

Impact of the use of Informatic Technology, to improve Management of Adult Teaching, in Lima - Peru, 2019

Aldo Farfan, Judith Bravo, Fausto Davila, Faviola Farfan and Wilver Auccahuasi
Universidad Tecnológica del Perú, Lima, Perú

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Abstract:

In times where job training, as a mechanism to improve skills and increase the chances of improving economically, these trainings are one of the main concerns in the adult population, in this work a population of adult workers was evaluated, that work in a state institution that have policies related to the constant training of its staff, for the constant promotion of its employees and the different changes of employment and tasks entrusted, the management of education is of vital importance to measure the indicators from where it is measured if the policies are giving good results, two widely used mechanisms were evaluated, the intervention consists of a one-month face-to-face training versus virtual training for the same period of time, evaluating both face-to-face and extra-curricular hours, in both solutions, the results demonstrate and allows b Good hope in being applied in other groups of workers is the solution with the use of computer technologies, taking advantage of the resources provided by these educational platforms, in relation to traditional methods where extra-curricular activities depend mostly on Concern and dedication of student. The use of curricular activities indicates a 90% use with the use of computer technologies compared to 55% of the face-to-face method, in the use of face-to-face classes as they are considered hours worked and paid by the employer to register 98 % compared to 95% in the modality using educational technology.

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I. INTRODUCTION

In the field of adult education, mainly in workers who are considered as the economically active population, training is a mechanism of both academic and economic growth, one of the areas that require constant training is related to science health, therefore in this area there are many training solutions with a strong technological component that make it possible to cover this need, mostly based on educational platforms where a minimum interaction time is required [1]. There is a gap between the technological tools used in populations that are in urban and non-urban areas, where it is evident in the skills for the management of certain programs, there

are solutions where these gaps are attempted to be able to democratize education in adult populations [2]. The thematic axes are of importance in the choice of various courses that you want to study with the help of computer technologies, so there is also the study of languages on the market because it complements the training and allows new opportunities [3]. In the field of increasing the understanding of the use of technologies, there are many initiatives to increase the abilities of adults to understand the use of the latest technologies in different areas, we find solutions such as the known digital literacy that help improve skills in the use of ICTs [4]. At the level of governments, it is also

important to be able to help adults to increase their capacities, which is why there are different initiatives by governments to help solve these problems by evaluating the advantages and disadvantages between the various solutions [5]. In this paper, a series of initiatives with a strong technological component is measured in a given population of adults where the employer has a strong commitment to staff training, different solutions were applied and the results were satisfactory from the applicability to the improvement of Labor conditions.

II. METHODOLOGY AND DATA

Educational Technology

The purpose of Educational Technology is to help teachers incorporate computer technology into educational management with the intention of saving time and effort, as well as economic resources, allowing students to improve their abilities. In the United States, computers appeared for the first time in the school training classrooms at the end of the 1970s, since then, different public bodies, companies and even the same teachers and students, have contributed in their together a huge amount of money to provide schools with computer equipment. Hundreds of thousands of teachers around the world have been trained in the use of computer technology. It is possible that the effort made to incorporate the computer into school education has been greater than that made with any other innovation in the field of education in the history of schooling, and it is only the beginning

III. TEACHING INFORMATION TECHNOLOGY – LEARNING

There are at least five ways in which the computer, properly integrated, can contribute to obtaining quality results in class. It could be useful to promote a wide debate, brainstorm or brainstorm, on the above we will describe different ways in which it is possible to achieve results through computer systems for teaching-learning

Support for Learning

We are going to analyze different types of educational computer systems (drill and practice or repetition exercises, tutoring, simulation, cooperative learning, distance learning, integrated learning and multimedia systems), which address different perspectives on how to help that adults can assimilate knowledge in the shortest possible time.

The establishment of mobile networks and interaction with mobile devices (cell phones and tablets), is opening a world full of opportunities for different groups of students, teachers and administrative staff alike. In many schools they are installing interactive online connections for students to communicate not only within their own school, but also with other schools, either within their own population or nationally and internationally

The Internet, in particular, is a resource that contains a lot of information and is becoming increasingly important at all educational levels. Training centers, universities and any study center at all levels of education have access to this resource, although, of course, under adequate supervision. This new interactive modality of online learning is producing interesting changes in education

Teaching Support

Each teacher is able to develop and produce digital materials for teaching and learning. The development of materials can be done in a much more efficient and professional way if the computer is used. Spreadsheets and databases, or software for the administration of class sessions for a specific purpose, can make record keeping more efficient, of course, provided that the teacher is himself, in First, a well organized person.

