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A STUDY ON THE USE OF TECHNOLOGY IN HIGHER **EDUCATION**

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ABSTRACT

Technology has become a pivotal force in reshaping higher education globally. This study examines the integration of technology into teaching and learning processes in Indian higher education institutions. By combining literature insights and primary data from 100 student respondents across disciplines, the research evaluates the extent of technological adoption, its benefits, challenges, and impact on academic performance. Results indicate that while technology improves accessibility and engagement, infrastructural gaps and training deficiencies remain key challenges. Recommendations are provided for enhancing technologyenabled education delivery

KEYWORDS

Technology in Education, Higher Education, Online Learning, ICT, Digital Classrooms, E-Learning

1. INTRODUCTION

The 21st century marks a technological revolution impacting every facet of life, especially education. With advancements in digital infrastructure, institutions are integrating Learning Management Systems (LMS), smart classrooms, and mobile learning tools to enhance teaching effectiveness. This study focuses on how Indian higher education institutions adopt and implement such tools, and their influence on learning outcomes and student satisfaction.

Technology has improved access to educational content and enabled real-time communication between teachers and students. E-learning platforms, digital assessments, and cloud-based collaboration are transforming traditional pedagogy into a dynamic, interactive experience.

2. RESEARCH OBJECTIVES

This study was conducted with the following objectives:

- 1. To explore the extent of technology usage in higher education institutions.
- 2. To evaluate the effectiveness of technology-enabled teaching methods.
- 3. To assess student and faculty perceptions of educational technology.
- 4. To identify challenges in technology adoption.
- 5. To recommend strategies for improved digital integration.

3. LITERATURE REVIEW

Digital technology is reshaping how knowledge is delivered and consumed. Marc Prensky's concept of "digital natives" suggests that modern students process information differently, having grown up with digital tools.



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Numerous studies have found that tools such as online assessments, virtual labs, and multimedia presentations significantly improve student engagement and knowledge retention. However, barriers such as faculty resistance, lack of training, and infrastructural inadequacies persist.

Chizmar and Williams (2001) highlighted that a lack of time and institutional support discourages many educators from fully utilizing ICT tools. Meanwhile, Kennedy et al. (2008) emphasized the need for universities to adapt to digitally savvy learners by fostering participatory learning environments and supporting blended learning models.

Other studies, such as Muir-Herzig (2004), show that positive attitudes toward technology by educators and administrators lead to more effective outcomes. However, poor internet infrastructure and lack of integration with pedagogy remain challenges in many developing contexts.

4. RESEARCH METHODOLOGY

This study uses a quantitative, cross-sectional approach based on primary data collected from 100 students. Respondents were from various disciplines including Commerce, Science, Humanities, and others.

Sampling Method: Non-probability convenience sampling.

Data Collection Tool: Structured questionnaire (Google Forms).

Data Sources:

Primary: Responses from students across undergraduate, postgraduate, and research levels.

Secondary: Educational journals, books, online articles.

Data was analyzed using descriptive statistics and visual representations such as pie and bar charts.

5. DATA ANALYSIS AND INTERPRETATION

The findings from 100 respondents show the following:

Education Level: 41.8% were undergraduates, 53.8% postgraduates, and 4.4% researchers.

Faculty Discipline: 75% belonged to Commerce and Management, 11.3% to Science, 7.9% to Humanities.

Device Ownership: 65.2% owned smartphones, 27% laptops.

Internet Access: 89.4% accessed the internet daily.

Wi-Fi Availability: 68.3% had Wi-Fi access on campus.

Usage Time: 44.1% used the internet for 3–5 hours/day, 27.4% for more than 5 hours/day.

Purpose of Use: Academic research, assignments, communication, entertainment.

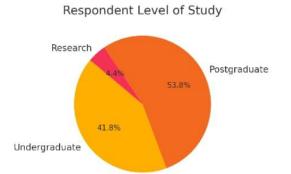
Satisfaction with Internet Speed: 62% satisfied or very satisfied.

Technical Support: 60% satisfied.

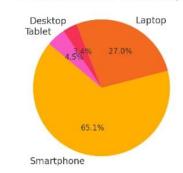
These responses indicate strong digital engagement but also highlight infrastructural gaps. Most students rely on mobile phones for access, and satisfaction varies based on availability and speed of internet.

6.VISUAL DATA INSIGHT

Technology Use in Higher Education - Data Analysis Overview







Average Daily Internet Usage

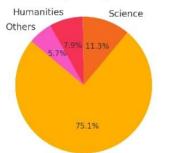
Percentage 00 00 00 10

3-5 hrs

>5 hrs

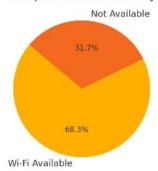
1-2 hrs

Faculty Disciplines



Commerce & Management

Campus Wi-Fi Availability



0

<1 hr

50

40



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CONCLUSION

Technology has become an integral part of higher education, offering numerous benefits in terms of accessibility, interactivity, and learning efficiency. Despite these advantages, challenges such as digital divides, insufficient infrastructure, and lack of teacher training limit the full realization of technology's potential.

The findings of this study indicate a growing reliance on digital tools by students, with smartphones being the primary access point. However, disparities in internet access and campus facilities can hinder equity and learning outcomes.

8. RECOMMENDATIONS

Based on the findings, the following recommendations are proposed:

- 1. Increase institutional investment in campus-wide internet and device access.
- 2. Provide regular training programs for faculty in digital pedagogy.
- 3. Promote mobile-friendly learning platforms and digital libraries.
- 4. Encourage virtual labs, gamification, and interactive content.
- 5. Implement policies to support underrepresented student groups.
- 6. Establish IT helpdesks and technical support teams across campuses.
- 7. Regularly evaluate student feedback and upgrade outdated technologies.

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