvador using virtual environments as a tool for teaching and learning was almost unknown to students. Hence, it is necessary to take into consideration getting involved in virtual environments to develop innovative classes. It can be said that specialization transforms the traditional expectations of learning and teaching nowadays.

**Key words:** Technology; Virtual classroom; Educational platforms; Teaching-learning; Resources.

## II. Introduction

The present report is about How can technology be used to improve education in a virtual environment? Accordingly, the future of education technology is exciting, especially when considering advancements in specific technologies like virtual reality, thus, virtual environment technology will facilitate and improve engagement by the education in the learning processes, unlike the traditional educational process.

Multimedia classrooms are usually equipped with TV, speakers, and an LCD projector, creating a first-level multimedia environment that tries to respond to the student's needs. The teaching mode is still oriented toward the teacher as an "information keeper" teacher-centered and does not respond to the learners' individual needs. The only advantage of multimedia classrooms versus classical classrooms is in students' experience which is enhanced due to the simultaneous activation of several perceptual organs ultimately leading to a positive knowledge transfer. The combination of these electronic devices with computers could lead to the usage of enriched educational materials instead of classic textbooks. Offering internet connection and creating a network of computers enables the creation of interactive multimedia classrooms which can offer teachers a good technological base for transforming the learner-centered educational process, enabling and encouraging meaningful learning. It enables teachers to define the learning objective and create learning tasks that allow students to learn in, for them, the most suitable mode. By doing so learning becomes more interesting and responds to their personal needs and capabilities.

To conclude, the purpose of the present report is also to describe and reflect on all the knowledge acquired during the three modules of the Specialization Course:

Administration of Virtual Environments for the Teaching and Learning of Foreign Languages.

### III. Objectives

#### **General Objective:**

- To analyze how technology can contribute to improve education through the educational applications for teaching-learning foreign languages in virtual environments.

#### **Specific Objectives:**

- To explain the importance of technology and how it can be used in learning theories by applying it in online language teaching.
- To analyze the administration of technological tools for educational purposes.
- To apply and use technological tools for the design of digital materials for the teaching of foreign languages in virtual environments.

## IV. Theoretical Framework

### Technology in education

The evolution of technology is undergoing a constant make-over and new technologies have transformed the education system, both face-to-face, and online modalities. The term technology has been making massive strides in software development, computer programs, and online educational tools for students and teachers to use in the classroom. According to South (2017) technology offers the opportunity for teachers to become more collaborative and extend learning beyond the classroom. The use of technology in education is becoming increasingly popular as educational institutions seek to provide the best possible education for their students.

### Benefits of technology in education

Technology integration in education has become necessary. It is a powerful tool that can support and transform education in many ways, from making it easier for educators to create instructional materials to enabling new ways for people to learn. According to Prensky, (2008) technology can improve the teaching and learning process in different ways, for instance: with greater enthusiasm by learners, enriched communication skills, accessible to learners of all levels and capabilities, excellent research tools, good assessment tools, and better preparation of students for education. In fact, the effective use of technological learning tools in virtual classrooms can increase student engagement, help teachers improve their lesson plans, and facilitate personalized and inclusive learning environments. Moreover,

using technologies is a way to improve the interaction with the students, efficiency with the content of the course, helps learners to be more motivated, and more comfortable in the classroom which leads to better academic performance.

On the other hand, although advantageous in many aspects, the learning benefits of technology implementation are possible if educators are appropriately trained and willing to put in the time and effort that is required to create quality learning experiences for their students. According to Chen et al. (2009), incorporating technology and making it part of the educational environment is one of the foremost responsibilities of educators and instructors. Teachers need to mindfully consider which programs they are using in order to enhance student engagement (Strom, 2021). Therefore, it is extremely important for teachers to be well versed with technology so that they are able to identify which educational tools will make the most significant impact on student learning. Teachers with thousands of tools, programs, and devices to choose from, are under pressure to learn and use as many as they can in order to keep their students engaged. They hence must develop practice and understanding regarding technological use to help the students learn effectively.

