**Technology can be defined many different ways by different individuals.**

**Yet, the tools and resources are limitless.**

**Educational technology** is the effective use of technological tools in learning. As a concept, it concerns an array of tools, such as media, machines and networking hardware, as well as considering underlying theoretical perspectives for their effective application

Educational technology includes numerous types of media that deliver text, audio, images, animation, and streaming video, and includes technology applications and processes such as audio or video tape, satellite TV, CD-ROM, and computer-based learning, as well as local intranet/extranet and [web](https://en.wikipedia.org/wiki/World_Wide_Web)-based learning. [Information](https://en.wikipedia.org/wiki/Information_systems) and [communication systems](https://en.wikipedia.org/wiki/Communication_systems), whether free-standing or based on either local networks or the Internet in [networked learning](https://en.wikipedia.org/wiki/Networked_learning), underlie many e-learning processes.[[6]](https://en.wikipedia.org/wiki/Educational_technology#cite_note-6)

Educational technology and e-learning can occur in or out of the [classroom](https://en.wikipedia.org/wiki/Classroom). It can be self-paced, [asynchronous learning](https://en.wikipedia.org/wiki/Asynchronous_learning) or may be instructor-led, [synchronous learning](https://en.wikipedia.org/wiki/Synchronous_learning). It is suited to [distance learning](https://en.wikipedia.org/wiki/Distance_learning) and in conjunction with face-to-face teaching, which is termed [blended learning](https://en.wikipedia.org/wiki/Blended_learning). Educational technology is used by learners and educators in homes, schools (both K-12 and higher education), businesses, and other settings.

There are several discrete aspects to describing the intellectual and technical development of educational technology:

* educational technology as the [**theory and practice of educational approaches**](https://en.wikipedia.org/wiki/Educational_technology#Theory) to learning
* educational technology as [**technological tools and media**](https://en.wikipedia.org/wiki/Educational_technology#Media) that assist in the communication of knowledge, and its development and exchange
* educational technology for [**learning management systems**](https://en.wikipedia.org/wiki/Learning_management_systems) (LMS), such as tools for student and curriculum management, and education management information systems (EMIS)
* educational technology itself as an **educational subject**; such courses may be called "Computer Studies" or "[Information and Communication Technology](https://en.wikipedia.org/wiki/Information_and_communication_technologies) (ICT)"

Educational media and tools can be used for:

* task structuring support: help with how to do a task (procedures and processes),
* access to knowledge bases (help user find information needed)
* alternate forms of knowledge representation (multiple representations of knowledge, e.g. video, audio, text, image, data)