



## EDUCATION AND INNOVATION 5.0

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### **Abstract**

*The purpose of this study was to assess the impact of Innovation 5.0 on Education. Premised on a narrative and framework for assessing AI or Innovation identified from a preliminary analysis, the scope of the study was limited to the application and effects of Innovation 5.0 in administration, instruction and learning. A qualitative research approach, leveraging the use of literature review as a research design and approach was used and effectively facilitated the realization of the study purpose. Artificial Intelligence or Innovation in a field of study and the resulting innovations and developments that have culminated in computers, machines and other artifacts having human-like intelligence characterized by cognitive abilities, learning, adaptability and decision-making capabilities. The study ascertained that AI/Innovation has extensively been adopted and used in education, particularly by education institutions, in different forms. AI initially took the form of computer and computer related technologies, transitioning to web-based and online intelligent education systems, and ultimately with the use of embedded computer systems, together with other technologies, the use of humanoid robots and web-based chatbots to perform instructors' duties and functions independently or with instructors. Using these platforms, instructors have been able to perform different administrative functions, such as reviewing and grading students' assignments more effectively and efficiently, and achieve higher quality in their teaching activities. On the other hand, because the systems leverage machine learning and adaptability, curriculum and content has been customized and personalized in line with students' needs, which has fostered uptake and retention, thereby improving learners experience and overall quality of learning.*

**Keywords:- Artificial Intelligence, Preliminary Analysis, Qualitative Research, Cognitive Ability, Embedded computer systems, chatbots.**

### **Introduction**

Over the last few decades, we have witnessed a boom of digital transformation and new technology in our day to day. Artificial Intelligence, the Internet of Things, data processing and other tools have been embedded in our lives and in companies.

With the Covid-19 pandemic, life turned more digital, and things were no different in educational institutions. Online classes and distance learning were no longer trends, but reality, and everyone had to get used to them. But beyond technological devices, the pandemic made clear the need to prepare human beings for adversity, for emotionally intelligent people who know how to turn digital transformation into a tool for social transformation.

That's exactly what Education 5.0 is : a chain that links digital and technological knowledge to human social and emotional skills to promote well-being.

### **Meaning**

Innovation 5.0 in Education is the use of new technologies to provide more humanized teaching, with a focus on students' social and emotional development and solutions that improve life in society.



All social spheres- like work, industry and health- have come to understand that technology can (and should) be favorable to life. It couldn't be any different with education which is the basis of people's upbringing.

The world becomes increasingly dominated by technology and so does education. Many schools – even the primary ones – are rushing into a dehumanized version of education. It implies minimized human-to-human interactions and increasingly more decision-making power shifting from humans to technology. We need to look far beyond technology and bring humans back to the center of the educational process.

### **What is the Problem?**

The potential of technology-enabled learning is immense. Today, with the help of technology, we can organize education in ways that were hardly imaginable even a few years ago. It comes with many benefits such as cost-effectiveness, better reach, scalability, flexibility etc. Technology is a great tool for education. Yes, this is what it is. It is a tool among other possible tools, and, as any tool, it can be applied both in the 'right' and the 'wrong' ways. For example, digitization of outdated content and ineffective approaches is not a solution.

Some of the non-digital approaches that currently prove to be effective may lose their effectiveness in a digitized form. If applied wrongly, this tool may thus do more harm than good, so we better do it right.

Education 5.0 starts with humans, not technology. Its purpose refers explicitly to the specific outcomes that need to be achieved by humans as a result of a particular learning experience. It is not about providing every learner with a laptop or a tablet. It is not about improving infrastructure and connectivity. It is not about developing digital tools and platforms. Instead it is about preparing intellectually, socially and emotionally strong individuals mindful of their health and personal development, as a general purpose, to start with. It is then followed by the appropriate strategic, methodological and pedagogical approaches.

### **Innovation in Education 5.0 Specifically Includes**

1. Putting human qualities in the centre of education, identifying skills and roles that are best fulfilled by humans and cultivating those.
2. Considering not only market/company needs but also societal and learner's needs
3. Offering big picture education, keeping in mind the bigger picture of how the educational offer fits into the overall learning trajectory, labour market and developments in the world.
4. Viewing learners as change agents and actively engaging them in curriculum development and implementation
5. Teaching learners to be mindful of their interaction with technology, and specifically of safety and ergonomics at home, school and work, the necessity of maintaining good physical and mental health, and the possible consequences of excessive/inappropriate exposure to technology, including what can be done about it.
6. Preparing students for lifelong learning, making sure the educational offer develops the ability and readiness of students to engage in continuous learning throughout their professional lives
7. Ensuring freedom of curriculum goals and learning outcomes from conventional qualification frameworks to offer relevant personalized and personal learning.



### **Benefits of Innovation 5.0 in Education**

If baby boomers and Generations X and Y had an education based on technical knowledge for professional training, Generation Z now has access to Innovation 5.0 in Education.

Educational establishments that can introduce this aspect to their teaching philosophy and management processes can develop, in addition to technical knowledge, skills like:

- a. Collaborative work
- b. Better interpersonal relations, empathy, and tolerance of diversity
- c. Creativity
- d. Conflict Management
- e. More fluid communication

### **Applications of Innovation 5.0 In Education**

1. Education enhances Society- Innovation 5.0 in Education focuses on preparing individuals with the skills, mindset, and adaptability needed to thrive in a rapidly evolving world. By nurturing critical thinking, creativity, and interdisciplinary problem-solving abilities, Education 5.0 contributes to the overall advancement of Society 5.0's goals, such as sustainable development and technological integration.
2. Education's Role in Holistic Development- Education 5.0 emphasizes the development human-centric solutions that promote well-being, inclusivity and ethical considerations.
3. Education and Technology- Education 5.0 leverages technological advancements to personalize learning experiences, offer interactive content, and facilitate lifelong learning. This mirrors Society's vision of technology as an enabler for improved quality of life and societal progress.

There are many more applications of Innovation 5.0 in Education that proves its importance in these ever growing ages.

### **What We Concluded?**

Innovation 5.0 in Education has become a new platform for education management plays an essential part. Its primary function is to unify instructional and pedagogical processes with academic operations as a whole. An integrated platform can collect, process and analyze data on all processes and provide a unified cloud management accessible to all. This is becoming useful now a days as it is inculcating itself with the advancement of student's education.

Integrated operations make it possible to look after the health of any institution's financial management, make operations more agile, leaner and less bureaucratic and improve students' experience via digital and more personalized communication. It also improves instruction.

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