[How has technology impacted students' education through virtual environments?](#)

In this era of global society, the use of modern technologies creates an engaging learning environment and enhances collaboration by incorporating different types of learning styles and also easy access to instructional materials as well as the resources and tools to create, manage, and assess their quality and usefulness. Sarkar, Ford and Manzo (2015) discussed adapting the use of technological tools to



keep students engaged inside and outside the classroom. In education, using technology in the lesson has been perceived by the students as a greater connection, a greater level of satisfaction while working, more teacher support, and more active participation during the classes (Fiksl, Flogie, & Abersek, 2017). In addition to this, it also promotes the motivation among students as well as allows them to self-pace, which is very necessary in this world of high competition. According to Chiciooreanu, Ianos, & Danieliené, (2019) along with the easiness provided by modern technologies to students and teachers, it has also made education easily accessible to a number of students with the help of e-learning platforms and other online sources.

#### [Covid-19 impact on online classes University of El Salvador](#)

Education in El Salvador suffered a sudden change after the rapid evolution of the COVID -19 pandemic which affected all national and international sectors. In El Salvador, on March 11, 2020, President Nayib Bukele declared the suspension of classes in public and private educational centers, including universities. This situation gave a turn to the educational modality taught in most educational institutions, changing the face-to-face modality for the virtual modality. Schools and higher education institutions were forced to adapt their teachers and students to the new modality. Classrooms were replaced by virtual platforms. This is how education was faced with the new challenge of moving forward from the home.

March 10th Ministerial Circular No. 2/2021 The Ministry of Education has received from the Ministry of Health the authorization for the safe return to school in an optional, semi-presential, multimodal and gradual manner for the public and

private sector, including students of the Flexible Modalities and university students. This action will be carried out within the parameters established in the Plan "The joy of returning to school", which contains the procedures to be followed to ensure a safe return of students to their educational institutions, starting April 6th, 2021.

Therefore, Covid - 19 has enforced academics and students in using the online system.

### E-learning

Sarah Guri-Rosenbilt from the Open University of Israel explored the exact definition of e-learning in great detail in her 2005 research paper "Distance Education' and 'E-Learning': Not the Same Thing". She defined e-learning as electronic media used for various learning purposes ranging from conventional classroom add-on functions to online substitution for face-to-face meetings with online encounters.

E-learning, also referred to as online learning or electronic learning, is the acquisition of knowledge which takes place through electronic technologies and media. In simple language, e-learning is defined as "learning that is enabled electronically". Typically, e-learning is conducted on the Internet, where students can access their learning materials online at any place and time.

### What is the value of e-learning?

Online learning has numerous advantages over traditional learning methods. Some of these include the possibility for students to make use of self-paced learning and to choose their own learning environments. Additionally, e-learning is both cost-

effective and cost-efficient, as it removes the geographical obstacles often associated with traditional classrooms and education.

#### What is e-learning used for in education?

E-Learning has multiple uses across all sectors of society and the available examples of e-learning being used effectively are plentiful.

- Online Colleges

For educational institutions, e-learning brings perhaps the most potential uses of all. Many accredited online colleges already offer online degree programs, and more of them will start to do so in the upcoming years. E-Learning degrees enable universities to accept considerably more students than they would have otherwise been able to due to space and working staff constraints. With e-learning, universities have the chance to become more international than ever before.

- Adult E-Learning

For adults, online learning often manages to solve the numerous challenges adult learners face during their studies. Online learning allows them to progress at their own pace, submit assignments, and take assessments at times best suited for them. This kind of flexibility is especially beneficial for adult learners because often they are forced to balance employment, family duties, and online learning altogether.

#### What is online learning going to look like in the future?

The future of online learning will continue to see exponential growth. As more educational institutions, corporations, and online learners worldwide start to

recognize the importance of online learning, its role in education will only continue to rise. Online learning already has numerous uses in education, and its future roles in education are going to be immense. The agendas of the most successful educational institutions in the world have already recognized that online learning can transform people, knowledge, skills, and performance.

### Importance of Learning Management System

Technology has a positive impact on the education system in the twenty-first century. Through time, the technology and tools which support online learning structures were progressing since the advent of online learning in the mid to late 1990s (Kehrwald & Parker, 2019). The term learning management systems in the abbreviation LMS is considered of great importance nowadays in education. A technical definition, a Learning Management System, is a web-based software used to facilitate the delivery of online, face-to-face, and blended courses, whether in an academic setting or in the world of business (Rottmann, Barreto, & Rabidoux, 2020).

In virtual classroom environments, Learning Management Systems (LMS) reinforce teachers and students in the learning process by enabling users to create, share, administer, and track online courses and tests. In other terms, an LMS allows learners to check their educational progress, assess their learning, gain online support from professors, and immense access levels of materials and specialized operations (Kehrwald & Parker, 2019; Watson & Watson, 2012).

