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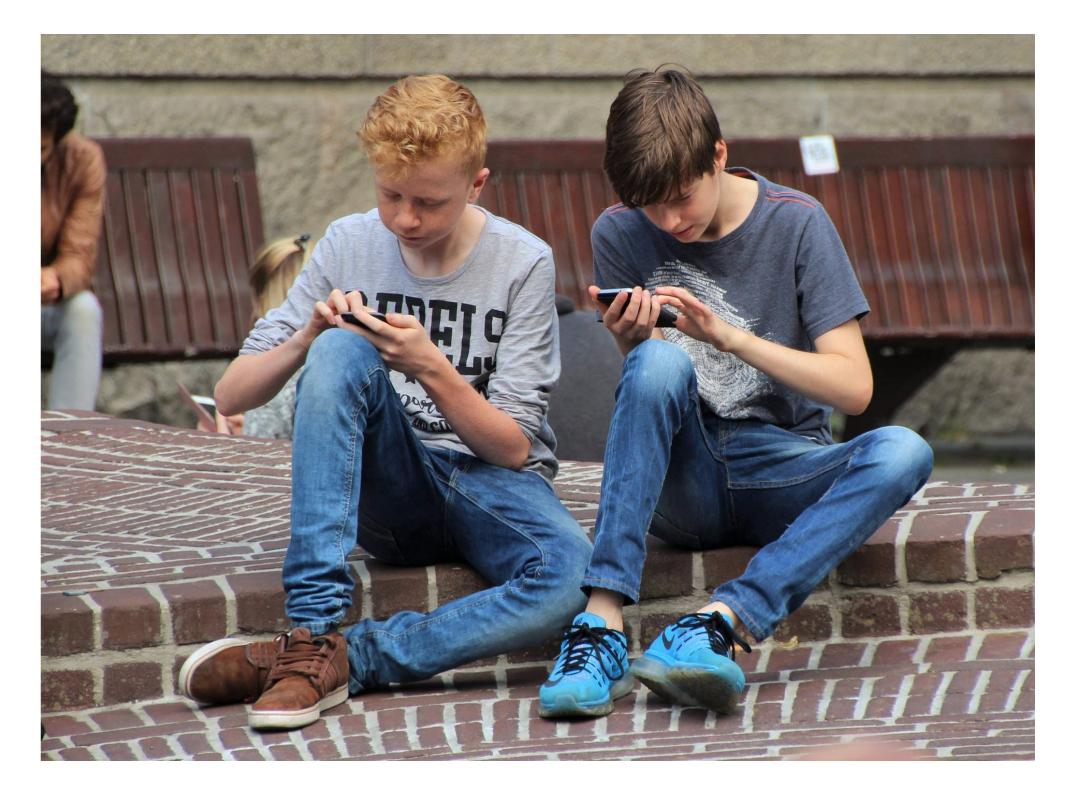
Bring Your Own Device (BYOD)

The aim of the project is to motivate students to *use* their **devices as educational tools**. I am going to show you a large number of possibilities to work with electronic devices and apps. By expanding our learning methods, we can provide an opportunity to use devices, which is a basic need for this generation. **I would like to present:**

- what kind of possibilities can be found in different applications, websites,
- how these devices can facilitate learning,
- what is the hidden opportunity of the AR during the educational process.

These programs can be personalised for any subject. They increase student participation, facilitate cooperation and communication between students.

100% Great!

Conclusion: These creative online activities increase interactivity, and help us CLOSE THE DIGITAL GAP.
Don't BAN them, USE them well!