Predictive Analysis on Future Impact of Ubiquitous Education Technology in Higher Education and Research

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ABSTRACT

Purpose: *Ubiquitous education technology refers to the group of technologies used for the integration of various aspects of higher education and research aiming to create an environment that supports seamless learning, collaboration, and innovation. This approach uses a range of digital tools, platforms, and resources, to enhance teaching and learning, and facilitate research activities to empower students and researchers. Ubiquitous education technology makes online education superior in terms of accessibility, collaboration and communication, personalization and adaptability, and effective research support through providing digital libraries, online databases, and research management tools to enable efficient literature reviews, data analysis, collaboration among researchers, and dissemination of research findings. The benefits of ubiquitous education technology include Enhanced Learning Outcomes, Flexibility and Convenience, Global Collaboration and Networking, and improved Research Efficiency and Innovation. Various challenges like the digital divide, Technical Support and Training, and Data Security and Privacy issues are yet to be addressed.*

Methodology: *The paper uses the exploratory research method in which the relevant information are collected from various sources are analysed, compared, evaluated, and interpreted for the creation of new knowledge. Predictive analysis framework is used for studying the future impact of various education technologies on ubiquitous higher education and Research guiding.*

Results: *In this paper, the various possibilities of the transformation of higher education and research into ubiquitous by embracing digital tools and resources are discussed. It also includes how institutions can create dynamic learning environments that facilitate research collaborations and prepare students for the demands of the digital age.*

Originality/Value: *Based on evaluating the abilities & features of emerging ubiquitous educational technologies, the transformation of the future higher education industry is predicted and forecasted.*

Type of Paper: *Exploratory Research Paper.*

Keywords: Future of higher education & research, Ubiquitous Education Technology (UET), Impact of Ubiquitous Education Technology, Predictive analysis

1. INTRODUCTION :

Ubiquitous education technology (UET) refers to the group of technologies used for the integration of various aspects of higher education and research aiming to create an environment that supports seamless learning, collaboration, and innovation (Aithal et al. (2023). [1]). This approach uses a range of digital tools, platforms, and resources, to enhance teaching and learning, and facilitate research activities to empower students and researchers. Ubiquitous Education Technology (UET) is one among twelve emerging ICCT underlying technologies. In this regard, the following points are worth to consider:

(1) Ubiquitous education technology (UET) has emerged as a transformative force in higher education and research, revolutionizing traditional teaching and learning methods (Aithal et al. (2023). [1]).

(2) UET deals with the integration of many technologies into educational and training settings and has shown a way for ubiquitous access to educational resources, personalized learning experiences, and collaboration opportunities.
(3) UBT encompasses a wide range of technologies, including mobile devices, online learning platforms, virtual and augmented reality, interactive multimedia tools, and learning analytics. These resources are used to realize the ubiquitous access to education.
(4) Such technologies have the potential to enhance the quality, accessibility, and effectiveness of education in higher learning institutions, empowering both educators and learners in their pursuit of innovation-driven knowledge and skills.
(5) By leveraging UET, educators can engage students through diverse and interactive pedagogical approaches, fostering active participation, collaboration, and critical thinking skills.
(6) UET also offers vast opportunities for research in higher education, enabling scholars to investigate the impact of technology on learning outcomes, explore innovative teaching methodologies, and develop new educational models.
(7) In the current era of digital advancement, UET has become a key driver for educational institutions to adapt to the evolving needs and expectations of learners, providing them with flexible, anytime-anywhere access to educational content, interactive learning environments, and support systems [2].
(8) Furthermore, UET facilitates data-driven decision-making through learning analytics, empowering institutions to track student progress, identify areas for improvement, and personalize instruction to speed up the learning process.

Thus, the adoption of UET in higher education and research comes with its own set of challenges, including technological infrastructure requirements, the digital divide, privacy concerns, and faculty training needs. Collaborative efforts are required to overcome these challenges, from educational institutions, policymakers, and stakeholders to ensure equitable access, address privacy concerns, develop supportive infrastructures, and provide comprehensive professional development for faculty [3]. Thus, UET has the potential to reshape higher education and research, making education more accessible, engaging, and learner-centric, while also opening new frontiers for research and innovation in educational practices and methodologies.

2. PREDICTIVE ANALYSIS 0CONCEPT, PROCEDURE & MODEL :

Predictive analysis is a technique used in research to forecast future outcomes or trends in a system, process, or activity which is based on historical data and statistical analysis [4-6]. The procedure of conducting predictive analysis in scholarly research includes many steps as given in table 1.

Table 1: Procedure of Predictive analysis

Step	Procedure	Description
1	Define the Research Objective	Clearly define the research objective and the specific outcome or trend that you want to predict. This could be anything from predicting customer behavior to forecasting market demand.
2	Data/ Information Collection	Gather the relevant historical data/information that will serve as the basis for the predictive analysis. Ensure that the data/information is accurate, complete, and representative of the target population or phenomenon you are studying.
3	Data/ Information Preparation	Clean and preprocess the data/information to ensure its quality and suitability for analysis. This may involve removing outliers, handling missing values, standardizing variables, and transforming data if necessary.
4	Feature Selection and Engineering	Identify the key variables or features that are most relevant to the research objective. This may involve analyzing correlations, conducting exploratory data

		analysis, and using domain knowledge to select or create meaningful predictors.
5	Model Selection	Choose an appropriate predictive modeling technique based on the research objective, data characteristics, and assumptions. Common techniques include regression analysis, decision trees, neural networks, and time series analysis.
6	Training and Testing the Model	Split the data into a training set and a testing set. Use the training set to build and optimize the predictive model. Evaluate the model's performance on the testing set to assess its accuracy and generalization capabilities.
7	Model Evaluation and Validation	Assess the performance of the predictive model using appropriate evaluation metrics such as accuracy, precision, recall, or mean squared error. Validate the model's predictive power by comparing its performance against other benchmark models or using cross-validation techniques.
8	Model Deployment	Once the predictive model has been evaluated and validated, deploy it to make predictions on new, unseen data. This may involve integrating the model into existing systems or creating a user-friendly interface for end-users.
9	Monitoring and updating	Continuously monitor the performance of the predictive model over time. If necessary, retrain or update the model with new data to ensure its accuracy and relevance as circumstances change.
10	Interpretation and Communication of Results	Interpret the predictions generated by the model and communicate the findings to relevant stakeholders or decision-makers. Explain the limitations and uncertainties associated with the predictions and provide actionable insights based on the results.

