



DEPARTMENT OF EDUCATION
SCHOOLS DIVISION OF NEGROS ORIENTAL
REGION VII

Kagawasan Ave., Daro, Dumaguete City, Negros Oriental



Media and Information Literacy

Quarter 2 – Module 1: CURRENT AND FUTURE TRENDS OF MEDIA AND INFORMATION



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Media and Information Literacy – Senior High School
Alternative Delivery Mode
Quarter 2 – Module 1: Current and Future Trends of Media and Information
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MEDIA AND INFORMATION LITERACY

**Quarter 2 – Module 1:
CURRENT AND FUTURE TRENDS OF
MEDIA AND INFORMATION**





What I Need to Know

This module was designed and written with you in mind. It is here to help you master the context of Media and Information Literacy. It contains varied activities that can help you as a Senior High School student to not just be an information literate individual, but a creative and critical thinker as well as responsible user and competent producer of media and information.

The module contains lesson in Current and Future Trends of Media and Information.

After going through this module, you are expected to:

1. Describe the impact of massive open on-line (MELC)
2. Evaluate current trends in media and information and how it will affect/how they affect individuals and the society as a whole.
(MIL11/12CFT-IIIi-26)



What I Know

Let us determine how much you already know about the Current and Future Trends of Media and Information by answering the questions below. Use your notebook / worksheet for your answers.

A. Multiple Choice: Choose the letter of your best answer.

1. A technology that will calculate and monitor your heart rate.
A. Misfit Phase Hybrid
B. Heart Rate Monitoring Device
C. Fitbit Charge 2
D. Avatar
2. This is a mechanical robot having the characteristics that do can things like humans.
A. 5G
B. Smart Glass
C. Hologram
D. Avatar

3. It is an open access and interactive way to facilitate students' online study.

A. Massive Open Online Course	C. 4G
B. Holography	D. Fitbit charge
4. It is category of technology that can be worn by a consumer and often include tracking for information.

A. Wearable technology	C. Smart Watch
B. Smart phone	D. MOOCs
5. A form of technology-mediated communication that enables the user of a mobile device to communicate with someone in a different location.

A. Telephone	C. Mobile Phone
B. Laptop	D. Mobile Communication

B. True or False: Write True if the statement is correct otherwise write False.

_____1. Wearable technology also called wearable gadgets, a category of technology devices that can be worn by a consumer and often include tracking information related to health and fitness.

_____2. MOOCs provide an affordable and flexible way to learn new skills, advance your career and deliver quality educational experiences at scale.

_____3. A smartwatch is a wearable computing device that closely resembles a wristwatch or other time-keeping device.

_____4. 5G is the fourth generation of cellular mobile communications.

_____5. Smartphone has more advanced features, including web browsing, hardware applications and a mobile OS.

_____6. A massive open online course (MOOC) is an offline course that has open access and interactive participation by means of the Web.

_____7. Smart glasses can collect information from internal or external sensors.

_____8. A fitness tracker is the perfect way to monitor your activity and health effortlessly.

_____9. The 3D modeling is the process of forming a computer model of an object's shape

_____10. A kind of e-learning experience that is more context more adaptive to learners' needs is called ubiquitous learning or u-learning.



What's In

Many of the technological advances we are seeing today will shape our daily life in the future – the way we relax, interact, communicate and conduct business. From virtual worlds, avatar emotions, artificial intelligences, computer-generated storytelling and narratives, interactive holographic images, mixed realities, stress disorder virtual therapies and so much more. ICT will continue to advance, empower and transform every aspect of our life. Check out some of these emerging technologies and trends.

Even just over the internet, much has changed since its inception. You are now able to do a lot of things such as going to an online school without attending physically to face-to-face classroom interaction. Development in multimedia platforms heightened media experiences by mixing various functionalities in one gadget.



What's New

Activity 1: List at least 10 (ten) trends in media and information as you can think of. Include technologies or specific gadgets that you use which have emerged in recent years. Evaluate how they affect individuals and the society as a whole. Write your answers in your notebook.

1. _____
2. _____
3. _____
4. _____
5. _____

6. _____
7. _____
8. _____
9. _____
10. _____



What is It

Massive Open Online Content

Massive Open Online Courses (MOOCs) are free online courses available for anyone to enroll. MOOCs provide an affordable and flexible way to learn new skills, advance your career and deliver quality educational experiences at scale.

