

The background is a light blue surface with various school supplies scattered around. In the top left, there is an orange pencil. In the top right, there is a piece of paper with horizontal lines. In the bottom right, there is a blue pen. In the bottom left, there is a yellow piece of paper. The central text is enclosed in a white rectangular box with rounded corners and a black border.

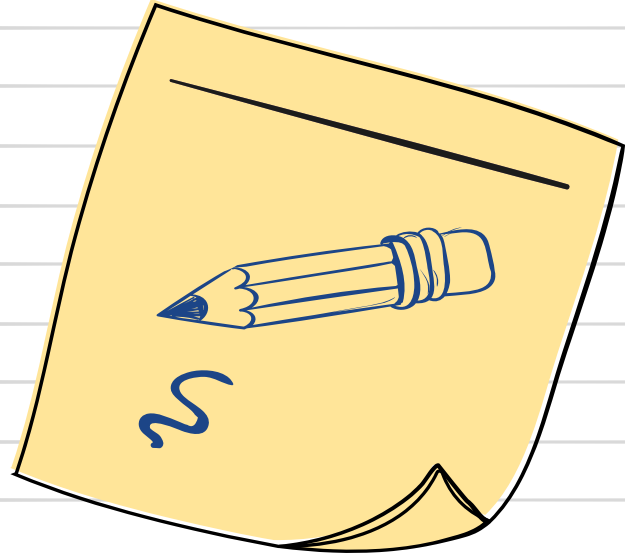
EDUCATION

GROUP 2

EDUCATION

Education is the process of acquiring knowledge, skills, values, and attitudes through various formal and informal methods, such as teaching, training, research, or experience.

$$a^2 + b^2 = c^2$$



Application of Computing in Education



INNOVATION



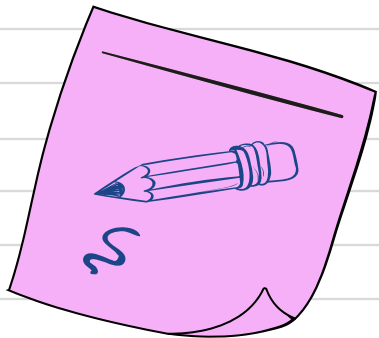
ADVANTAGES



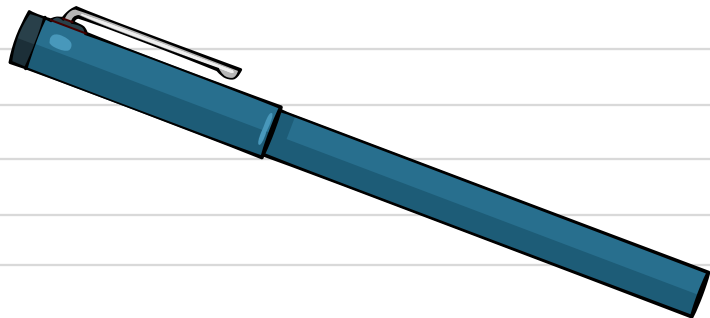
DISADVANTAGES



CONTRIBUTION



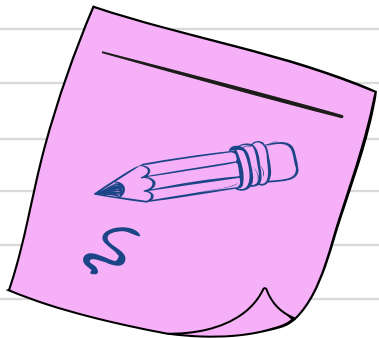
INNOVATION



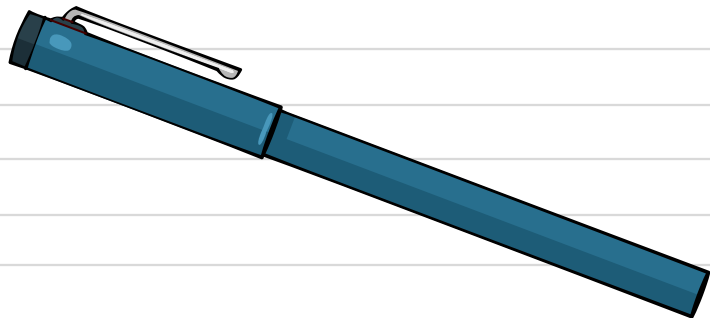
INNOVATION

- Education has changed a lot thanks to computing. Today, it's way more efficient because online platforms make it super easy to access information, compared to how hard it was before.