General Predictive Analysis model:

The following figure 1 explains a seven-factor general Predictive Analysis model based on (1) Previous status, (2) Current Status, (3) Social environment, (4) Technology environment, (5) Stakeholders perception, (6) Need for Change and (7) Other factors, of a problem/situation.

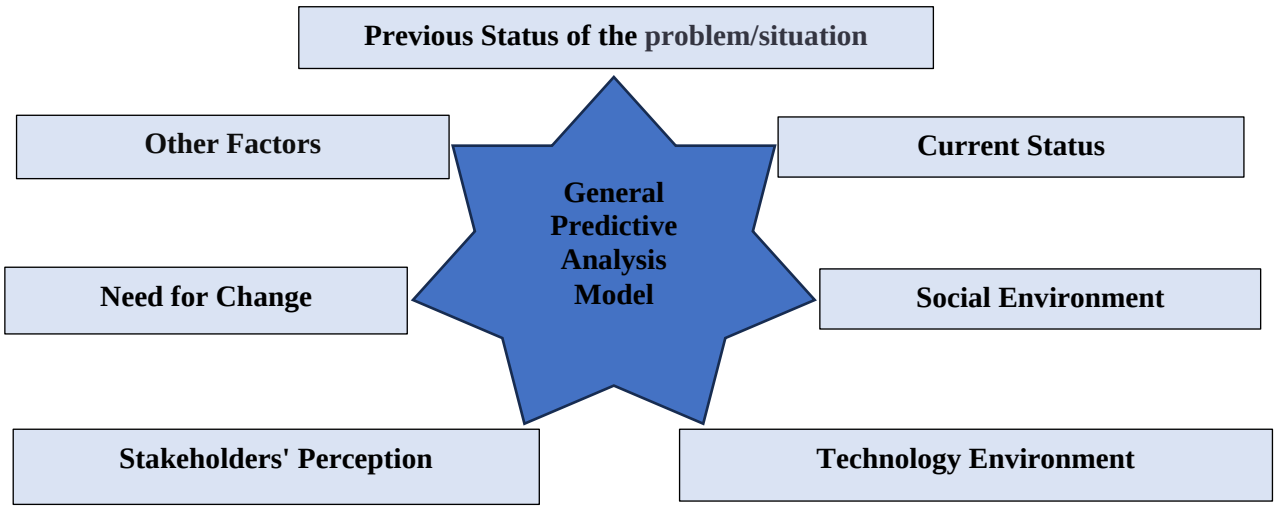

Fig. 1: Seven-factor General Predictive Analysis Model [Source: Authors]

The objective of this predictive analysis model is to forecast and enhance student engagement and success in the context of ubiquitous online higher education. The model considers a comprehensive set of factors, including previous status, current status, social environment, technology environment, stakeholders' perception, the need for change, and other relevant factors. In the higher education system, based on the above model, the student's decision on adopting online ubiquitous education in the future days depends on the following factors:

(1) Previous Status of the Problem or Situation: This category focuses on the student's historical academic performance and engagement. Variables such as prior academic achievements, learning preferences, and prior online learning experiences are considered. The model will analyze how a student's previous status influences their potential for engagement and success in the current online learning environment.

(2) Current Status of the Problem or Situation: This category encompasses the student's current engagement and performance within the ubiquitous online higher education system. Variables such as course participation, assignment completion, assessment scores, and interaction with online resources are examined. The model assesses how the student's current circumstances contribute to their likelihood of engagement and success.

(3) Social Environment of the Problem or Situation: The social environment considers the interactions and relationships that shape a student's learning experience. Variables such as participation in virtual study groups, peer collaboration, and engagement in online discussions are included. The model explores how positive or negative social factors influence student engagement and success.

(4) Technology Environment of the Problem or Situation: This category focuses on the technological aspects of the online learning environment. Variables such as the accessibility of online platforms, ease of navigation, technical support availability, and compatibility with various devices are examined. The model assesses how the technology environment impacts student engagement and success.

(5) Stakeholders' Perception on the Problem or Situation: Stakeholders' perception refers to the viewpoints and opinions of various stakeholders, including instructors, administrators, and parents. Variables such as instructor feedback, parental involvement, and administrator support are considered. The model evaluates how stakeholders' perception of the online learning experience influences student engagement and success.

(6) Need for Change related the Problem or Situation: This category addresses the need for change or improvement in the online learning environment. Variables such as student feedback, course evaluations, and identified areas for enhancement are included. The model assesses how the recognition and implementation of needed changes impact student engagement and success.

(7) Other Factors related to the Problem or Situation: This category encompasses additional relevant factors that could influence student engagement and success in ubiquitous online higher education. Personal factors, external commitments, cultural background, and learning style preferences may be considered. The model identifies unique circumstances or external events correlated with student engagement and success.

By considering a comprehensive set of factors across different categories, the predictive analysis model assists educators and institutions in enhancing student engagement and success in ubiquitous online higher education. The model's insights enable personalized interventions, informed decision-making, and the design of a more effective online learning experience, ultimately leading to improved student outcomes.

Thus, it is important to note that the specific steps and techniques involved in the predictive analysis may vary depending on the research domain, data/information characteristics, and the complexity of the research objective. Close attention should be paid to the assumptions and limitations of the chosen predictive modeling techniques, and appropriate validation procedures should be followed to ensure the reliability and validity of the predictions. Table 2 reviews some of the scholarly papers published that contain predictive analysis as a part of their analysis.