Millions of people around the world use MOOCs to learn for a variety of reasons, including: career development, changing careers, college preparations, supplemental learning, lifelong learning, corporate eLearning & training, and more.

Some Websites that offers MOOCs:

1. **edX.org** – it offers s innovative online credentials in MicroMasters® programs and Professional Certificates. Transform your life with credit-eligible MicroMasters programs in the most in-demand fields today or learn new skills in exciting Professional Certificates.
 - Online Master's Degrees - Offered in the most in-demand fields, from top-ranked institutions and available at a fraction of the cost of a traditional on-campus Master's degree. <https://www.edx.org/masters?>
 - MicroMasters Program – Series of graduate level courses from top universities, providing deep learning in a specific career field and a path to a Master's Degree. <https://www.edx.org/micromasters?>
 - Professional Certificates - Courses providing job specific skills to help learners skill-up or launch into a new role, provided by industry-leading experts in key fields. <https://www.edx.org/professional-certificate?>
 - Professional Education - Professional courses that deliver the executive trends and knowledge needed to succeed in today's businesses landscape. <https://programs.edx.org/professional-education/>

Popular Courses and Subjects on edX:

Programming Courses	Business Courses	Management Courses
<ul style="list-style-type: none">• Python Courses• Java Courses• HTML Courses• Blockchain Courses• Cloud Computing Courses	<ul style="list-style-type: none">• Finance Courses• Marketing Courses• International Business Courses• Accounting Courses	<ul style="list-style-type: none">• Data Analysis Courses• Leadership Courses• Business Ethics• Business Analysis• Innovation Courses

<ul style="list-style-type: none"> • DevOps Courses • App Development 	<ul style="list-style-type: none"> • Supply Chain Management Courses 	
Communication Courses	Life Sciences Courses	Engineering Courses
<ul style="list-style-type: none"> • Languages Courses • Grammar Courses • Writing Courses • ESL Courses • Chinese Courses • Spanish Courses 	<ul style="list-style-type: none"> • Biology Courses • Physics • Chemistry • Climate Changes • Renewable Energy • Solar Energy • Astronomy • Environmental Science • Human Anatomy • 	<ul style="list-style-type: none"> • Mechanical Engineering Courses • Urban Planning • Electronics • Geology • Structural Engineering

About edX:

edX is the trusted platform for education and learning. Founded by Harvard and MIT, edX is home to more than 20 million learners, the majority of top-ranked universities in the world and industry-leading companies. As a global nonprofit, edX is transforming traditional education, removing the barriers of cost, location and access. Fulfilling the demand for people to learn on their own terms, edX is reimagining the possibilities of education, providing the highest-quality, stackable learning experiences including the groundbreaking MicroMasters® programs. Supporting learners at every stage, whether entering the job market, changing fields, seeking a promotion or exploring new interests, edX delivers courses for curious minds on topics ranging from data and computer science to leadership and communications. edX is where you go to learn. Visit edX.org

2. <https://www.educause.edu/>

EDUCAUSE, a nonprofit association and community of IT leaders and professional describe Massive Open Online Course (MOOC) as “a model for delivering learnings content online to any person who wants to take a course, with no limit on attendance. EDUCAUSE’s mission is to advance higher education through the use of information technology.

There is a growing interest of MOOCs as indicated by big investment in companies (**Coursera**, **Udacity**, **Udemy**), similar non-profit initiative (**edX**), and learning managements systems (**Canvas Blackboard**). According to each writer Justine Reich, MOOCs are open in two respect (volume, 2012).

1. Open enrollment to students outside a hosting university (as in “open registration”).

2. The materials of the course were licensed using Creative Commons licenses so their materials could be mixed and reused by others (as in open license).

The educational benefits of MOOCs can be maximized if organizations or institutions that offer such sources are made more open through Creative Commons licensing. This way, academic and professional institutions reach more online user, thus, flourishing open education movement.

Wearable Technology

A wearable technology is also called wearable gadgets; it is a category of technology devices that can be worn by a costumer and often include tracking information related to health and fitness. A technology that helps the athletes to get qualified input about vital data during work-out. These wearable devices or wearables are electronic technologies or computers that are incorporated in to items of clothing and accessories which can comfortably be worm the body.

The characteristic of wearable, according to Wearable Devices magazine, include the following.