ADVANTAGES



ADVANTAGES

Online Learning

- Learn anytime, anywhere with digital courses.

Student Research

- Quick access to a vast range of sources.

Online Library

- Access to digital books and journals with ease.

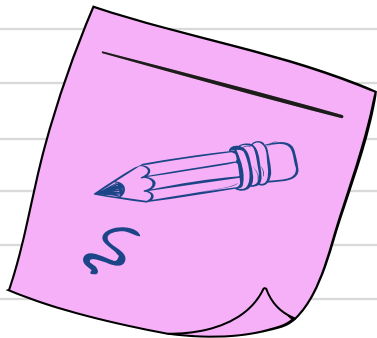
ADVANTAGES

Easy to Create Documents

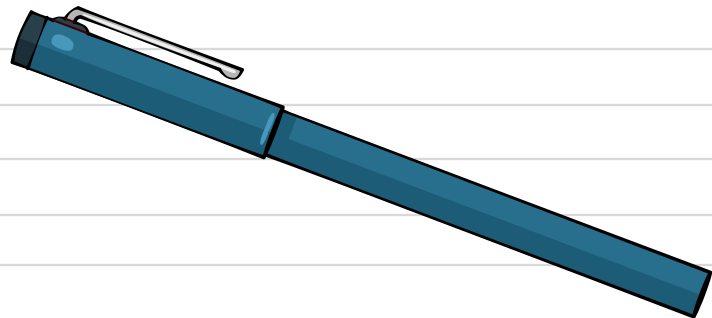
- Effortlessly create and edit papers or presentations.

Easy to Access Information

- Instant information at your fingertips through search engines.



DISADVANTAGES



DISADVANTAG

Distractions

- Easy access to social media can take focus away from learning.

Excessive Use

- Too much tech can harm students' health and social life.

Less Development of Other Skills

- Relying on tech may reduce skills like writing and speaking.

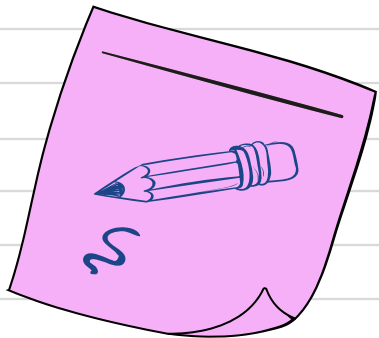
DISADVANTAG

Data Theft

- Students' data can be exposed if they're not careful online.

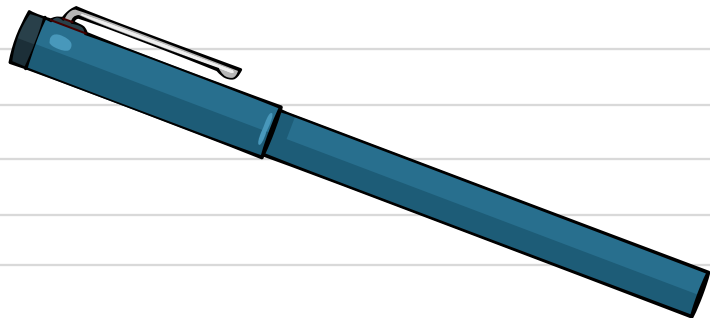
Cost and Maintenance

- Schools need to spend a lot on tech and keep it updated.



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Personalized Learning

- Customized lessons to match each student's pace and style.

Interactive Learning Tools

- Fun and engaging learning through apps, games, and simulations.

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N Collaboration and Communication

- Easy teamwork with video calls and shared documents.

Data-Driven Insights

- Teachers can track student progress and adjust lessons accordingly.



THANK YOU!



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