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The Negative Impact of EdTech

EQ Perspectives

Advancing Social Emotional Learning
The Chicago School of Professional Psychology

“

Technology is a useful servant but a
dangerous master.

Christian Lous Lange

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WEL

COME

What is EQ?



EQ is defined as the abilities to perceive, appraise, and express emotion; to access and or generate feelings when they facilitate thought; to understand emotion and emotional knowledge; and to regulate emotions to promote emotional and intellectual growth”
(Mayer & Salovey, 1997, p. 10).

We are dangerous when we are not conscious of our responsibility for how we behave, think, and feel. -Marshall B. Rosenberg

Current EQ Technologies

Many of the digital games available can help increase self-awareness, empathy, cooperation, social awareness, and problem-solving, while effectively decreasing the number of disciplinary referrals and in-school suspensions (Office of Educational Technology, 2017).

Particular wearable devices can even provide teachers and parents with further opportunities to build a child's social and emotional intelligence (World Economic Forum, 2016).

Certain apps can effectively develop the emotional intelligence of the users through solving real-life challenges more thoughtfully and prompting self-reflection (Six Seconds, 2018).

There can be infinite uses of the computer and of new age technology, but if teachers themselves are not able to bring it into the classroom and make it work, then it fails. - Nancy Kassebaum

EdTech and its Negative Impacts

Many of the educational computer games that the students want to play regularly can become highly addictive. Online game addiction can also result in aggression, narcissistic personality traits, low levels of self-control, and less effective social relationships (Kim et al., 2008).

Miscommunication

EdTech may result in loss of communication among peers as well as extra stress, which may create a barrier in developing emotional intelligence (Carter, 2017).

Behavioral Change

Technology can also result in diminishing motivation and empathy between students (Carter, 2017).

Addiction

Heavy reliance on technology at a young age can diminish children's emotional intelligence (Grover, 2017).

EdTech and its Negative Impacts Contd.

Learners may often become aggressive when they frequently use computer and video games for learning. This also leads to decreases in pro-social behaviors and permanent changes to the learner's attitudes and beliefs (Boyle, Connolly, & Hainey, 2011).

Usability Effects

Fear of social embarrassment and negative feelings can also enhance due to the use of computers in the learning process (Russell & Bradley, 1997).

Isolation

EdTech products can reduce their coping skills and breed reclusiveness and isolation (Grover, 2017).

Old robots are becoming more human and young humans are becoming more like robots. — Lorin Morgan-Richards

Why EdTech in EQ is Currently Limited?

Limited Awareness

Limited awareness of emotional intelligence and its benefits and low-level of funding and resources limit the development of new tools and technology for EQ.

Limited EdTech Products

The available EdTech products are also limited that can help boost the EQ skills of the learners.

Research on EdTech in EQ is still at the nascent stage

How to Minimize the Negative impacts of EdTech in EQ Learning

- ✔ The learners should be taught to use technology in ways that are productive, meaningful, safe, and respectful.
- ✔ The developers of educational games and apps must try to make sure that these EdTech products do not become addictive for the students.
EdTech must ensure that students are positively engaged in their learning.
- ✔ Through supporting positive emotions, technology should allow the learner to discover new possibilities and ideas, as well as promote higher cognitive flexibility.
- ✔ Teachers need to spend more time to address the social and emotional needs of the students, in addition to their academic accomplishments.

How to Minimize the Negative impacts of EdTech in EQ Learning Contd.

- ✔ Efforts should be taken to make sure that technology is personalized in a manner that accounts for students' motivations, emotions, behaviors, and learning styles.
- ✔ All technology tools should look at how they impact both learning, motivation, and EQ, especially when it comes to young learners.
- ✔ Educators need to ensure that technologies only facilitate content knowledge and skill development, and also to ensure that they are safe, promoting healthy learning, and promoting the development of lifelong EQ skills.

Teachers need to integrate technology seamlessly into the curriculum instead of viewing it as an add-on, an afterthought, or an event. – Heidi-Hayes Jacobs

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Q QUESTIONS
A ANSWERS

THANK

YOU

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