- performing computer related tasks such as laptops and mobile phones.
- provide sensory and scanning features {such as biofeedback and tracking of physiological function} that are typically not seen in mobile or laptop devices
- Have some form of communication capability and will allow the wearer access to information in real time.
- Date input capabilities
- Local storages capabilities

Different fields such as health and medicine, fitness aging, disabilities, education, transportation, enterprise, finance, gaming and music” have slowly started to adapt the use of such technologies to improve people’s lives. some example of devices includes.

- watches
- glasses
- contact lenses
- e-textiles and smart fabrics
- headbands
- beanies and caps
- jewelry
- hearing-aid- like devices {design to look like earrings}

Wearable Technology is now the pioneer and worldwide leading innovation and market development platform for technologies worn close to the body, on the body or even in the body. Wearable technology will continue to have an impact to modern society of media and information users. For younger people like you, wearable technologies provide opportunity to mix functionality with aesthetics. Hard-

held device and gadgets may be incorporated with one's fashion sense while having a mobile access to information. According to the magazine, "already, the current hand-held devices available to consumers, such as smart phones, iPods, and tablets, have change the technological and social landscapes on the global scale, such that walking out in the public and seeing an individual engaging with a hand-held device is commonplace"

Smartwatch is a wearable computing device that closely resembles a wristwatch or other time-keeping device. In addition to telling time, many smartwatches are Bluetooth-capable. The watch becomes, in effect, a wireless Bluetooth adaptor capable.

1. Samsung Galaxy Watch 3 - Our best smartwatch in the world right now

Descriptions:

OS: Tizen OS |
Compatibility: Android, iOS |
Display: 1.2" or 1.4" 360 x 360 Super AMOLED |
Processor: Dual-core 1.15GHz |
Band sizes: 22mm or 20mm |
Onboard storage: 8GB |
Battery duration: 3 days on 45mm / less on 41mm |
Charging method: Wireless |
IP rating: IP68 |
Connectivity: Wi-Fi, Bluetooth, LTE (for extra) the Galaxy Watch 3 is the full package if you're looking for a smartwatch to track your fitness, look good on your wrist and a whole lot more.



(Image credit: Samsung)

2. Apple Watch 6 - The best Apple Watch money can buy

Descriptions:

OS: watchOS 7 |
Compatibility: iOS |
Display: 1.78" OLED |
Processor: Apple S6 |
Band sizes: Varies based on watch size |
Onboard storage: 32GB |
Battery: 18 hours |
Charging method: Wireless |
IP rating: Water-resistant to 50m |
Connectivity: Wi-Fi, Bluetooth, NFC, LTE



(Image credit: Apple)

3. **Samsung Galaxy Watch Active 2** - Adding in a digital rotating bezel for a nominal price bump
4. **Fitbit Versa 2** - Fitbit's best smartwatch
5. **Fossil Sport** - Fossil's latest big smartwatch attempt
6. **Fitbit Versa Lite** - Lighter but not lesser
7. **TicWatch E2** - A fully-loaded Wear OS watch you've never heard of

8. Honor Magic Watch 2 - Magical – if you're a fitness buff

Cellphone is simply a telephone that doesn't need a landline connection. It enables the user to make and receive phone calls. Some cellphones also offer text messaging.

Smartphone has more advanced features, including web browsing, software applications and a mobile OS. In turn, a smartphone also offers capabilities such as support for biometrics, video chatting, digital assistants and much more. Smartphones can browse the Internet and run software programs like a computer. Smartphones use a touch screen to allow users to interact with them. There are thousands of smartphone apps including games, personal-use, and business-use programs that all run on the phone.

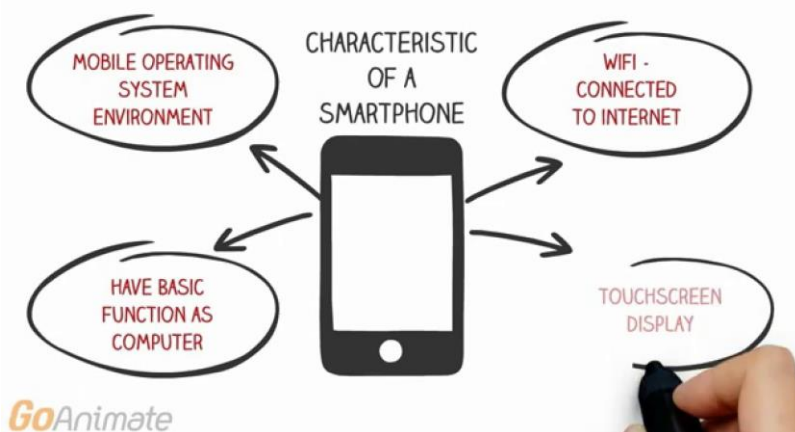


Image Source: <https://searchmobilecomputing.techtarget.com/definition/smartphone>