Table 2: Review of literature on Predictive analysis

S. No.	Area	Focus/Outcome	Reference
1	General-Purpose Technologies and abilities to solve problems of society	A detailed analysis of various General-Purpose Technologies and their contribution towards developing a Sustainable Society to solve need based problems, want based problems, and dreamy desire-based problems of society	Aithal P. S. et al. (2018). [4]
2	Smart cities development	Smart cities development during and post COVID-19 pandemic based on a predictive analysis model.	Gade D. S., et al. (2021). [5]
3	ICCT as a strategic tool for industry sectors	Using predictive analysis principles, how Information Communication & Computation technology (ICCT) underlying technologies can be used as a strategic tool for Primary, secondary, tertiary, and quaternary industry sectors.	Aithal P. S. (2019). [6]
4	How to build world-class universities	Use of predictive analysis principles to Build world-class universities based on six infrastructures proposed.	Aithal P. S., & Aithal, S. (2019). [7]
5	Emerging Trends in ICCTs as Universal Technology	Use of predictive analysis principles to analyse emerging trends in ICCT underlying technologies as Universal Technology for Survival, Sustainability, Differentiation, Monopoly, and Development.	Aithal P. S. (2018). [8]
6	Predicting Higher education strategies for various tech generations	Conceptual analysis on higher education strategies for various tech-generations.	Aithal P. S. et al. (2020). [9]
7	Predictive analysis in Nanotechnology applications	Green nanotechnology innovations to realize UN sustainable development goals 2030.	Shubhrajyotsna A. et al. (2021). [10]
8	Predictive analysis on Twitter	Techniques and applications of Predictive analysis on Twitter.	Kursuncu, U. etal. (2019). [11]
9	Predictive analysis on medical data.	Private predictive analysis on encrypted medical data to see the patterns.	Bos, J. W., (2014). [12]
10	Predictive analysis of heart diseases	Predictive analysis of heart diseases with machine learning approaches.	Ramesh, T. R., et al. (2022). [13]
11	Predictive analysis in Higher education	Systematic literature review of predictive analysis tools in higher education.	Liz-Domínguez, M. (2019). [14]
12	Predictive analysis in Transportation	The state of the art in the predictive analysis of freight transport systems.	Harker, P. T. (1985). [15]

It's important to consider that predicting the future impact of education technology is inherently challenging, as it depends on numerous complex factors and uncertainties. The analysis provided here aims to provide a framework for understanding the potential trajectory and implications of ubiquitous education technology in higher education and research, but the actual outcomes may vary based on various contextual factors and the pace of technological advancements.

3. OBJECTIVES OF THE PAPER :

The objective of this scholarly article is to study the Future Impact of Ubiquitous Education Technology in Higher Education and Research by using the Predictive Analysis model. This includes: (1) To evaluate the procedure of predictive analysis to predict the future of the current system with an appropriate review of literature.

(2) To analyse current ubiquitous education technologies and their importance in the Higher education system.
(3) To compare Classroom Teaching-Learning technologies and Ubiquitous Teaching-Learning technologies based on their features.
(4) To predict the future impact of ubiquitous education technology in higher education and research
(5) To compare the current and future impact of education technologies in higher education and research & guiding.
(6) To interpret some proposed impacts of ubiquitous education technologies in higher education and Research & guiding.
(7) To predict the future models of Higher Education and Research & guiding based on the use of various Ubiquitous Education technologies.

4. UBIQUITOUS EDUCATION TECHNOLOGIES IN HIGHER EDUCATION & THEIR IMPORTANCE:

4.1 UETs in Higher Education:

Ubiquitous education technologies refer to the widespread adoption and integration of various tools and platforms that enhance the learning experience for students and educators alike. Such technologies are expected to become an integral part of higher education, enabling access to educational resources, promoting collaboration and engagement, and personalizing learning experiences (Aithal et. al (2023). [1]). From learning management systems and video conferencing tools to virtual learning environments and mobile learning applications, these technologies empower students to learn anytime, anywhere, and at their own pace. These technologies facilitate active learning, foster communication and collaboration, and provide data-driven insights for the continuous improvement of learners (Aljawarneh, S. A. (2020). [16]). Following table 2 lists various possible UETs to be used in higher education training.

Table 2: Some of the possible UETs to be used in higher education training

S. No.	UETs	Description
1	Learning Management Systems (LMS)	LMS platforms like Moodle, Canvas, or Blackboard provide a centralized hub for course materials, assignments, discussions, and grades. They enable instructors to deliver content, communicate with students, track progress, and facilitate online assessments. LMSs streamline administrative tasks and enhance collaboration between students and instructors. They are crucial for organizing and managing online courses effectively.
2	Video Conferencing Tools	Video conferencing tools such as Zoom, Microsoft Teams, or Google Meet have become indispensable for remote learning and virtual meetings. They facilitate real-time communication, collaboration, and live lectures. These tools enable students and instructors to interact face-to-face, regardless of their physical location, fostering engagement and fostering a sense of community in online learning environments.
3	Online Collaboration Tools	Tools like Google Workspace (formerly G Suite), Microsoft Teams, or Zoom facilitate real-time collaboration, video conferencing, file sharing, and document editing. These tools enable students and instructors to work together remotely, participate in group projects, hold virtual meetings, and deliver live lectures.
4	Virtual Learning Environments (VLEs)	VLEs offer immersive and interactive digital environments that simulate real-world scenarios for learning. They incorporate elements like virtual labs, simulations, and gamification to enhance student engagement and comprehension. VLEs provide experiential learning opportunities that may be difficult or expensive to replicate in traditional settings.
5	Lecture Capture Systems	Lecture capture systems allow instructors to record and distribute their lectures online. Students can access recorded lectures at their

		convenience, enabling flexible learning. These systems also support the integration of multimedia elements such as slides, videos, and annotations, enhancing the learning experience.
6	Adaptive Learning Platforms	Adaptive learning platforms use algorithms to personalize the learning experience based on individual student needs and performance. They analyze data on students' strengths, weaknesses, and learning patterns to provide tailored content, recommendations, and assessments. Adaptive learning platforms promote personalized learning and help students progress at their own pace.
7	Mobile Learning Applications	Mobile learning apps enable students to access educational resources, participate in discussions, and complete assignments using their smartphones or tablets. These apps provide flexibility and convenience, allowing students to learn on the go. Mobile learning also supports the integration of microlearning modules for quick, bite-sized content consumption.
8	Online Assessment Tools	Online assessment tools, such as ProctorU or ExamSoft, offer secure and scalable platforms for conducting exams and quizzes remotely. They incorporate features like time limits, question randomization, and plagiarism detection. Online assessment tools streamline the grading process, reduce administrative burdens, and ensure academic integrity.
9	Open Educational Resources (OER)	Open Educational Resources (OER) refer to freely available learning materials, such as textbooks, videos, and interactive modules, that can be shared, modified, and redistributed. OER reduces financial barriers to education, promote equity and inclusivity, and provide a wide range of resources for educators and students. They encourage collaboration, customization, and innovation in teaching and learning.
10	Learning Analytics	Learning analytics involves collecting, analyzing, and interpreting data on student learning behaviours and outcomes. By leveraging learning analytics tools, institutions can gain insights into student engagement, progress, and performance. This data-driven approach helps identify at-risk students, personalize interventions, improve teaching strategies, and optimize learning experiences for better student outcomes.
11	Gamification	Gamification refers to incorporating game elements and mechanics into educational activities and content. It enhances student motivation, engagement, and active participation. Gamification techniques can include badges, leaderboards, points, and levels, which create a sense of achievement and friendly competition. Gamified learning experiences make education more enjoyable and immersive, driving student success and retention.
12	Virtual Reality (VR) and Augmented Reality (AR) based techniques	VR and AR technologies-based techniques enhance learning experiences by providing immersive and interactive environments. Students can explore virtual worlds, visualize complex concepts, and engage in hands-on simulations. VR and AR applications are particularly valuable for disciplines like medical training, engineering, and architecture.