Support for Adult Socialization

Socialization is not only due to the fact of exposing the adult to computer programs that help him learn more about the different disciplines, but also to foster cooperative learning, in a team work each adult contributes to the project their own capacity

and he does not hesitate to require others to help him in the abilities he lacks

Encourage the Teacher to Increase Excellence

The educational software recognized for its pedagogical value is increasingly numerous, mostly word processors, database management systems, spreadsheets, communications software, drawing tools among others; to fully manage the teaching-learning process. Well-designed and integrated systems, such as those already mentioned, are of great help to create a satisfactory learning environment in the adult learning process, eliminating all kinds of restrictions and computer barriers.

IV. METHODOLOGICAL PROPOSAL

The methodological proposal that is proposed is related to the practice and evaluation of the use of classroom techniques and the use of digital materials to carry out extra curricular activities, having the following characteristics

Classes face-to-face: This technique consists in the realization of the actual classes with the assistance of 6 hours a day, the indicator of measurement of this activity is the list of attendance to the classes; the second activity is the realization of extracurricular activities such as essay writing and practical work, in the development of these activities the adult student has to search for the information on their own and develop the activities, the indicator to measure this activity is the presentation of these activities.

Online mode class: This technique consists of the participation of virtual classes with the help of an educational platform that contains different educational materials in digital format, from the videos of the face-to-face classes, to the materials for carrying out extra curricular work, the indicators of measurement are the hours dedicated to the visualization of the videos that on average is 6 hours per day for a month and the realization of extra curricular activities with the difference that in the educational platform is all the information, where

the student it is dedicated to perform the tasks entrusted without the need to search for information. the educational platform has a feature of being able to access through any electronic equipment connected to the internet, whether personal computer, cell phone or tablet, having 24x7 access without restriction of time and place.

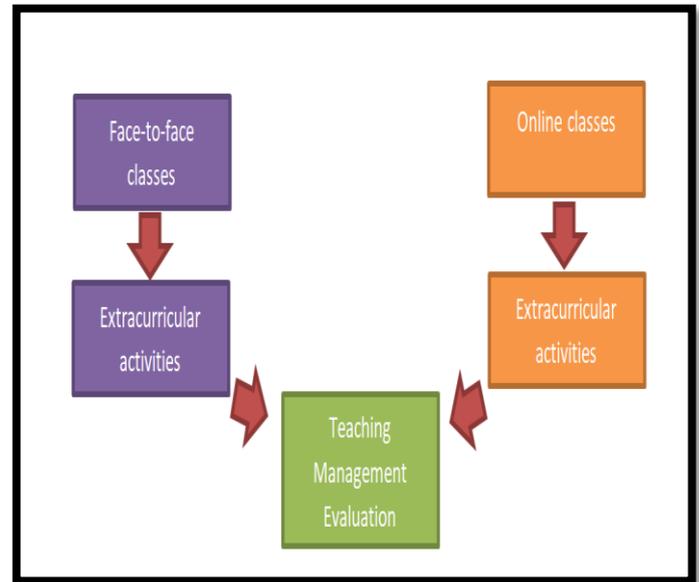


Figure 1. Block diagram of the methodology

In Figure 1 you can see the proposed methodology where we present the techniques used in person mode such as online mode and the comparison of the two modes, to measure the influence of the use of computer technology, in the management of teaching in Adults

V. RESULTS

The results show that although adults require greater dedication to be able to understand the use of educational tools, to be able to search for different educational inputs; in comparison when you have all the resources available on a single platform, where you only need to access them, the following figures show the results after evaluating the access and availability of the resources to be able to fulfill the tasks entrusted both in the conducting classes as in extracurricular activities