The most common LMS are Schoology, Moodle, and Edmodo. Interestingly, these platforms provide educational institutions with personalized features to reach

their educational objectives. Through even, they offer a faster distribution of content. Content is centralized in an online environment where learners can access and download information from any location, at any time, as long as the internet and computer technologies are available. LMS users gain access to material and information disseminated by the instructor in synchronous or asynchronous settings (Jung & Huh, 2019; Kuosa et al., 2016; Watson & Watson, 2012). In sum, learning management systems have become essential for various educational and training environments. It has been commonly adopted by educational institutions such as schools, colleges and universities to deliver coursework as online classes through online-eLearning-based institutions.

#### Technological tools for education

In the field of education, the role of technology is of utmost importance due to its potential for making a substantial contribution to enriching instruction. That is why, educational institutions include it as a part of the curriculum, as an instructional delivery system, as a means of aiding instructions, and also as a tool to enhance the entire learning process.

The technology pace has changed dramatically and will continue to be so. Many users around the world, in particular educational institutions, are integrating technology into the classroom by incorporating modern technological tools to make the teaching-learning process more innovative and meaningful for students. In concrete, the purpose of technological tools refers to software that can be used to develop or support online course content. Additionally, the use of tools helps to increase interaction between teachers and students.

## Teachers' development

The pandemic COVID-19 pressured educational institutions to think about how to continue and deliver classes to the students. Due to this fact, students, teachers, and parents had to deal with and get familiar with new teaching and learning ways through technology during uncertain times. Currently, technology has become the core of development and prosperity processes in many sectors of the world, including the educational sector. (Ayasrah, 2022). During the beginning of the pandemic, most of the teachers assumed a variety of responsibilities to keep engaging students in online classrooms and they must use many tools that technology provides, in this way education did not stop definitely for many students, it was developed online.

Nevertheless, the need for teaching online brought technological challenges for novice and veteran teachers because they were not completely prepared on how to handle online platforms. Apart from realizing new potentials of online teaching and learning, teachers identified emerging challenges such as new ways of cheating, ethical aspects of assessing students' private homes via cameras, and a lack of guidelines on managing disengagement. (Alnasraween, 2022). Teachers had to think about how to handle these facts because it means that the students will not learn due to cheating, ethical aspects, and lack of guidelines. That is why, teachers looked for new strategies and applying those to the students were required in each fact or situation in order to avoid unsuccessful learning, new changes imply new challenges. Acquiring experiences of student-teacher interaction, student digital skills, and ways for online communication, teachers started to realize the difference

between teaching and learning in online classes. (Bergdahl,2022). Finally, teacher development requires getting involved in a new way of teaching and learning for someone. It was new but it brought not only changes, but it also carries new learning experiences through technology. Experiences foreshadow educational development only if the momentum is regarded as an opportunity to seize by leaders, the broadened experiences and new practices may benefit teachers after the pandemic. (Bergdahl,2022).

### Students' development

The current pandemic was the principal cause of moving to online classes in educational institutions around the world. Students were the ones that experimented with the principal changes that this new modality implies. Moreover, it was a particular situation for those that did not expect that virtual classes were the only option in order to continue with the process of learning. Students have primary responsibility for managing the impacts of learning from home. This includes being self-aware and practicing self-efficacy, self-monitoring, and self-regulation. Being self-aware includes having a sense of their learning style, their level of motivation, and distractions impact on their learning. (Hamilton,2021). Those facts played an important role in the students learning online because most of the time they were learning in a different way face to face, which they used to be familiar with.

Nevertheless, there were some challenges that students must face in this change. Getting familiar with technology was the first challenge. The COVID-19 pandemic has given us massive insights into how the role of technology can radically shift to reach 1,6 billion students and how to adapt learning processes in challenging times.

(Luna Janssen,2020). Another notary fact was students experimented with distraction while learning virtually. Learning from home under pandemic conditions can be distracting. (Katharine Kelly, 2022). According to Katharine Kelly, in recent research at Canadian University, 30% of students reported distractions such as noise, family issues, and digital devices as a challenge. Research has shown that distractions in the learning environment can negatively impact the learning process. (Page 6).