4.2 Importance of UETs in Higher Education:

The ubiquitous education technologies in higher education are found to be important recently due to following reasons:

(1) Enhance access and flexibility due to the fact that the students can learn anytime, anywhere, and at their own pace, facilitating access for non-traditional students and those with scheduling constraints.

(2) They foster collaboration and engagement and hence enable collaborative projects, interactive discussions, engagement with multimedia resources, and enhancing the learning experience.
(3) They provide personalized learning opportunities through adaptive learning platforms and analytics that enable personalized content, interventions, and feedback based on individual needs and progress.
(4) They improve administrative efficiency by streamlining administrative tasks, grading, and assessment processes, reducing administrative burdens on instructors and institutions.
(5) They support data-driven decision-making by means of learning analytics and data analytics that provide insights for evidence-based decision-making, course improvement, and student support.
(6) These technologies support expanded access to open educational resources which reduce textbook costs, promote inclusivity, and offer a wide range of content for diverse learning styles.
(7) They facilitate experiential learning by means of virtual learning environments and immersive technologies and provide opportunities for hands-on, realistic simulations and practical experiences.
(8) They help to adapt to the changing educational landscape by helping institutions to adapt to online and hybrid learning environments, ensuring continuity in education during unforeseen circumstances.

5. UBIQUITOUS EDUCATION TECHNOLOGY IN RESEARCH & THEIR IMPORTANCE:

5.1 UETs in Research & Guiding:

Some of the possible ubiquitous education technologies used in research and guiding are listed in table 3:

Table 3: Some of the possible ubiquitous education technologies used in research and guiding

S. No.	UETs	Description
1	Research Databases	Online research databases such as IEEE Xplore, JSTOR, and ScienceDirect provide access to a vast collection of scholarly articles, research papers, and publications. These databases enable researchers and guides to stay updated with the latest findings in their fields, conduct comprehensive literature reviews, and gather relevant information to support their work.
2	Electronic Journals	Electronic journals, also known as e-journals, offer a digital format for academic and research publications. They provide a convenient and easily accessible platform for researchers and guides to publish their work, disseminate knowledge, and engage in scholarly discussions. E-journals promote efficient sharing of research findings and foster collaboration within the academic community.
3	Online Research Communities	Online research communities, such as ResearchGate and Academia.edu, connect researchers and guides worldwide. These platforms facilitate networking, collaboration, and knowledge exchange. Researchers and guides can share their work, seek feedback, and discover new research opportunities, enhancing their professional development and expanding their research networks.
4	Research Management Software	Research management software, such as Zotero, EndNote, and Mendeley, helps researchers and guides organize and manage their research materials, including references, citations, and documents. These tools streamline the research process, facilitate literature reviews, and ensure accurate referencing and citation formatting.
5	Virtual Research Environments (VRE)	Virtual research environments provide online platforms for collaborative research and data sharing. VREs offer features like secure data storage, project management tools, and collaboration spaces, enabling researchers and guides to work together efficiently, irrespective of geographical locations. VREs promote

		seamless communication, data integration, and project coordination in research and guiding endeavours.
6	Research Presentations	Technologies for creating and delivering research presentations, such as Microsoft PowerPoint, Prezi, and Google Slides, are vital for researchers and guides. These tools allow them to effectively communicate their research findings, share knowledge, and engage with their audience. Presentation software enhances the clarity and impact of research presentations, facilitating knowledge transfer and promoting engagement.
7	Data Visualization Tools	Data visualization tools, like Tableau, Plotly, and D3.js, enable researchers and guides to transform complex data into visual representations, such as charts, graphs, and interactive dashboards. These tools enhance data understanding, facilitate data-driven decision-making, and aid in effectively communicating research findings to diverse audiences.
8	Collaborative Document Editing	Collaborative document editing platforms, such as Google Docs and Microsoft Office 365, allow multiple researchers and guides to collaborate in real-time on shared documents. These platforms enable simultaneous editing, version control, and comments, promoting efficient collaboration, document management, and feedback exchange during research and guiding processes.
9	Research Ethics Tools	Research ethics tools assist researchers and guides in navigating ethical considerations and ensuring compliance with ethical standards in research and guiding. These tools provide guidelines, checklists, and resources to support ethical decision-making, participant consent management, and data protection. Ethical considerations are fundamental for conducting responsible and trustworthy research and guiding practices.
10	Reference and Citation Generators	Reference and citation generators, such as APA Style, MLA Style, and Harvard Referencing, automate the process of creating accurate citations and reference lists. These tools save researchers and guides valuable time and ensure consistency and correctness in referencing, adhering to the appropriate citation styles and academic standards.

5.2 Importance of UETs in Research and Guiding:

These ubiquitous education technologies in research and guiding contribute significantly to the research process, knowledge dissemination, collaboration, and ethical conduct. They empower researchers and guides by providing access to scholarly resources, facilitating collaboration and communication, enhancing data analysis and visualization, promoting ethical practices, and streamlining the overall research and guiding workflows.