The following are some of the other key features of a smartphone:

<ul style="list-style-type: none">• Internet connectivity.• A mobile browser.• Embedded memory Touchscreen.• Wi-Fi.• A digital camera, typically with video capability.• Gaming.• Unified messaging.• GPS.	<ul style="list-style-type: none">• The ability to sync more than one email account to a device.• A hardware or software-based QWERTY keyboard.• Wireless synchronization with other devices, such as laptop or desktop computers.• The ability to download applications and run them independently.• Support for third-party applications.• The ability to run multiple applications simultaneously.
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Benefits of Smartphones

1. Keep in touch
2. Browse the internet whenever
3. Access many applications
4. Save money

How to limit your time on Smartphones

1. Turn off notifications
2. Uninstall apps
3. Hide your phone

Harmful Effects of Smartphones

1. Damage to the eyes
2. Damage to hearing
3. Affect your sleep
4. Damage to the relationship

Fitness tracker. It is a gadget that can be worn by an individual throughout the day to keep track of various body parameters. Any wearable fitness tracker needs the person using it to input physiological details such as their weight, height, gender to help the tracker make better sense of the data that it collects. This personalization helps in processing the data generated by the fitness tracker. There are a number of sensors which may be added to a tracker, but most commonly motion sensors are used to determine body movements.

Heart Rate Monitoring Device. A technology that will calculate and monitor your heart rate.

Fitbit Charge. This watch is good for exercise. It can count your running time and the distance.

Smartglass. This smart glass can collect information's from external and internal. You can listen to music too while searching information.



<https://www.dailymail.co.uk/sciencetech/article-7051401/Google-launches-new-999-Glass-businesses.html>

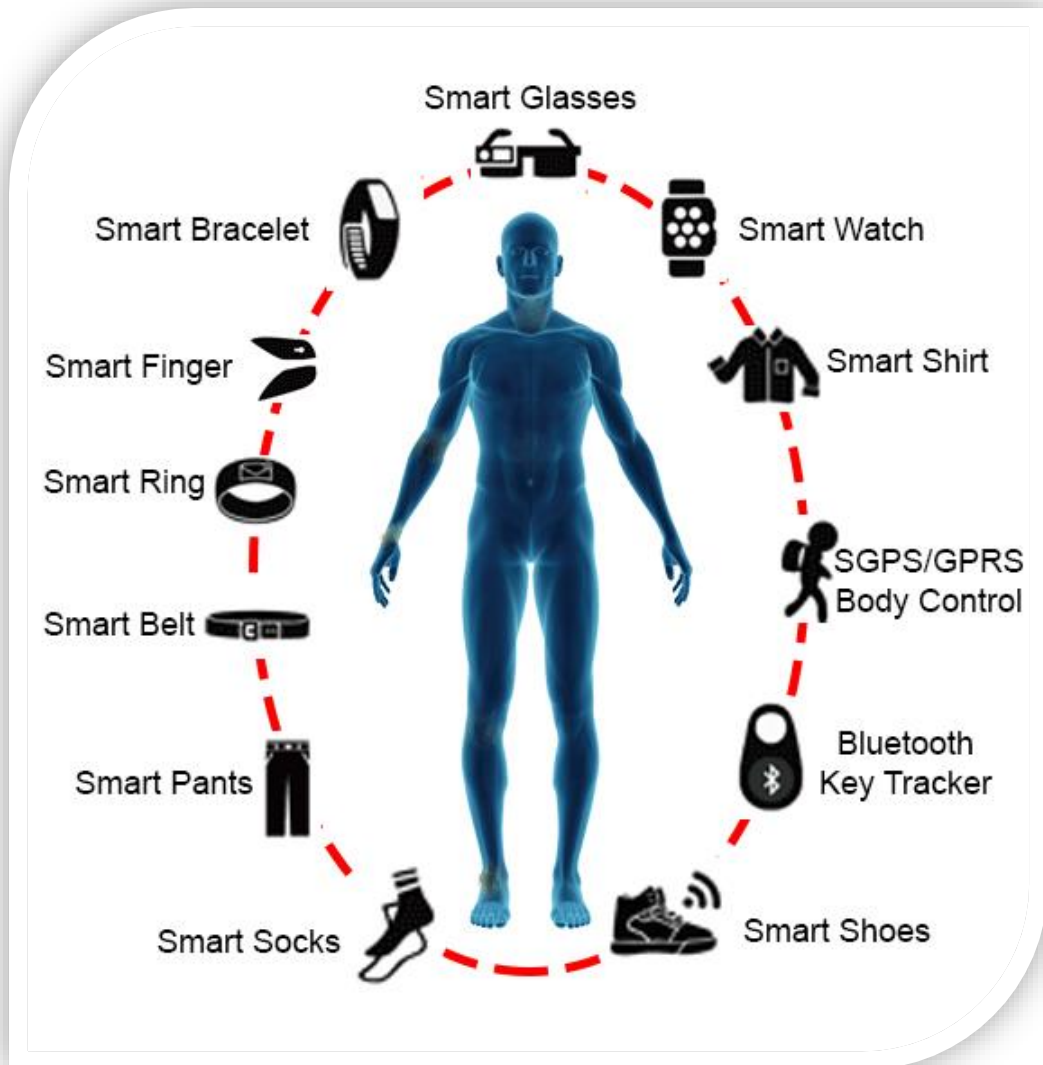
Misfit Phase Hybrid. This watch can count your steps and your heart rate.