Despite all the inconvenience that the students faced over time many educational institutions have gradually returned to their blended classes and return to learn face to face. Emma Dorm, 2021 said that schools can reopen safely with the right protocols in place, but health preparedness will likely remain critical as buildings reopen. It means that students gradually will have face to face classes but with previous knowledge that despite it was a big challenge for them, it improves one sector in education and it was how to use technology in favor of education. Anthony Sava, 2009 said that technology in education is a part of the modern world, also it is a proven method for improving learning.

Technology is becoming more and more ubiquitous in the world. Hence, nowadays students who are enrolled with technology, are being part of the change that the modern age represents. This changing world requires updating with new methods of learning which involve technology and students have faced a part of what it implies. In addition, students took a lot of advantages from this process of learning online and improved their education through technology. Technology gives students with easy-to-access information, accelerated learning, and fun opportunities to practice



what they learn. Using digital learning tools in classrooms can increase student engagement and facilitate personalized learning. (American University, 2020).

## V. Description of Activities

### MODULE I: ONLINE FOREIGN LANGUAGES TEACHING

At the beginning of the course the team kept high expectations for the specialization, this represented a new adventure fulfilling the coming knowledge. Through the first module, the team was enriched with useful content by the facilitator. Hence, students learned successfully the theory of different topics as: theories of learning such as

(objectivism, cognitivism, constructivism, and connectivism), Synchronous and Asynchronous learning, Learning Management System (LMS) and how to use them, what infographics implied, and other technological tools. Nevertheless, the team learned to manage each technological tool by doing activities such



as creating a classroom until assigned an evaluated quiz, using Canva for infographics and creating an online class. Individually students had to plan a short class including contents and assignments for students using some tools and resources from the Web. At the end of the module, students got meaningful learning because they got theory, practice, and produce individually, in couples, and in groups through sharing ideas and thoughts.

## MODULE II: EDUCATIONAL APPLICATIONS FOR LEARNING A FOREIGN LANGUAGE.

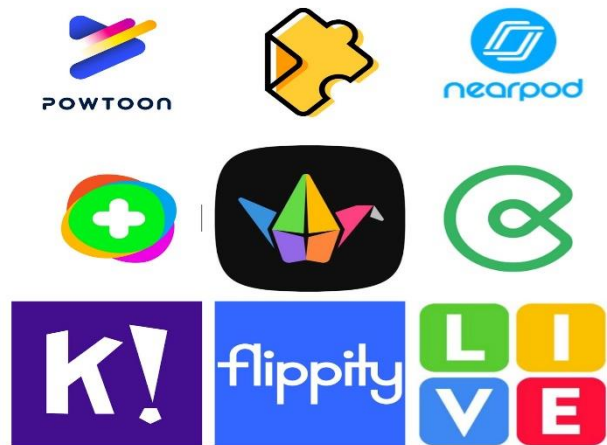
Module II was designed to provide students with the theoretical fundamentals about the use of technological tools for teaching-learning a foreign language in online environments. The most common technological tools that were used to teach online classes were: Edpuzzle, Flipgrid, Flippity, Liveworksheets, Nearpod, Padlet, Kahoot, Classroomscreen, and Powtoon.

Students learned about new technological tools to make online classes more dynamic and meaningful. Successfully, students designed an infographic which means “a visual representation of information or data” (Oxford dictionary); based on the fundamentals of technological tools to be used in virtual environments when teaching a foreign language to have a successful learning experience. Students created it in the Canva application where they put into practice their creativity and how to take the audience's attention. On the other hand, students created interactive and educational videos. It was first

necessary they created a video tutorial on the Flipgrid platform.

Students played the role of educators and recorded a video explaining the use of the Liveworksheets tool. In particular, they demonstrated how to

create interactive worksheets in Liveworksheets. In addition, they elaborated another video, but in this case in Powtoon tool, to show the advantages and



disadvantages in the use of technological tools in a virtual English class. At the end of the module, students had the opportunity to plan a demonstrative class that was conducted through Google Meet. Therefore, they had to use some technological tools and resources from the Web in order to develop a dynamic online class in language teaching.

### MODULE III: DESIGN OF DIDACTIC MATERIALS FOR VIRTUAL ENVIRONMENT

In the last module of this specialization, students integrated the lessons learned during the three modules, in addition students developed at least four web tools for the design of educational materials, such as: podcasts, interactive images, creation of web sites, google slide presentations, videos, including others which were selected by the professor. As a final part of the specialization, students wrote an integrative work through which they applied the knowledge acquired during the three modules.