6. COMPARISON OF CLASSROOM & UBIQUITOUS TEACHING-LEARNING TECHNOLOGIES :

Classroom teaching and online teaching are two different approaches to education that have their own merits and demerits. Classroom teaching is the traditional form of education, where students and teachers meet in person to learn. This type of teaching offers a number of benefits, including (i) Social interaction where students can interact with their teachers and classmates in real-time, which can help them to learn better and build relationships, (ii) Personalized learning in which teachers can tailor their instruction to the needs of individual students, which can help to ensure that everyone is learning at their own pace, (iii) Classrooms offer a structured environment that can help students to stay on track and focused. However, classroom teaching also has some demerits such as (i) Limited flexibility where students are limited to the times and locations of the classes that are offered, (ii) Classroom teaching can be more expensive than online teaching, including the cost of textbooks and transportation, (iii) Distractions where the students can be easily distracted by other students, noises, or technology in the

classroom. On the other hand, online teaching is a newer form of education that allows students to learn from anywhere in the world. This type of teaching offers a number of benefits, including (i) Flexibility where the students can learn at their own pace and time, which can be helpful for students with busy schedules or who need to learn at a slower pace, (ii) Affordability where the online courses can be much more affordable than traditional classroom courses, and (iii) Access to resources like online courses often offer a wider range of resources, such as videos, interactive exercises, and online tutoring. However, online teaching also has some demerits, such as (i) lack of social interaction where students may miss out on the social interaction that is an important part of learning, (ii) Self-discipline where the students need to be self-disciplined in order to succeed in online courses, and (iii) Technical difficulties such as slow internet speeds or problems with the learning platform may affect the learning of the students. Ultimately, the best type of teaching for a particular student will depend on their individual needs and learning style. Some students may prefer the flexibility and affordability of online teaching, while others may prefer the social interaction and structure of classroom teaching (Swan, K., et al. (2005). [17]) and (Suartama, I., et al. (2021). [18]). Table 7 lists some of Classroom Teaching-Learning technologies and Ubiquitous Teaching-Learning technologies for comparison.

Table 7: Comparison of Technologies Used in Classroom & Ubiquitous Teaching-Learning Processes

Classroom Teaching-Learning Technologies	Ubiquitous Teaching-Learning Technologies
(1) Learning Management Systems (LMS) (2) Interactive Whiteboards. (3) Virtual Reality (VR) for creating a virtual environment. (4) Augmented Reality (AR) for overlying additional digital information. (5) Gamification for creating a competitive environment. (6) Video Conferencing for real-time communication & collaboration. (7) Cloud Computing for accessing real-time data/ calculation. (8) Mobile Learning for personalized instructions. (9) Artificial Intelligence (AI) for intelligent tutoring and immediate feedback. (10) Data analytics tools analyze large volumes of educational data to uncover patterns, trends, and insights.	(1) Learning Management Systems (LMS). (2) Video Conferencing Tools. (3) Online Collaboration Tools like Google Workspace, Microsoft Teams, or Zoom facilitate. (4) Virtual Learning Environments (VLEs). (5) Lecture Capture Systems for recording and Distributing lectures. (6) Adaptive Learning Platforms for the personalized learning experience. (7) Mobile Learning Applications to access educational resources, participate in discussions, and complete assignments. (8) Online Assessment Tools such as ProctorU or ExamSoft, offer secure and scalable platforms for conducting exams and quizzes remotely. (9) Open Educational Resources (OER) such as textbooks, videos, and interactive modules. (10) Learning Analytics to student learning behaviours. (11) Gamification to incorporating game elements and mechanics into educational activities and content. (12) VR and AR technologies-based techniques enhance learning experiences by providing immersive and interactive environments.

7. PREDICTIVE ANALYSIS OF THE POTENTIAL FUTURE IMPACT OF UBIQUITOUS EDUCATION TECHNOLOGY IN HIGHER EDUCATION AND RESEARCH :

7.1 Factors affecting the Predictive models in Higher Education & Research:

Predicting the future impact of ubiquitous education technology in higher education and research involves assessing the current trends, advancements, and adoption rates of technology in these domains and extrapolating potential outcomes based on these factors as shown in block diagram (figure 1) and are listed below:

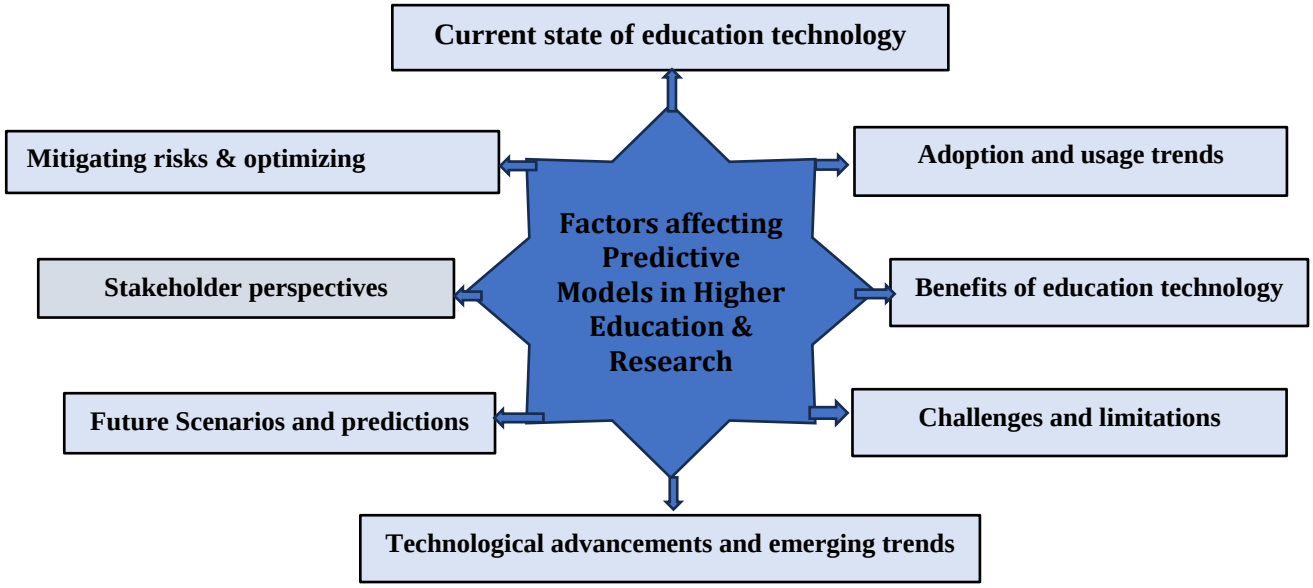

Fig. 2: Factors affecting Predictive Models in Higher Education & Research [Source: Authors]

Predicting the future impact of ubiquitous education technology in higher education and research involves assessing the current trends, advancements, and adoption rates of technology in these domains and extrapolating potential outcomes based on these factors. Here's a detailed analysis of the topic:

(1) Current state of education technology: Start by understanding the existing landscape of education technology in higher education and research. Explore the various types of technology being used, such as learning management systems, virtual classrooms, online courses, educational apps, data analytics tools, virtual reality, and artificial intelligence.

(2) Adoption and usage trends: Examine the current adoption rates of education technology in higher education and research institutions. Consider factors like the prevalence of online courses, the use of digital tools for research and collaboration, and the integration of technology into traditional teaching and learning practices. Assess how these trends have evolved over time and analyze the driving factors behind them.

