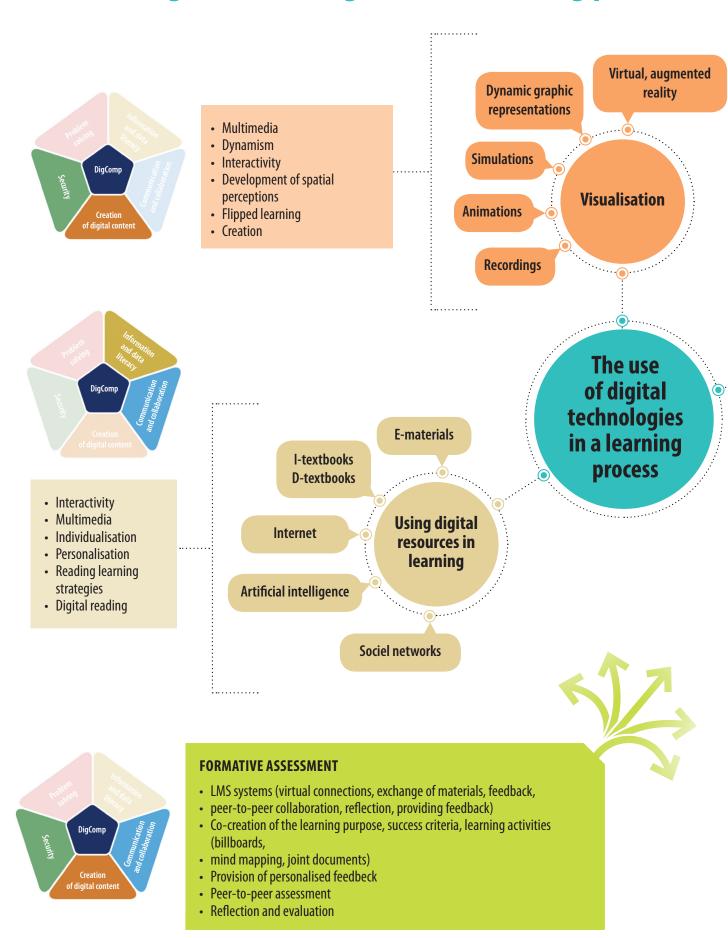
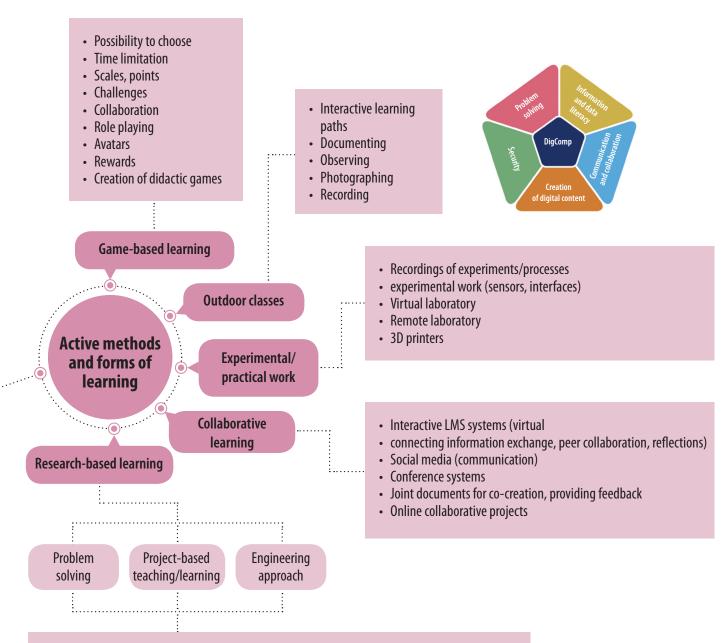
# The use of digital technologies in the learning process





#### **INSIGHT INTO A PROBLEM**

(Tools for creating mind maps, billboards, blogs, photographs, recording, scanning)

### **PLANNING**

(tools for editing joint documents)

## **IMPLEMENTATION, ENQUIRIES, IMPROVEMENTS**

(data sets, collaboration tools, social networks, computer-supported laboratory, video-conference systems, online surveys, exchange and collaboration tools)

## **PRESENTATION**

- Direct (Prezi, Powerpoint, Slideshare, etc . . . )
- Interactive checking whether a presented (solution) problem/task was understood (Google forms, Arnes planer, AKF quiz, Sokrative Quiz, Kliker, Nearpod, ...)
- Online presentation
- Didactic (virtual and physical) games
- Products (folders, posters, videos, animations, 3D printer-generated products)