Students were able to integrate all the tools learned during the class. First, the creation of a podcast allowed students to listen to the information on any electronic

creation, they used audacity to edit audios in such a way that they sound accurate and capture the audience's attention and host audios in SoundCloud



to make them public so that anyone can listen to them. After that, students designed an interactive image using the Genially tool in order to design creative content by

using technology for a specific topic. Students were able to use at least 4 different features provided in Genially such as audio, interactive elements, text, pages, and among others, in order to make more dynamic information. Moreover, students had the opportunity to learn how to create a Google Site linked to a class in the Google Classroom Platform. In these two tools, they integrated the activities and materials designed for specific groups, and students put into practice the technological tools used in Module II. To conclude the students elaborated a video with fundamentals of video production, using Smartphones for video recording.

## VI. Achievements

At the end of the specialization course students will be able to:

- Students learned successfully the theory of different topics as: theories of learning such as (objectivism, cognitivism, constructivism, and connectivism), Synchronous and Asynchronous learning, Learning Management System (LMS) and how to use them.
- Students learned to design infographics in Canva platform based on the fundamentals or principles of educational platforms to be used in virtual environments when teaching a foreign language.
- Students learned to manage some educational platforms and their applications and their use for online asynchronous and synchronous classes: Creating a Google Classroom.
- Students learned to create motivational and educational videos in the technological tools such as Flipgrid and Powtoon platforms.
- Students learned to plan and organize demonstrative classes using some technological tools from this list: Edpuzzle, Flippity, Nearpod, Padlet, Kahoot, Classroomscreen and resources from the Web in order to develop a dynamic online class in language teaching.
- Students learned to create podcasts which allowed students to listen to the information on any electronic creation, they used audacity to edit audios in such a way that they sound accurate and capture the audience's attention, and host audios in SoundCloud to make them public so that anyone can listen to them.

- Students learned to design interactive images using the Genially tool in order to design creative content by using technology for a specific topic. Students were able to use at least 4 different features provided in Genially such as audio, interactive elements, text, and pages.
- Students learned how to create a Google Site linked to a class in the Google Classroom Platform. In these two tools, they integrated the activities and didactics materials designed for specific groups.
- Students learned to elaborate educational videos with fundamentals of video production, using Smartphones for video recording and open shop to edit it.

## VII. Conclusions

The growth of technology is nowadays inevitable, and it plays a major role in education. Educational technology is important because it helps teachers to integrate new technologies and tools into their classrooms and best support the students' needs. Indeed, its impact comprises a creative learning environment that gives teachers more control over instructional choices hence improving learning outcomes; that is, technology builds a high-quality teaching and learning environment and even contributes to teachers' and students' professional development.

The COVID-19 pandemic has quickly demonstrated why online education should be a vital part of teaching and learning. By integrating technology into existing curricula, teachers can harness online learning as a powerful educational tool. Virtual classrooms, alongside technology tools, and other multimedia resources that are effectively used in teaching and learning can not only make the class livelier, but can also create more inclusive learning environments that foster collaboration and inquisitiveness and enable teachers to collect data on student performance.

With the advancement of technology and the constantly evolving needs of modern learners, the traditional classroom-based approach is rapidly losing its importance and becoming less efficient. That is why, the use of learning management systems in education offers a smart alternative to educational institutions in this situation and allows instructors to deliver personalized content, leverage various pedagogical models and engage their students much better than before.

The use of learning management systems in education such as Moodle, Google Classroom, Edmodo, Schoology, and among others offers content to students and allows them to participate in practical and real-world activities for a satisfactory learning experience. Moreover, the LMS provides a common collaborative space for content sharing, feedback, and personal interaction; it allows educators to participate anytime, anywhere, and from any device.

This course in Administration of Virtual Environments for the Teaching and Learning of Foreign Languages allowed undergraduate students to culminate their Bachelor's degree with strong training and understanding of the use of educational applications along with multimedia resources for virtual education.



## VIII. Recommendations

- Promote the professional development of teachers in the area of virtual environments through courses or specializations financed by the university to be more prepared in this area, teachers and students need to become familiar and updated on how technology influences education and how it can be helpful for the development of all those involved.
- To include new subjects in the student's curriculum regarding the use and practice of new technologies and its benefits, helping the students to have an extra complement in their development of higher education and in turn providing an extra benefit that is the knowledge of the teaching not only face to face if not through virtual environments as well.
- Motivating the inclusion of the specialization of virtual environments not only in the language department but also in other departments of the university that include careers that develop the field of education. To benefit every student who is preparing to be a future teacher.