(3) Benefits of education technology: Identify the potential benefits that education technology offers in higher education and research. These may include increased access to education, personalized learning experiences, enhanced collaboration and communication, improved data analysis and insights, cost savings, and the ability to reach a broader audience.

(4) Challenges and limitations: Acknowledge the challenges and limitations associated with the adoption and implementation of education technology. These could include concerns about privacy and data security, the digital divide, resistance to change, the need for training and support, and the risk of replacing human interaction and personalized instruction with automated systems.

(5) Technological advancements and emerging trends: Explore the emerging technologies and trends that have the potential to shape the future of education technology in higher education and research. This could include developments in artificial intelligence, machine learning, augmented and virtual reality, blockchain, adaptive learning, and learning analytics. Assess how these advancements may influence teaching, learning, and research practices.

(6) Future scenarios and predictions: Based on the analysis of the current state, trends, benefits, challenges, and technological advancements, create potential future scenarios. These scenarios should envision the impact of ubiquitous education technology in higher education and research. Consider factors like increased adoption and integration of technology, changes in pedagogical approaches, shifts in the role of educators and researchers, and the overall transformation of the learning and research experience.

(7) Stakeholder perspectives: Consider the perspectives of various stakeholders, including students, educators, researchers, administrators, policymakers, and industry professionals. Analyze their views on the potential benefits, challenges, and implications of widespread adoption of education technology

in higher education and research. This can provide insights into the acceptance, expectations, and concerns surrounding the future impact of technology in these domains.

(8) Mitigating risks and optimizing outcomes: Identify strategies to mitigate potential risks and maximize the positive outcomes of ubiquitous education technology. This may involve addressing concerns around privacy and security, providing comprehensive training and support for educators and researchers, ensuring equitable access to technology, fostering collaboration and interdisciplinary research, and creating policies and guidelines that facilitate responsible use of technology in education.

It's important to note that predicting the future impact of education technology is inherently challenging, as it depends on numerous complex factors and uncertainties. The analysis provided here aims to provide a framework for understanding the potential trajectory and implications of ubiquitous education technology in higher education and research, but the actual outcomes may vary based on various contextual factors and the pace of technological advancements.

8. COMPARISON CURRENT AND FUTURE IMPACTS OF EDUCATION TECHNOLOGY;

8.1 Comparison of the Current impact of Education Technology on Higher education and predicted Future impact of education technology on Higher education:

Table 8 depicts the comparison of the Current impact of Education Technology on Higher education and predicted Future impact of education technology on Higher education.

Table 8: Current & Predicted future Impact of Education Technology on Higher Education:

Current Impact of Education Technology on Higher Education:	Predicted Future Impact of Education Technology on Higher Education:
(1) Enhanced accessibility: Education technology has already made education more accessible by providing online courses, virtual classrooms, and digital resources. Students can access educational materials and participate in learning activities from anywhere, breaking down geographical barriers. ***(2) Personalized learning:*** Technology enables personalized learning experiences through adaptive learning platforms and intelligent tutoring systems. Students can receive tailored instruction based on their individual needs, learning pace, and preferences. ***(3) Collaboration and communication:*** Education technology facilitates collaboration among students and educators through online discussion forums, video conferencing, and collaborative document editing tools. This enhances communication and fosters collaborative learning and research. ***(4) Data-driven insights:*** Technology allows for the collection and analysis of vast amounts of data, providing valuable insights into student performance, engagement, and learning outcomes. Educators can use this data to make data-informed decisions and improve instructional strategies. ***(5) Blended learning:*** Many higher education institutions have embraced	***(1) Continued expansion of online learning:*** The future is likely to see a further expansion of online learning, with more courses and programs offered entirely online. This will provide greater flexibility for learners, allowing them to pursue education at their own pace and fit learning into their busy schedules. ***(2) Adaptive and personalized learning at scale:*** Advancements in artificial intelligence and machine learning will enable more sophisticated adaptive learning systems. These systems will provide highly personalized learning experiences, adapting to individual learners' needs in real-time and optimizing learning outcomes. ***(3) Immersive and interactive learning experiences:*** Virtual reality (VR) and augmented reality (AR) will become more prevalent, offering immersive and interactive learning experiences. Students will be able to explore virtual environments, conduct virtual experiments, and engage in simulations that enhance their understanding and practical skills. ***(4) Artificial intelligence and automation:*** AI will play a significant role in automating administrative tasks, grading assessments, and providing intelligent feedback. This will free up educators' time, allowing them to focus more on personalized instruction and mentoring. ***(5) Data analytics for continuous improvement:*** The use of data analytics will become more sophisticated, enabling institutions to continuously monitor and improve student outcomes. Predictive analytics will help identify students at risk of

blended learning, combining online and face-to-face instruction. This approach leverages technology to enhance traditional teaching methods and create more engaging and interactive learning environments.	academic challenges, allowing for early intervention and support. Lifelong learning and micro-credentials: Education technology will support the trend of lifelong learning, with the rise of micro-credentials and short-term courses. Learners will have access to a wide range of bite-sized learning opportunities to upskill or reskill throughout their careers. ***(6) Collaboration and global connections:*** Education technology will further facilitate collaboration and global connections among students and researchers. Virtual collaboration tools, online conferences, and global research networks will enable interdisciplinary collaboration and knowledge sharing across borders.

It's important to note that these predicted future impacts are based on current trends and advancements in technology. The actual realization and extent of these impacts will depend on various factors, including technological advancements, institutional readiness, pedagogical shifts, and societal acceptance [19-23].

8.2 Comparison of Current impact of Education technology on Research & Guiding and predicted Future impact of education technology on Research & Guiding ?

Table 9 depicts the comparison of the Current impact of Education technology on research & guiding and predicted Future impact of education technology on research & guiding.