5G Smartphone and Network. 5G is the fifth generation of internet speed. This is the new fastest speed of internet connection. The successor of 4G.

Hologram. It is a pattern of interference produced by a split coherent beam.

Avatars, Surrogates, Robotic. This is a mechanical robot. It is having the characteristics of a robot. They can do things like humans.

Different Types of Wearable Technology



https://www.researchgate.net/profile/Heres_Arantes_Junqueira/publication/322261039/figure/fig5/AS:579249787674624@1515115319835/Different-types-of-wearable-technology.png

3D Environment (3D printer and 3D Films, Holograms)

You may have seen computer graphics as well as animations and animatronic in video, games, movies , and TV shows. 3D graphics environmental have added texture to our media experience because of the images with we see in three in dimensional rendering.

According to www.imagearts.ryerson.ca , there are three basic phases in 3D computer graphics creation.

1. 3D modeling – the process of forming a computer model of an object's shape

2. Layout and amination – the motion of placement of objects within a scene
3. 3D rendering – the computer calculation that, generate the images based on light placement, surface types, and other qualities.

Ubiquitous Learning

Ubiquitous learning, also called u-learning, is the interaction between humans and computers in order to learn. It's important to note that the term *computers* here doesn't only refer to desktop and laptop computers. Instead, computers are considered any digital device. However, just having a computer or digital device doesn't make learning ubiquitous. What separates ubiquitous learning from the broader term *e-learning* is that ubiquitous learning evolves learners being constantly in contact with technology always having the ability to learn. In a sense, ubiquitous learning is "learning on demand." This is similar to mobile learning in that the learner is not hindered by his or her location.

A student is more involved in the learning process **u-learning** utilizes all forms of materials "that may be transferred to mobile devices." These material can be videos, audios, PowerPoint presentations, or notes with embedded source data in them. A student may not be conscious that he or she is undergoing a learning process even by simply watching the video or reading the notes.

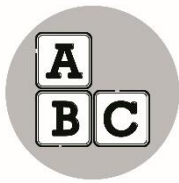
Characteristics of Ubiquitous Learning

Top researchers in ubiquitous learning describe ubiquitous learning as having six characteristics. These are:

- **Permanency:** Both course material and material produced by students is never deleted on purpose; the only time material is deleted is in unforeseen circumstances. Further, student's performance and course materials are continuously being updated.
- **Accessibility:** Because learning data like coursework, assignments, and lectures are permanent, students should always have access to the material. Because this material is accessible, students can be much more self-directed and more independent than previously.
- **Immediacy:** Students should be able to get information whenever they want. The information students request may be local, stored on their device, or not local, the data is most likely stored on a server somewhere and is accessed by the learner over the internet.
- **Interactivity:** Learners should be able to interact with other people in their "educational network." These people can include the teacher of the course, classmates, or even experts in the field. Interactivity can be synchronous, requiring participants to be present at the same time, such as a video conversation or instant messaging chatroom, or asynchronous, such as an uploaded video to Youtube or a forum.
- **Situating of instructional activities:** The problems and knowledge gained from learning activities are presented in a natural way or in a way that would mimic a real-world situation.
- **Adaptability:** Technology should be able to adapt to students' changing lives.

