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**BSIS 3**

**Assignment #1: ADET**

Assignment: Research at least five emerging technologies that are impacting both the education sector and the IT industry.

1. **Purpose:** Explain the primary goal or benefit of the technology.
2. **Usage:** Describe how the technology is utilized in both education and IT.
3. **Examples:** Provide specific examples of how this technology is applied in real-world scenarios.
4. Artificial Intelligence (AI)

Based on my research, AI is evolving both education and IT by enabling personalized learning, adaptive assessments, and intelligent tutoring systems. In the IT world, AI is being used for automation, cybersecurity, and data analysis. The best examples are from people's experience from AI such as the smart watch, siri, chat gpt and even with our phones and kitchen utensils.

1. Augmented and Virtual Reality (AR/VR)

According to my research, AR/VR technologies are revolutionizing education by providing three-dimensional images and interactive learning experiences. In IT, AR/VR is being used for training, simulation, and visualization. The best example here is when a pilot needs to learn more about the trajectory of a plane and how you can see from above.

1. Quantum Computing

In my research, quantum computing is anticipated to significantly influence both education and the IT sector. In education, it promises to enable new methods for tackling complex problems and analyzing data. In IT, quantum computing is expected to enhance cybersecurity, optimization, and simulation capabilities.

1. 5G Networks

5G networks are revolutionizing data transmission and processing, offering faster and more reliable connectivity. In education, 5G will drive the widespread adoption of online and blended learning. In IT, it will accelerate the growth of IoT, edge computing, and cloud-based services.

1. Extended Reality (XR)

Extended Reality (XR), encompassing AR, VR, and Mixed Reality (MR), is blurring the boundaries between the physical and digital worlds. In education, XR is creating immersive and interactive learning experiences. In IT, it is being leveraged for training, simulation, and visualization, as well as for enhancing user interfaces and experiences.