Table 9: Current & Predicted future Impact of Education Technology on research & guiding

Current impact of education technology on research and guiding	**predicted future impact of education technology on research and guiding**
(1) Access to information: Education technology has significantly enhanced researchers' access to vast amounts of information and research materials. Online databases, digital libraries, and academic search engines provide easy and quick access to a wide range of scholarly resources, enabling researchers to stay up-to-date with the latest research and explore diverse perspectives. ***(2) Collaboration and networking:*** Technology facilitates collaboration among researchers through virtual platforms, video conferencing, and online collaboration tools. Researchers can connect with colleagues worldwide, share knowledge, collaborate on projects, and participate in virtual research communities, fostering interdisciplinary collaboration and networking. ***(3) Data analysis and visualization:*** Advanced data analytics tools and visualization software have revolutionized research practices. Researchers can analyze large datasets, identify patterns, and	***(1) Advanced data analytics and AI:*** Future advancements in data analytics and AI will further enhance researchers' ability to analyze large and complex datasets, identify patterns, and generate actionable insights. AI-powered research assistants and automated analysis tools may assist researchers in data processing, reducing manual effort and accelerating research progress. ***(2) Virtual and augmented reality in research:*** Virtual and augmented reality technologies will enable researchers to visualize and interact with data, models, and simulations in immersive ways. This can enhance understanding, enable more realistic experimental environments, and facilitate collaborative research across geographical boundaries. ***(3) Intelligent research assistants:*** Intelligent virtual assistants and chatbots may support researchers in various research tasks, such as literature review, data analysis, and experimental design. These assistants can provide personalized guidance, suggest relevant resources, and help streamline research workflows. ***(4) Knowledge graph and semantic search:*** The development of comprehensive knowledge graphs and advanced semantic search capabilities will

visualize research findings in interactive and meaningful ways, enabling deeper insights and more effective communication of research results. ***(4) Experimental simulations and modeling:*** Education technology provides tools for conducting virtual experiments, simulations, and modeling, enabling researchers to explore complex phenomena, test hypotheses, and conduct experiments in controlled virtual environments. This reduces costs, time, and ethical constraints associated with traditional experiments. ***(5) Research dissemination and impact:*** Technology has transformed the dissemination of research findings through online journals, preprint servers, and open-access repositories. Researchers can reach a broader audience, increasing the visibility and impact of their work. Social media platforms and research networking sites further facilitate knowledge sharing and collaboration.	revolutionize information retrieval in research. Researchers will be able to navigate complex relationships between concepts, access relevant research with more precision, and discover hidden connections across disciplines. ***(5) Predictive and prescriptive analytics:*** Advanced predictive analytics techniques will enable researchers to forecast trends, anticipate research outcomes, and identify potential areas of exploration. Prescriptive analytics may guide researchers in making informed decisions, suggesting research directions based on existing knowledge gaps and emerging research trends. ***(6) Ethical considerations and responsible research:*** Education technology will play a crucial role in promoting ethical conduct in research. Tools for plagiarism detection, research integrity training, and automated compliance checks will help researchers ensure the ethical and responsible conduct of research. ***(7) Global collaboration and interdisciplinary research:*** Technology will continue to facilitate global collaboration and interdisciplinary research. Virtual research environments, online conferences, and collaborative platforms will enable researchers from diverse backgrounds to collaborate seamlessly, fostering innovation and cross-pollination of ideas.

Thus, it is important to note that these predicted future impacts are based on current trends and anticipated technological advancements. The actual realization and extent of these impacts will depend on various factors, including the pace of technological development, research community adoption, and the ethical considerations associated with the integration of technology in research practices.

9. PROPOSED IMPACT OF UETS IN HIGHER EDUCATION :

Ubiquitous education technologies, such as online learning platforms, virtual reality, artificial intelligence, and mobile applications, have the potential to significantly impact higher education in several ways. While it is important to note that the future is uncertain and these predictions are speculative. Table 4 summarises some proposed impacts that could emerge from the integration of ubiquitous education technologies in higher education.

Table 4: Some proposed impacts of ubiquitous education technologies in higher education

S. No.	Proposed Impacts	Description
1	Accessible and Inclusive Education	Ubiquitous education technologies can break down barriers to education by providing access to learning resources and opportunities for students who are unable to attend traditional physical classrooms. Online courses, digital textbooks, and mobile learning apps can reach learners in remote areas, those with physical disabilities, or those who have work or family commitments that limit their ability to attend on-campus classes.
2	Personalized Learning	Technology can enable personalized learning experiences tailored to individual student needs, preferences, and learning styles. Adaptive learning systems can analyze students' progress and provide customized content and feedback, ensuring that they receive the most relevant and effective educational materials. Intelligent tutoring

		systems can also offer personalized support, helping students overcome challenges and grasp complex concepts.
3	Enhanced Collaboration and Communication	Ubiquitous education technologies can facilitate collaborative learning experiences, both among students and between students and educators. Virtual classrooms, discussion forums, and video conferencing tools enable real-time interaction and engagement, fostering meaningful discussions and knowledge sharing. Students can connect with peers and experts globally, expanding their networks and perspectives.
4	Immersive and Experiential Learning	Virtual reality (VR) and augmented reality (AR) technologies can create immersive learning environments, allowing students to explore simulations, conduct virtual experiments, and engage in realistic scenarios. These technologies provide hands-on experiences that bridge the gap between theory and practice, enhancing students' understanding and skill development in various disciplines.
5	Data-Driven Insights and Assessment	Educational technologies generate vast amounts of data on student performance, engagement, and learning patterns. By analyzing this data, educators can gain valuable insights into individual and collective progress, identifying areas of improvement and adjusting instructional strategies accordingly. Data-driven assessments can provide more accurate and timely feedback, promoting continuous learning and growth.
6	Lifelong Learning and Professional Development	Ubiquitous education technologies enable flexible learning opportunities beyond traditional degree programs. Professionals can access online courses, micro-credentials, and lifelong learning platforms to upskill and reskill, keeping pace with rapidly evolving industries. Technology can also support personalized professional development plans, helping individuals advance in their careers and adapt to changing job market requirements.
7	Challenges and Considerations	While the proposed impacts are promising, it's crucial to acknowledge the challenges associated with integrating ubiquitous education technologies. Issues such as the digital divide, privacy concerns, quality assurance, and ensuring equitable access to technology and resources need to be addressed to ensure widespread benefits.

It's important to remember that these predictions are speculative, and the actual impact of ubiquitous education technologies in higher education will depend on various factors such as technological advancements, policy frameworks, and societal changes. However, if appropriately harnessed, these technologies have the potential to revolutionize the educational landscape, expanding access, improving learning outcomes, and fostering innovation in higher education.

10. PROPOSED IMPACT OF UETS IN RESEARCH & GUIDING :

Ubiquitous education technologies can also have a significant impact on research and guiding in higher education. Table 5 summarises some of the proposed impacts that could emerge from the integration of these technologies for research and guiding.