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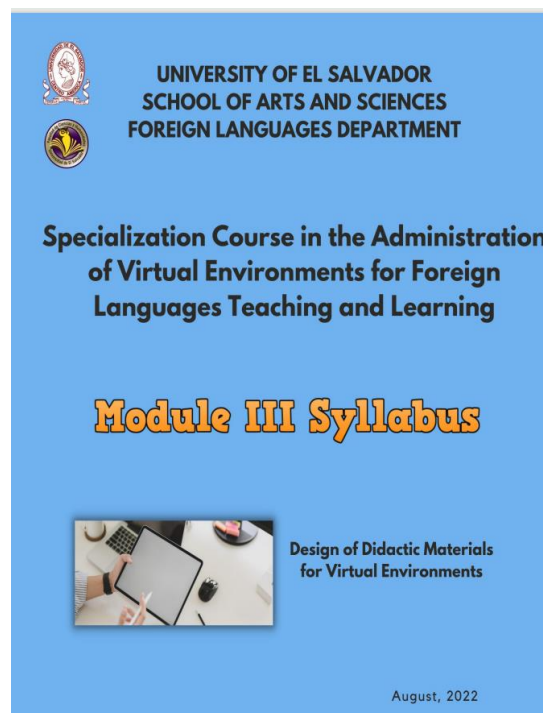
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## X. Appendixes



Universidad de El Salvador Campus Virtual

Dashboard - My courses - Modalidad Presencial - Facultad de Ciencias y Humanidades - Pregrado - Departamento de Idiomas - Curso de Especialización en Inglés - Módulo 1 - Enseñanza en línea de Idiomas Extranjeros - Videoconference recordings - Videoconference recordings

To access the recordings of each videoconference just click on each class.

## Week 1

Class 1  
Class 2

## Week 2

Class 1  
Class 2

## Week 3

Class 1  
Class 2

## Week 4

Class 1  
Class 2

Universidad de El Salvador Campus Virtual

Dashboard - My courses - Modalidad Presencial - Facultad de Ciencias y Humanidades - Pregrado - Departamento de Idiomas - Curso de Especialización en Inglés - Módulo 1 - Enseñanza en línea de Idiomas Extranjeros - Week 2