Advantages of Ubiquitous Learning

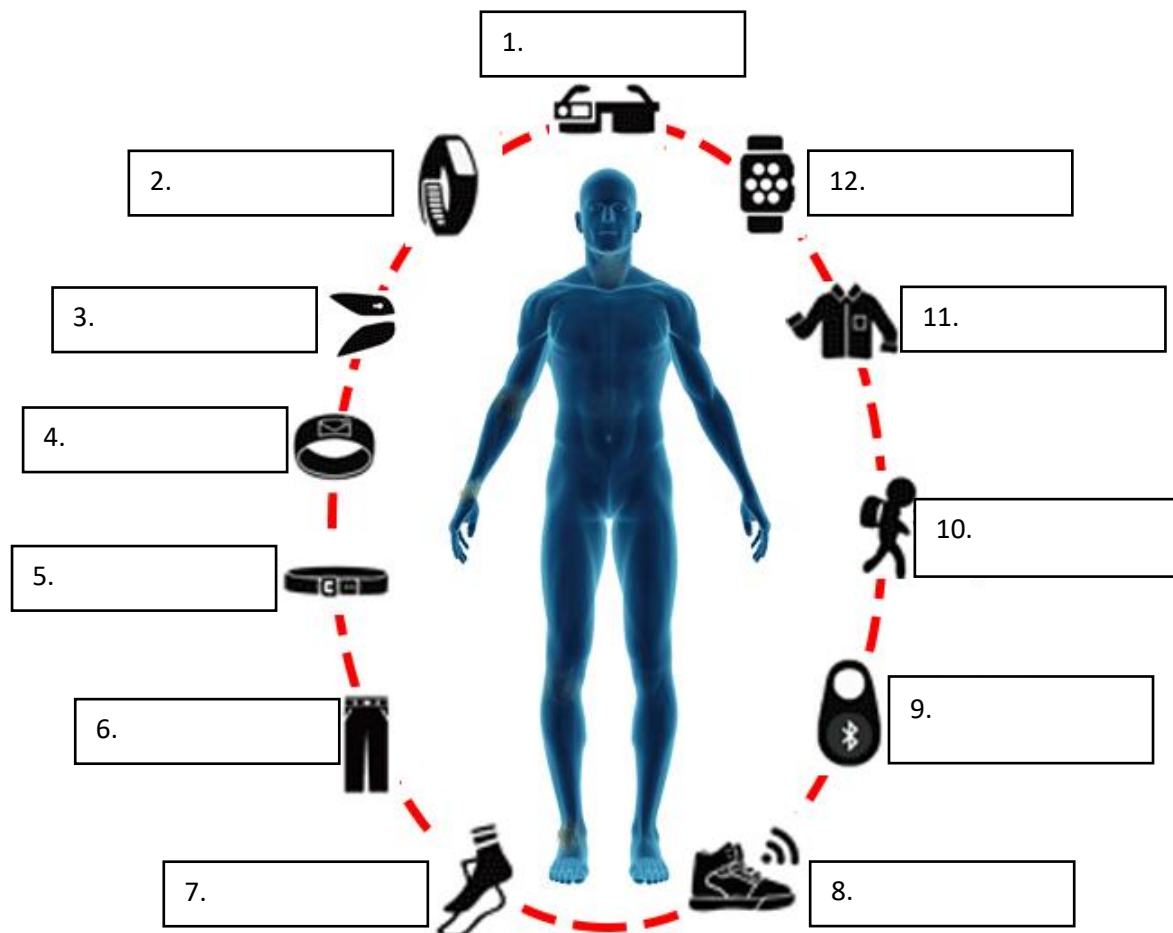
The most obvious advantage of ubiquitous learning is that learners can be anywhere. Similar to previous implementations of learning using technology in education, learners are not tied to a certain location. However, because students often have their phones on them at all times, students have 24-7 access to a learning environment.



What's More

Activity 2: Below is an image corresponding topic about different types of wearable technology. Identify each technology. Enjoy!

Different Types of Wearable Technology



https://www.researchgate.net/profile/Heres_Arantes_Junqueira/publication/322261039/figure/fig5/AS:579249787674624@1515115319835/Different-types-of-wearable-technology.png



What I Can Do

Activity 3: Portfolio Making (Optional)

Create a portfolio of emerging trends and technologies in media, communication and information other than those mentioned in this module. The portfolio must include images or illustrations of this trends and / or technologies, a brief description of the nature and the benefits of each. Your portfolio must be submitted to each teacher two weeks from now.

