Use of the educational software Smart notebook and its influence on the interactive didactic activity of teachers

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Abstract

The general objective of this research is to determine the influence of the educational software Smart Notebook in the interactive didactic activity of secondary level teachers of the Mariscal Domingo Nieto Educational Institution of the General Sanchez Cerro province, Moquegua region - 2019, it was applied to 34 teachers who were the population of the study and the sample selected by the non-probabilistic method. The method is based on the scientific method, therefore the methodology used has a non-experimental - transversal design, the type of research is correlational with a descriptive level, the techniques used for both variables is the survey and its instrument is the questionnaire. The results showed a direct influence of the use of Smart Notebook educational software with 74% of teachers who use and know enough, in the interactive didactic activity with 85% of teachers with an efficient level, as well as verifying these results with the hypothesis test with a significance level of 0.000, which shows a direct and significant relationship.

Keywords: didactic activity, Smart Notebook, technologies, applications.
**Introduction**

In the last ten years, technology has advanced significantly in favor of human beings, it has helped to cure diseases, it has prevented illnesses, among others, it has satisfied the needs of human beings (Valderrama, 2021), the same happens with education, in Currently, education is going through a trance where educational reforms, improvements in management, improvement in the quality of teaching, and also hand in hand with technology are being seen (Cáceres-Chávez, 2022).

General didactics focuses on the study of valid principles and tactics for the teaching process (Garagorri, 2009; Zangara and Sanz, 2014). This is responsible for the study of the phenomenon of teaching in a general way, without the elements that are different in each of the disciplines. It has a vision of teaching as a whole, delving into its general requirements, in order to start processes that affect all areas and that allow better learning results (Ministry of Education, 2017). Didactics is made up of the methodology used through a set of processes, tactics and other resources, through which the teaching-learning process is produced (Cruz-Mamani, 2022)

In the Educational Institutions of the state in the city of Moquegua, technology is currently used to improve the teaching-learning process, The company Southern Copper Corporation, has made a significant investment to implement the Smart Notebook Educational Software and has trained teachers so that they can use it without problems, this project has been running since 2016, and it is a great help for our students.

It is consistent to say that the level of education and school performance has increased, according to the latest census evaluations, Moquegua is positioned in 3rd place at the country level (Gonzáles and Chávez, 2022), however, it has been detected that a large part of the teachers do not use the technology of the Smart Notebook, a situation that can discuss the relevance of the use of this software to increase the levels of school performance, seen from another perspective, the performance of the teachers is of vital importance for Moquegua to have obtained the third, which may not be just about the use of technology (Gonzáles, 2021).

The investigation is carried out given that the company Southern Copper Corporation, has made a significant investment to implement the Smart Notebook Educational Software and has trained teachers so that they can use it without problems and it is a great help for our students, however, it has been detected that a large part of teachers do not use Smart Notebook technology, a situation that can discuss the relevance of the use of this software to increase school performance levels, seen from another perspective, the performance of teachers is of vital importance for Moquegua to have obtained third place, which it might not just be about the use of technology.

This research is carried out with the purpose of contributing to the existing knowledge about the use of technologies to improve the interactive didactic activities of teachers, this
information can be used for the knowledge of educational sciences (Alejos, 2008), and also
It will help teachers and institutions realize the importance of good performance for student
learning, whether technology helps or not (De Rosa, 2012). It is important to carry out this
study, given that the use of the Smart Notebook Educational Software is used in all the
Educational Institutions of the city of Moquegua, however, no post-application study was
carried out that demonstrates that this software improves the interactive didactic activities of
teachers (Beltrán, 2010), once the objective of this study has been achieved, this information
can be used by the Ministry of Education to rethink the use of the Smart Notebook
Educational Software and give it a better use, in addition, the board of directors of
Educational Institutions and teachers directly (Paz and Gámez, 2010; Torrelles, 2011).