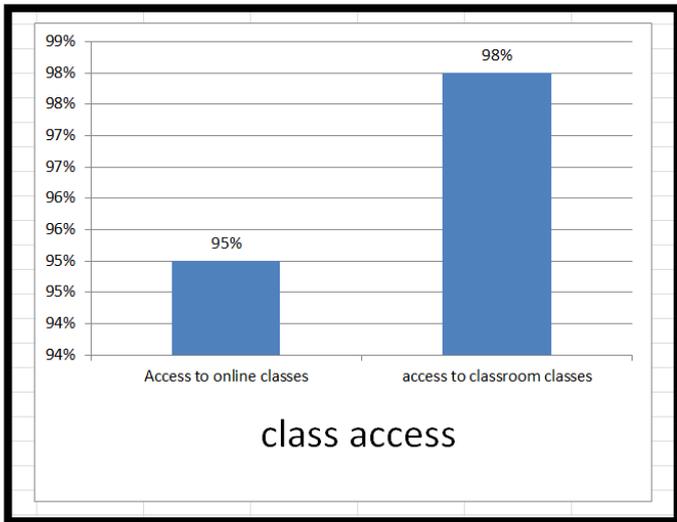


Figure 2. Class access chart

In figure 2, it can be observed that in the face-to-face classes the level of attendance is 98%, so most adults go to classes because it is considered as going to work, compared to the group that attends virtual classes where there is 95% that meets the time necessary for the review of the material considered as classes, this material characterized by the visualization of the classes recorded on video, in both modes the results are encouraging due to the interest of adults in being able to train to have a better development in their respective daily tasks in the company.

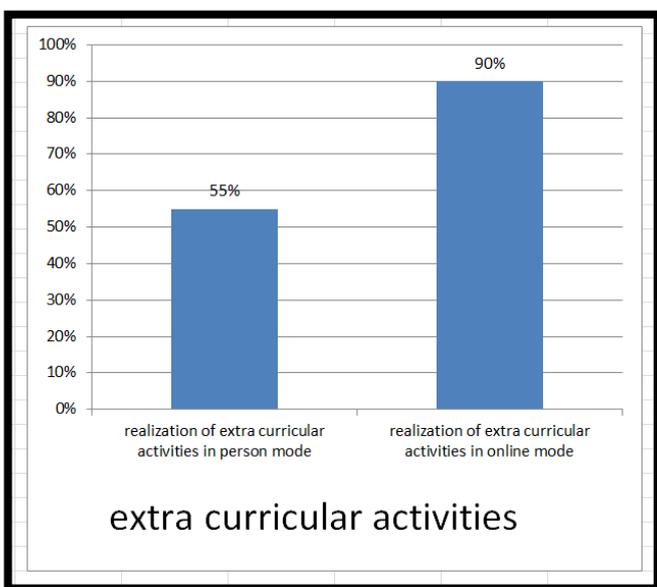


Figure 3. Extra curricular activities chart

In figure 3, it can be observed that when carrying out extra curricular activities, the values are more distant, there is a 90% compliance in the online mode because all the materials are available on the educational platform, handle as well as familiarization in the use of the platform that generates confidence at the time of carrying out the activities as well as in the interaction, otherwise it happens with the face-to-face mode where it presents 55% because adult students have to look for the material On the web in many cases they face different platforms which causes a disorientation and in most cases causes a discouragement causing non-compliance with the activities..

VI. CONCLUSIONS

Those that arrived are related to the performance that adults have towards the new challenges of technology, so when the facilities are given the result is optimal, but when conditions do not occur they feel frustrated, such is the case When they need information to perform the tasks and feel difficulty in finding the information, the issue is not the performance of the tasks but the problem is in finding the tools; demonstrated in the realization of extra curricular activities where certain questions are required, participation of forums and the realization of essays, while in the platform they are offered all the information to carry out the activities, in comparison when the task is assigned and not It has the available materials, but it has to look for, which causes a series of problems linked by a frustration towards the search for information, so the issue is not the task but is how to do it.

In this sense it can be affirmed that adults are with all the good predisposition towards learning, to know how to train, computer technology allows them to perform these self-study activities through educational platforms, so it is recommended when designing courses and the material is prepared, it must be taken into account to provide the greatest amount of information on the platform, thereby eliminating all kinds of frustration that causes the

course to be abandoned due to not finding the necessary material

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