## Enseñanza en línea de Idiomas Extranjeros G01

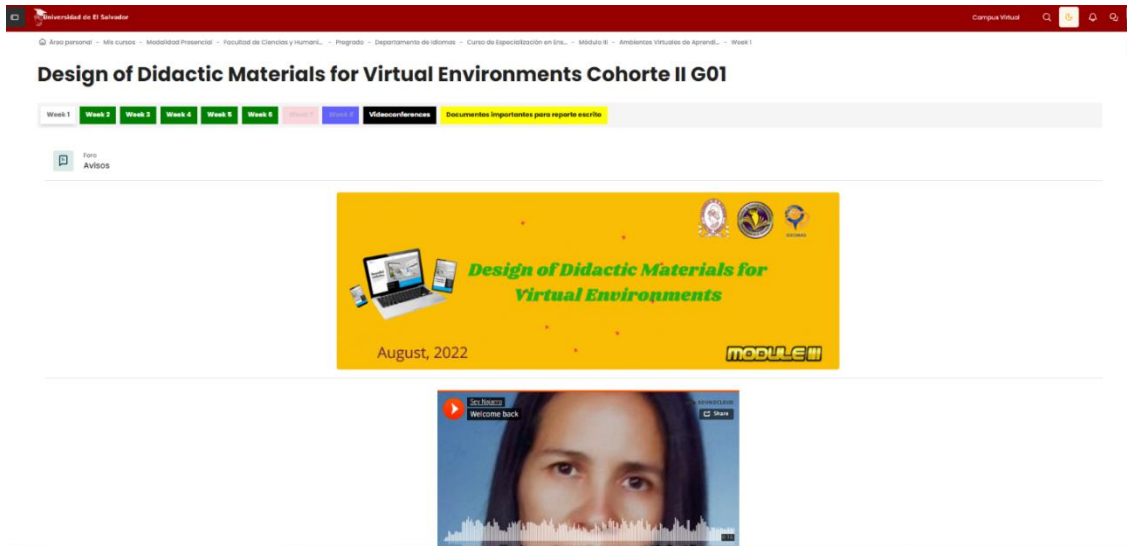
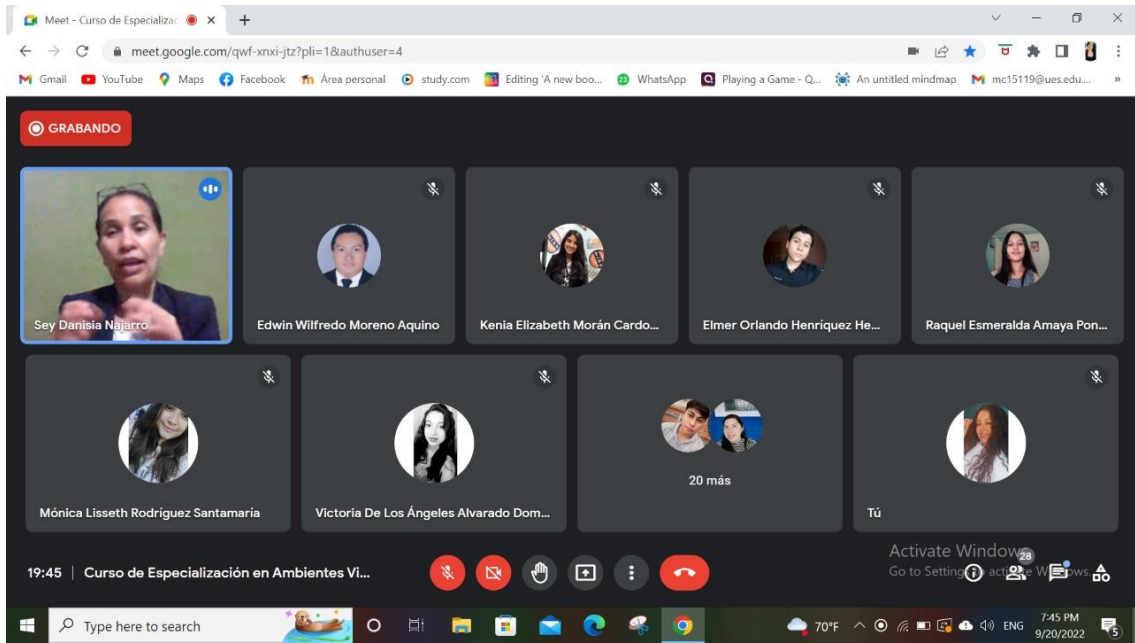
Week 1 Week 2 **Week 3** Week 4 Week 5 Videoconference recordings Week 7 Week 8

Dear students,  
I invite you to watch the following video about Synchronous & Asynchronous Learning in an Online Course.