Likewise, it is important to carry out this research, since the use of the Smart Notebook
Educational Software is applied in all the Educational institutions of the city of Moquegua,
however, no post-application study was carried out that demonstrates that this software
improves the Activities. interactive didactics of teachers, that is why this research will
determine how the use of software influences the interactive didactic activities of the Mariscal
Domingo Nieto Educational Institution of the General Sánchez Cerro province, Moquegua
region - 2019

Methodology

The type of research is correlational, and mixed, correlational studies know the relationship
or degree of association that exists between two or more concepts, first each of the variables
is measured, described and then quantified and analyzed the link, the approach mixed, it is
the combination between the quantitative and qualitative approach. The level of research is
descriptive, it means that it will describe the events that occurred within the measurements
of the variables. The method that we are going to use is the scientific method, the scientific
method is orderly, coherent, systematic and critical, the investigations are based on this
process since they show the correct path to follow in a study

The population of this study is composed of 34 secondary school teachers from 1st to 5th
grade. No statistical method will be carried out to find the sample, since our population is
small and we will work with the population at 100%, that is, the 36 teachers.

The technique that will be used for the first variable "Smart Notebook Educational Software"
is Analysis of concepts and a survey. The technique that will be used for the second variable
"Interactive didactic activity" is Observation. The instrument that will be used to measure the
variable "Smart Notebook Educational Software" is the information base and a questionnaire.
To process the data, the Excel statistical package will be used, first it will be checked that the
data obtained are ordered, well prepared and in perfect condition, then it will be coded to
enter them into the statistical package, it will be systematized and finally the data will be
tabulated in Excel to obtain answer tables and figures.
Results

Figure 1
Use of Smart Notebook Educational Software

The figure shows the results of the consolidation of the variable I use the Smart Notebook Educational Software, which show that 74% of teachers use and know the SESN sufficiently, 24% use and know the SESN efficiently and 3% mention who does not use or know the SESN. These results show the lack of training for a teacher due to being new, likewise, those who use and know efficiently, are those who use the SESN in most hours of their classes, mostly hired, who mention that they use it and know enough, refer that the SESN is easy to use and dynamic, and also helps student learning.

Figure 2
Interactive didactic activity

The figure shows the results of the consolidation of the interactive didactic activity variable, which show that 84% of teachers have an efficient level of interactive didactic activity, 9% show that it has a regular level and 6% show that it has a poor level.
These results show that the interactive didactic activity is a method that helps students to learn in a better way, generates teamwork among students, likewise, allows the teacher self-assessment and the capacity for initiative and decision-making on the other. On the other hand, teachers refer that the most used instrument is the Smart Notebook Educational Software, for interactive activities.

**Discussions**

It is the educational software associated with the SMART Board 885 interactive whiteboard. The SMART product detects contact with your interactive whiteboard and sends each point of contact, along with information from the Pen tool, to the connected computer. SMART Notebook translates information into mouse clicks and digital ink. It has the best tools and plugins. Software company SMART Inc. which is developed for Windows, Linux and Macintosh systems provides Smart Notebook software that allows you to manage and unify utilities within a single application. It has the online version that allows within the multiple features to manage office software through its Printed tool.

Education is based on the real needs of each individual. The different psychologies are responsible for providing their knowledge about these needs and interests depending on the ages of each of the individuals involved in the educational process. It is relevant that each individual from the individual and collective level, tend to their comprehensive training. Therefore, the individual must be provided with work situations where he can function individually and collectively. Human activity is of a mental nature, so that educational activity is not subject to the number of actions that a person executes, but rather to the attitude of this person before the task that he or she performs.

Therefore, interactivity is an area of activity in which the force between control and freedom is evident. A design dilemma from the perspective of interactivity will depend mainly on solving how much control the person's activity is about and the level of freedom that is offered, that is, the level of control that the individual has over a program against the level of freedom that the program possesses over the person's activity.

If interactivity is seen as a control of spaces or freedom of plans, programs and resources that, through the relationship between people with technology, should then be focused on the development and promotion of cognitive skills: this will be another vision of interactivity. Interactivity and will be closely associated with program planning, tools and activities that promote it.

In addition to this, the reflection on pedagogical practice arises from two types of reflections, personal practice and collective practice, and is manifested through: training, behavior and projection of actions aimed at improving educational practice.
Conclusion

Taking into account the results of 82% of teachers who mention that they use the Smart Notebook Educational Software as an interactive didactic activity, in addition, 74% who use and know the Smart Notebook Educational Software and 84% who have a level of interactive didactic activity efficient, it is concluded that, when teachers use the Smart Notebook Educational Software, their interactive didactic activity is efficient, so the use of the software positively influences the interactive didactic activity of teachers. It is recommended to train teachers who are new to the use of Smart Notebook Educational Software, so that they can apply it in class.

References


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