

Cyberarts assignment

Education



Technology nowadays, like the presentation tools are becoming popular with teachers who want to share information with small/large group of students. There are methods that will be used by educators interactive whiteboard it is a touch sensitive screen that is commonly white and resembles a dry-erased board. The interactive whiteboard needs a computer, projector, interactive whiteboard, and special markers. This will be the use of the said materials users can look at images, manipulate them and add comments using a special pen or highlighter.

The teacher can also use like a mouse and run applications like Powering. III. Arts and science/ technology his/her tier We must not forget that computers are tools, not ends in themselves. This is a statement made by Diane Arabic, a historian, in her article the great technology mania about the implications of trying to succeed at maximizing student achievement through technology. She goes on to make an even bolder statement about their being no evidence that use of computer or internet improves student achievement.

In the field of education, it is not always a fact that the use of internet is always beneficial. Although, computers make learning interesting, it should be noted that not all computer oriented activities bring fruitful ends. In the arts and sciences as well, computers hinder learning since there is a limitation in the use of creative thinking skills, innovations, imaginations, etc. It is still beneficial if students develop art works through the use of their own creativity, resourcefulness and imaginative skills.

If we are to prepare students for work, computer is not always the best way to achieve success. There are people who show their concern that computers aren't best way to make successful employees. According to Kuris Messing, people who use computers a lot slowly grow rusty in their ability to think".

IV. Cyber arts program Is a specialized, multi-disciplinary, integrated arts and technology program available in schools. It was created in 1995 by educators who saw a great need for enriched learning through the arts. It focuses in project based learning integrates arts and technology.

In addition to learning art, design and technology, students are also taught important skills such as organization work ethic, presentation skills, professionalism, career building. The program features an opportunity to complete authentic task that have some connection to real life problem the students will face outside the classroom. Cybercafés is committed to both formal and informal experiences in cooperative education and in the development of curriculum to provide real world" project that extend beyond the classroom. Problem based learning is the another important aspects of the program.

All cybercafés student are expected to contribute to the program, school or greater community. As stated on en. Westbrook. Org/wick/scholastically: [_Psyched_about_the_ART/ARTS_and_science/](#) technology V. Benefits of social media in the classroom Many people see a social media as a harbinger for the end of critical thinking. School are banning teachers and student for using it , as evidence by the recent Missouri law Despite all the harmful effects here some benefits : a professor from a Sam Houston state university gives students in her public relation course assignment on youth.

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Students will watch news stories and list a question to help them analyze the content, then participate in the group discussion the following period .

Professor in another university of Texas at Dallas used a twitter for her history class, which took place in a large, auditorium-style classroom.

Students would have a mini-discussion on a certain topic and then tweet their most important points with the established has tags for the class . And on Ontario Canada a professor created a blog for high school student which included instruction for a casebook character projects.

Student will create a backbone profile of a fictional character from a novel they were studying. According to the national school association(2007) 96% of the students using the computer online use some form of social networking sites in the websites HTH lets individuals of similar interest spend long time together. They communicate with each other voices , video conferencing , instant messages and blogs. In many instances they contact each other in person. Here some popular social networking sites Facebook offer a network of friends , personal profile , photos, group, blog, and music.

Facebook originally targeted college students this service now connects people of similar interest. Twitter informs your friends about your daily schedule. Social networking popularity is growing and with this growth problems have been arisen. You are collecting personal information there are privacy issue. Users of these sites share information with their friends and it's too easy for this information to fall into the hands of complete strangers. Also sexually explicit information has been displayed. CHAPTER III ANALYSIS
Cybercafés is a very innovative tool in education.