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Public Platform Application for Future Education: Benefits of using Edunext Tool Case Study at FPT University Ho Chi Minh City

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Abstract

Technology application in education is the use of scientific and technological advancements in instruction to encourage student participation. The old one-way of teaching and learning has evolved; no longer does the teacher always lecture and pose the questions, leaving the pupils to rotely respond and take notes. With the launch of the EduNext learning platform, which incorporates the applied education philosophy into the technological platform, FPT Edu is setting the bar for innovative new teaching techniques. Here, students can improve their online learning habits and advance their character. Self-study, more social contact, knowledge creation, and mastery Since the Social Constructivism method is being used, class interaction must be ongoing. EduNext minimizes pupils' passive work in the virtual environment it generates.

Keywords: education, student, platform,

1. Introduction

A personalized learning experience is offered to students via the online training platform EduNext. There, learning is in line with one's level and capacity, assisting in the discovery and development of one's own capacity through constructivist learning techniques founded on the social constructivism theory. Students started to share more and ask more questions. You actively bring up socially relevant concerns, which is a positive shift. To develop new teaching strategies with pupils, even the teaching staff is evolving. Students no longer need to use Zoom or Google Meet; instead, they can access Edunext. vn to access a different platform for online learning. The software developed by FPT incorporates features including rating by vote, live chat/video, grouping exercises, and document storage in addition to capabilities that are similar to those of existing platforms. Therefore, if the pandemic recurs, online learning and support tools will assist the school in preventing learning delays and affecting student performance. Learning is a journey of self-discovery and self-awareness, and EduNext stimulates and encourages learners to exceed their limitations by engaging in group learning with friends, learning from experts, and learning from mentors. Along the way, EduNext hopes to establish itself as a top social construction learning platform in Vietnam, reaching out to the rest of the world and providing students with the chance to study, contribute, and alter the course of history. Lessons will be presented in a more natural and engaging manner so that students can relate to them more readily and retain the information. As a result, students will actively engage in the interaction and creation of the lesson, helping them to better understand its content and to actively visualize and retain it. The use of technology will benefit particular groups of students who can study in a variety of ways without being restricted to textbook-based learning materials. Students and teachers can join forums, organizations, and classrooms using technology to exchange information and experiences. Additionally, students can pay to take online classes and participate in domestic and international online seminars to gain new information. This use of technology in the classroom enables teachers to swiftly prepare courses using existing lecture templates while also utilizing a variety of materials, including videos, photos, electronic documents, etc., to engage students and enhance teaching efficacy. The most widely used tools for creating lectures today are: Powerpoint is a program that has been around for a while and allows users to change pre-existing graphic templates or make new ones. Videos, pictures, and other visual aids can readily be incorporated into lectures to help them attract students. Canva: Canva includes ready-made graphic layouts for a variety of themes, as well as videos, pictures, GIFs, and other resources to help you illustrate the lesson. Users can download lectures as Powerpoint files or store lectures directly on Canva. myViewBoard: Users can access a vast library of films, pictures, and GIFs on myViewBoard without having to worry about copyright issues. Additionally, the platform enables you to design captivating activities that will draw learners in and boost interaction.

2. Literature review

Fishbein and Ajzen created the Theory of Reasoned Action in 1975. According to TRA, a person's purpose to engage in a particular activity is what matters most when determining that conduct. The desire to engage in a specific behavior is known as behavioral intention. A person's attitude toward the conduct and the subjective norm associated with the behavior both have an impact on behavioral intention. Based on TRA and TPB, Davis et al. (1989) developed a technology acceptance model (TAM). Perceived Usefulness and Perceived Ease of Use have been substituted for Attitude and Subjective Standards in Davis' technology adoption paradigm. The degree to which people typically carry out a behavior automatically is referred to as a habit (Limayem et al., 2007). The importance of habits in technology use describes numerous underlying processes that affect technology use, according to

Venkatesh et al. (2012). Habits are behaviors that are also automatically carried out as a result of prior behaviors. Habits will represent instinctive behavioral trends created in the individual's past history, specific stimuli, according to research by Hui and Triandis from 1986, even when the person does not urge themselves to undertake it, particularly evokes action. Then, when a behavior is repeated repeatedly, it is influenced by behavioral objectives before appearing to be under the effect of habit.

3. Research Methodology

To learn about students' perceptions of the value that edunext software contributes to studying, this study used social networking sites like Facebook and Zalo to randomly poll 300 students at FPT University, To assess the advantages of online learning tools for students, use a scale with five levels.

4. Research result and discussion

Table 1. The general information

Targets		**Quantity**	**(%)**
Gender	Male	201	67
	Female	99	33
Academic level	Fesher	30	10
	Sophomore	70	23.3
	Junior	100	33.3
	Senior	100	33.3
Frequency of using Edunext (week)	0	0	0
	1-3	50	16.7
	>3	250	83.3
Total		**300**	**100**

Looking at the survey findings, we can see that there are 201 male and 99 female survey samples, which represent 67 and 33 percent of the students participating in the survey, respectively, in terms of academic level. In the survey, first-year students made up 10%, second-year students made up 23.3% of third-year students, and fourth-year students made up 33.3%. Weekly calculations of the final rate of production using the edunext tool reveal that 83.3 percent of all students use it, which is the highest rate of any learning resource.