Activity 4: Reflect and Evaluate (Optional)

1. How do the developments in media and information technology change the way life of humans?
2. Although technology is viewed as indication of progress, what do you think are some of disadvantages of having invented these sophisticated tools? Why are they disadvantageous?
3. Is there really a need for more advanced technologies? Why or why not?
4. Name of trends or technology that you find useful?

Activity 5: Apply to Real Life (Optional)

You work as a mobile application developer. Your company asked to think of a potential application that android and iOS user can download. the market of mobile application is growing; thus, your company strictly expects that your propose a unique of application. Your task is to draft a proposal of application in mind and justify the need of the market for such. The proposal should contain the description and the functionalities of the application. Also think of the name for the application that is catchy and marketable. The guidelines for the proposal are as follows.

- 300 to 600 word in length
- Must indicate specifications of the application
- Must include design issues, constraints, limitations
- Indicate steps in the design process, benefit and advantages of the application, and other relevant matters.

Your proposal must be encoded and save as .doc or pdf file and uploaded in a fill sharing platform in your teacher has set up your class.



Assessment

A. Multiple Choice:

1. It is an open access and interactive way to facilitate students' online study.
A. Massive Open Online Course C. 4G
B. Holography D. Fitbit charge
2. A technology that will calculate and monitor your heart rate.
A. Misfit Phase Hybrid C. Fitbit Charge 2
B. Heart Rate Monitoring Device D. Avatar
3. This is a mechanical robot having the characteristics that do can things like humans.
A. 5G B. Smart Glass C. Hologram D. Avatar
4. It is category of technology that can be worn by a consumer and often include tracking for information.
A. Wearable technology C. Smart Watch
B. Smart phone D. MOOCs
5. A form of technology-mediated communication that enables the user of a mobile device to communicate with someone in a different location.
A. Telephone C. Mobile Phone
B. Laptop D. Mobile Communication

B. True or False: Write True if the statement is correct otherwise write False.

- ____1. Wearable technology also called wearable gadgets, a category of technology devices that can be worn by a consumer and often include tracking information related to health and fitness.
- ____2. MOOCs provide an affordable and flexible way to learn new skills, advance your career and deliver quality educational experiences at scale.
- ____3. A smartwatch is a wearable computing device that closely resembles a wristwatch or other time-keeping device.
- ____4. The 3D modeling is the process of forming a computer model of an object's shape

____5. Smartphone has more advanced features, including web browsing, hardware applications and a mobile OS.

____6. A massive open online course (MOOC) is an offline course that has open access and interactive participation by means of the Web.

____7. Smart glasses can collect information from internal or external sensors.

____8. A fitness tracker is the perfect way to monitor your activity and health effortlessly.

____9. 5G is the fourth generation of cellular mobile communications.

____10. A kind of e-learning experience that is more context more adaptive to learners' needs is called ubiquitous learning or u-learning.



Additional Activity

Activity 6: Try Online (This activity is optional)

To test and further your knowledge on current and future trends of media and information, take the quiz found

URL:

http://highered.mheducation.com/sites/0073376752/student_view0/chapter9/multiple_choice_quiz.html

Encode your answer and save file as. Doc or pdf and upload in the file sharing platform that your teacher has set up your class.



Answer Key

What I know

A. Multiple Choice

1. B
2. D
3. A
4. A
5. C

B. True or False

1. True.
2. True
3. True
4. False
5. True
6. False
7. True
8. True
9. True
10. True

What's More:

Activity 2

1. Smart Glasses
2. Smart Bracelet
3. Smart Finger
4. Smart Ring
5. Smart Belt
6. Smart Pants
7. Smart Socks
8. Smart Shoe

9. Bluetooth Key Tracker
10. SGPS/GPS Body Control
11. Smart Shirt
12. Smart Watch

Assessment:

A. Multiple Choice

1. A
2. B
3. D
4. A
5. C

B. True or False

1. True.
2. True
3. True
4. True
5. True
6. False
7. True
8. True
9. False
10. True

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Image links

https://www.researchgate.net/profile/Heres_Arantes_Junqueira/publication/322261039/figure/fig5/AS:579249787674624@1515115319835/Different-types-of-wearable-technology.png

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