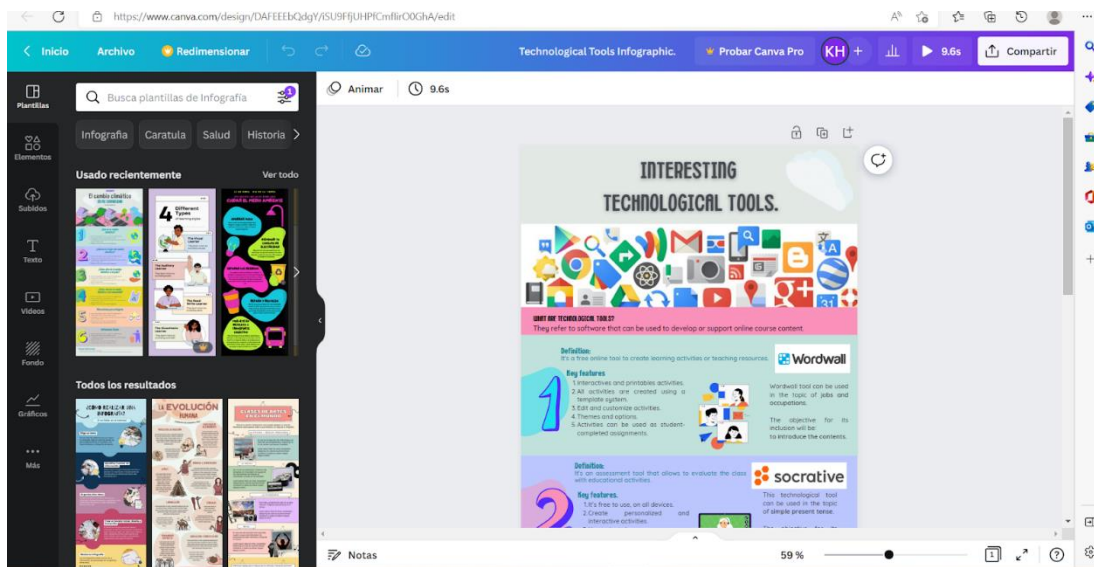
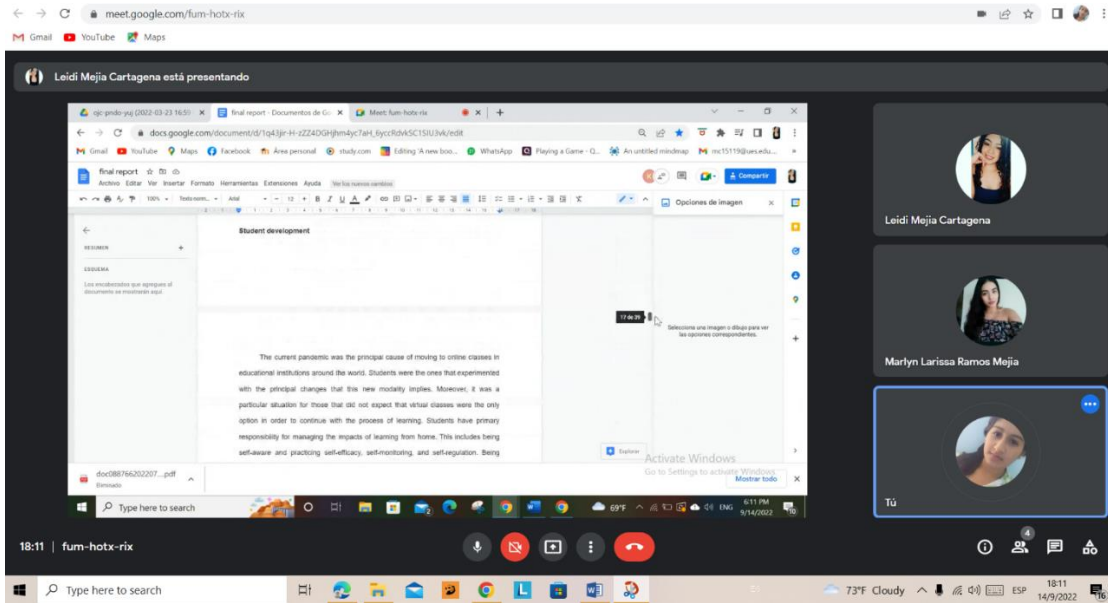
Synchronous & Asynchronous Learning: Benefits and Terms

### First Evaluated Activity

?







Meet: nta-wkoe-gju | Final Report Version 1 Leidi Keni | Multiple Intelligences

sites.google.com/d/1xXXYrNyUMZaelyBu8wbHW06cQI02dEQ/p/1xspEmoP22D\_hAHafeu46NDSb2m4FOzG/edit

Gmail | YouTube | Maps | Facebook | Area personal | study.com | Editing 'A new boo... | WhatsApp | Playing a Game - Q... | An untitled mindmap | mc15119@ues.edu...

# Multiple Intelligences

Se han guardado todos los cambios en Drive

Publicar

Insertar | Páginas | Temas

Cuadro de texto | Imágenes

Insertar | Drive

BLOQUES DE CONTENIDO

Activate Windows  
Go to Settings to activate Windows.  
Mostrar todo

WhatsApp Image...jpeg | BeFunky-collage.jpg | openshot-2.5-1-a...png | 7e2cb01db482d8...png

Type here to search | 71°F | 10:48 PM 9/29/2022

classroom.google.com/c/NDg2NTU4NTYzMDI4

Gmail | YouTube | Maps

## English Beginners

Tablón | Trabajo de clase | Personas | Calificaciones

Personalizar

### English Beginners

Meet

Unirme

No visible para los alumnos

Anuncia algo a tu clase

Marlyn Larissa Ramos Mejia ha publicado una nueva tarea: The Alphabeth 12 may

Vilma Yaneth Ayala Morales ha publicado una nueva tarea: Greetings assignment 12 may

Código de clase: cpwqj6x

Activar Windows  
Ve a Configuración para activar Windows.