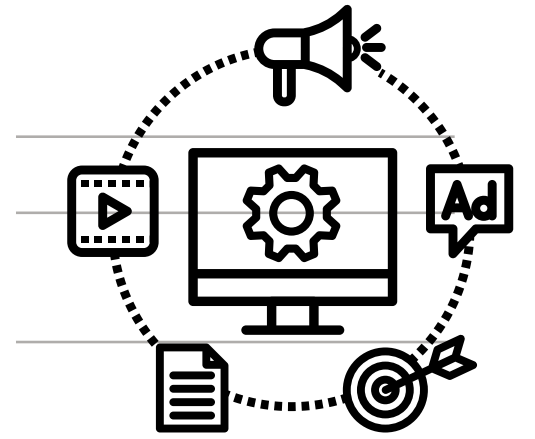




Digital Technologies

We refer to digital technology as tools, systems and devices that can generate, create, store or process data. The data processing and logic capabilities of digital technologies are enabled through microprocesses that are programmed to perform various functions.



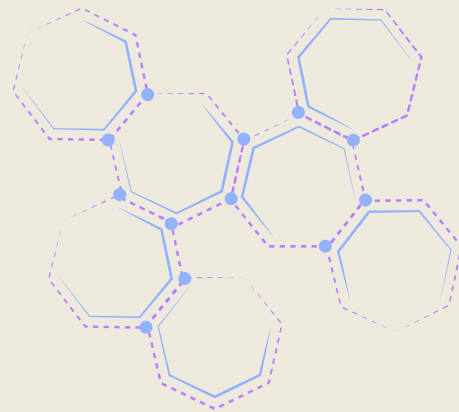
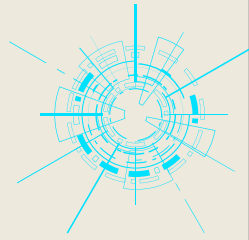
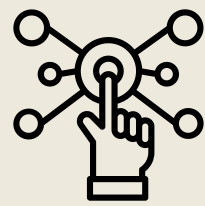
Big Data and Real-Time Analytics

Big data analytics is an imperative digital technology that decodes complex data to reveal important information such as customer patterns (including their behaviour and interests), market trends, and unknown correlations.

The size of big data can range from terabytes to zettabytes, and it can be structured, unstructured, or semi-structured. Due to the complexity of the data, traditional analysis methods cannot decode the information, which allows big data to provide real-time analysis to help make informed decisions.

The real-time analysis help membership organisations in several ways, which include:

- To gain new insights and take action, businesses can access and analyse large amounts of data from various sources.
- Large amounts of data can be stored and analysed more efficiently with flexible data processing and storage tools.
- Create new products and services based on customer needs and potential risks. [02]



Definition of digital technology

The definition of digital technology refers to digital devices, systems, and resources that help create, store, and manage data. An important aspect of digital technology is information technology (IT) which refers to the use of computers to process data and information. Most businesses use digital technology nowadays to manage operations and processes and to enhance the customer journey. [01]

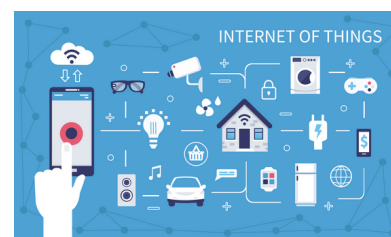


Internet of Things (IoT)

The Internet of Things (IoT) consists of a large network of connected systems that can collect and share information without manual input. The technology links the sensors of the devices with a centralised IoT platform that extracts and stores data from them. These are then analysed to share valuable information with the leaders.

IoT can also identify which data is useful and which can be safely discarded. It can be used to identify patterns, suggest solutions, and forecast possible issues.

Member-based organisations can use IoT solitary or in combination with other tools to accelerate digital transformation. It can boost efficiency, reduce costs, and future-proof their businesses by offering innovative solutions to their members. [02]



One of the most common Internet of Things examples is smartwatches. Wearable IoT technology like Fitbits and Apple Watches connect to other devices (like your smartphone) to share data. They typically also connect to the internet to track GPS locations. [03]



Conclusion

The balance between digital technology and social interaction is the key to taking advantage of all of the affordances and minimizing all of the limitations that digital technology brings to children and their education, whether it be knowledge based or practice based. Part of a child's education is social interaction and gaining social skills by interacting with their peers so this part of a child's life is just as vital as their education, which as said above can be enhanced by the correct amount of time spent using digital technology. Scripps Health claims that "[t]he average 8-10 year old in the U.S. spends around eight hours a day in front of a screen." This is almost half of a child's day spent by themselves completely engaged in a form of digital technology. Most likely these hours are not all spent doing things for educational purposes, so for this amount of time a child is just creating and/or enhancing their internet addiction. Scripps Health also explains that it is healthy for a child to spend about two hours a day online for entertainment purposes. This seems as if it is a reasonable amount of time for children to have fun on the internet, but still have time each day to interact with their peers. If children are only spending two hours a day on recreational digital technology, then that still leaves many hours for social interaction and school work, which most likely will include using digital technology for educational purposes. Therefore the balance between the use of digital technology, whether it is recreational or educational, and social interaction with a child's peers is the way to maximize the affordance of digital technology along with minimizing the limitations of digital technology. So with this balance, yes digital technology does make the majority of children smarter and is beneficial to their education, whether it be in the classroom or with experiencing life lessons to make them a more independent person.[04]