Table 2. Questionnaire for students

Question	**%**
You frequently utilize edunext software for class discussions.	90
You usually use edunext to download documents.	30
You can learn more effectively by using edunext for your studies.	70
You can share more as you learn on edunext.	80
You frequently suggest this program to your friends.	90
When learning both online and offline, using edunext is practical.	100
The edunext user interface is ideal for students.	40
Use of the features on edunext is quite simple.	50

Based on a survey, 90% of students utilize the edunext program in the classroom. 30% of students download papers using this software, and 70% of students believe that learning files is more successful than lectures. Students share 80% more while using edunext and interactive than when using other software. In addition, students can learn how to use the software to demonstrate it to others in 90% of cases, and up to 100% of students can use it. Although members believe that this tool may be utilized for both online and offline learning, only 40–50% of students believe that this software's user interface is similar to that of other students. With the aid of this new approach, kids are now working more frequently in groups, expressing their own thoughts, and receiving feedback from their peers. The online class is now dynamic and prepared to defend their positions to the bitter end thanks to the interactive and crucial components. The interactive assessment component on the new platform, the "star vote," is also particularly popular with students and adds excitement to the session. To earn the most points, each team member tries to provide a solid, original response. Students are required to continuously think while learning EduNext. Students now spend all of their study time concentrating on the lesson as a result of the open classroom's new study habits.

5. Recommendation

Along with having access to new technology, learners are increasingly taking charge of their own education. They have more freedom to choose and organize content in accordance with their needs and learning style because that leaves a more distinctive mark on their learning. On the other hand, technology also encourages and permits any learner to look for, add to, exchange, and analyze data, transforming them into co-creators of new knowledge to add to their knowledge. the general population's Level of intelligence. Learners can access a variety of sources of information on the field, rich in

formats, outside of the actual school campus by utilizing the new technologies of today. In order to increase the quality, effectiveness, and authentic assessment of educational processes by resolving issues, this places new requirements on the system of roles and responsibilities of the teacher or educator: "connector." electronic technologies. The need to master educational technologies is both an opportunity and a challenge for the current generation of teacher training schools. The creation of digital learning materials in particular, as well as the education sector in general, are facing significant growth potential in conjunction with the current boom in the digital content market. To fulfill the growing demand for polygons visualization and robust learner engagement, information data sources, input educational content, and transfers via digital tools are all being digitized (design, production, publication, storage). Digital learning gradually becomes a goal, and successful means in educational processes are developed on the basis of digital tools based on the principle of content-rich, multi-format, strongly interactive, reusable, easy to access, look up, share, and contribute. The development of today's advancing technology involves teachers, students, databases, and technology; nevertheless, edunext should be planned to work with both types of mobile applications. so that students everywhere can quickly and effectively acquire and use knowledge when needed. According to the following trends, it is anticipated that technology in education will continue to generate favorable conditions for setting up innovative, high-quality educational procedures in the future: Increased use of flexible and open content "packages" to organize activities with learners through highly individualized engagement; more open learning spaces, time slots, classrooms, and virtual learning settings; making the learner community, the training unit (including the case after graduation), and the recruitment unit part of a value chain with high cohesiveness; Creating a web of connections for an ecosystem of innovative and creative education. To enable schools to actively develop technology integration programs that permit the use of linked handheld devices in the classroom and school, research and deploy educational management models based on a technology approach; overall system management based on technology. In order to meet professional standards in IT application and use of technology equipment in teaching and education, lecturers and educators should strengthen their capacity, IT responsiveness index, and modern technological equipment. This can be done by providing regular training and retraining programs, particularly for teachers. Innovate teacher preparation programs geared toward educators-users and technology developers. Formulate and develop human resource training programs on educational technology, management of new educational technologies, integration of information technology and education in interdisciplinary/transdisciplinary programs. In order to make the teaching sequence interesting and to create engaging lessons that capture students' attention, teachers must exercise creativity. Lesson preparation will require more time than traditional teaching techniques due to the time teachers must invest in learning about technology and incorporating it into lectures. Additionally, social networks, Tiktok, YouTube, and other online distractions will be very easy for students who are not closely observed in a classroom. It takes imagination on the part of the teacher to come up with engaging lectures, therefore this talent can be improved by using the internet and talking to other people.

6. Conclusion

Use systems EduNext or others to develop interactive learning activities. Teachers can therefore assess students' learning more meaningfully and share knowledge more effectively. There is no one correct response that applies to all of the questions the teacher asks. Findings, experiences, or observations made throughout the course of a self-study are valuable pieces of information for each learner.

Conflict of interests

None

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