Table 5: some of the proposed impacts of UE technologies for research and guiding

S. No.	Proposed Impacts	Description
1	Expanded Access to Research Resources	Ubiquitous education technologies can provide researchers with broader access to a wealth of digital resources. Online databases, digital libraries, and open educational resources enable researchers to access a wide range of scholarly articles, books, research datasets, and other relevant materials from anywhere, eliminating

		geographical and institutional limitations. This expanded access can foster interdisciplinary collaboration and fuel innovative research endeavors.
2	Collaborative Research Networks	Various technology-enabled platforms and tools facilitate collaboration among researchers. Virtual research environments, collaborative writing platforms, and project management tools allow researchers to work together remotely, breaking down barriers of time and space. These technologies enable the exchange of ideas, data sharing, and joint analysis, leading to increased productivity and the generation of new knowledge.
3	Advanced Data Analysis	Various ubiquitous education technologies can leverage advanced data analytics techniques to support research endeavors. Researchers can utilize artificial intelligence and machine learning algorithms to analyze large datasets, identify patterns, and gain insights that may not be immediately apparent. These technologies can enhance the efficiency and accuracy of data analysis, enabling researchers to make evidence-based conclusions and contribute to scientific advancements.
4	Virtual Research Environments:	Both virtual reality (VR) and augmented reality (AR) technologies can create immersive research environments that enable scientists to conduct experiments, simulations, and data visualization in virtual or augmented spaces. These technologies can replicate complex real-world scenarios, facilitate data exploration, and enhance researchers' understanding of intricate phenomena. VR and AR can also provide interactive training and educational experiences for research techniques and methodologies.
5	Data-Driven Research and Decision-Making	The integration of ubiquitous education technologies can enable researchers to collect and analyze vast amounts of data generated by various sources, such as sensors, social media, and online platforms. This data-driven approach can support evidence-based research and decision-making processes. Researchers can use data analytics to identify research trends, understand user behavior, and inform policy recommendations or interventions.
6	Guiding and Mentoring	Ubiquitous education technologies can enhance the guiding and mentoring process for students and early-career researchers. Virtual mentoring platforms, video conferencing tools, and online collaboration spaces enable mentors to provide guidance and support remotely. These technologies can facilitate regular communication, feedback, and knowledge sharing between mentors and mentees, irrespective of geographical locations.
7	Ethical Considerations and Challenges	The integration of ubiquitous education technologies in research and guiding also raises ethical considerations. Privacy and data security concerns, ensuring equitable access to technology and resources, and addressing potential biases in data analysis are important factors that need to be carefully addressed to ensure responsible and inclusive research practices.

It's important to note that these predictions are speculative, and the actual impact of ubiquitous education technologies on research and guiding will depend on the adoption, adaptation, and ethical implementation of these technologies. However, when utilized effectively, these technologies have the potential to revolutionize research processes, expand collaborative networks, and accelerate scientific discovery in higher education.

11. PREDICTED FUTURE MODEL OF HIGHER EDUCATION SYSTEM :

The predicted future model of Higher Education System comprises a Multidisciplinary Choice-Based Credit system (MD-CBCS) and Competency-Based Evaluation System (CBES) offered through pure Online interactive mode or Blended mode and will make use of various Ubiquitous Education technologies is likely to be characterized by the following aspects:

(1) Blended Learning Approach for the traditional model of higher education, where students primarily attend physical classes, will evolve into a blended learning approach. Blending online and offline learning experiences, students will engage in a combination of face-to-face interactions, virtual classrooms, online courses, and digital resources. Such an approach will provide flexibility and personalized learning experiences tailored to individual student needs and wants.

(2) Through personalized Learning Pathways, ubiquitous education technologies will enable the development of personalized learning pathways for student learners. Through adaptive learning systems, intelligent tutoring, and learning analytics, students will receive customized content and support based on their strengths, weaknesses, and learning ways. Such technologies will track students' progress, provide targeted interventions, and offer personalized feedback to optimize learning practices & outcomes.

(3) Virtual reality (VR) and augmented reality (AR) technologies will be integrated into the higher education system, creating immersive learning environments for students. Using UETs, students will have the opportunity to participate in virtual lab experiments, field trips, and simulations, enhancing their understanding and practical skills. VR & AR can overlay digital information onto physical environments, enriching the learning experience and enabling interactive and context-rich learning & practicing.

(4) Ubiquitous education technologies will foster collaboration and global connections among students and trainers. Virtual collaboration tools, online discussion forums, and video conferencing platforms will facilitate real-time interactions, enabling students to work on group projects, engage in peer-to-peer learning, and connect with experts and mentors globally. Such a collaborative approach will broaden perspectives, promote cultural exchange, and enhance interdisciplinary learning & understanding.

(5) The higher education system will increasingly embrace lifelong learning and continuous professional development. Ubiquitous education technologies will provide accessible and flexible learning opportunities for individuals throughout their careers. Professionals will engage in online courses, micro-credentials, and digital platforms to upskill, reskill, and adapt to the changing demands of the job market and industries. Lifelong learning will be integrated into the fabric of the higher education system, promoting ongoing personal and professional growth, leading to fulfilment of educational objectives.

(6) Futuristic Data-Driven Decision-Making and Quality Assurance approach by the integration of ubiquitous education technologies will generate vast amounts of data on student performance, engagement, and learning outcomes. Organizations will leverage data analytics to gain insights into student progress, identify areas for improvement, and make data-driven decisions to enhance the quality of education. The data generated will inform instructional design, curriculum development, and personalized interventions, ensuring continuous improvement in teaching and learning processes.

(7) The future model of higher education will likely witness a shift towards flexible and modular credentialing. Traditional degree programs will coexist with micro-credentials, digital badges, and stackable credentials. Students will have the flexibility to choose from a wide range of courses and certifications, allowing them to create customized learning pathways aligned with their career goals and expectations. This modular approach will enable individuals to demonstrate specific skills and competencies to employers, facilitating career advancement and employability.

Thus, it is important to note that while these predictions outline potential aspects of the future higher education system, the actual implementation and impact of ubiquitous education technologies will depend on various factors, including technological advancements, institutional strategies, pedagogical approaches, and policy frameworks.

12. PREDICTED FUTURE MODEL OF RESEARCH & GUIDING SYSTEM :

The Predicted future model of the research and research guiding system will be also mostly on Pure Online Interactive Mode (POIM) or sometimes through blended mode by using ubiquitous education

technologies which are subsets of ICCT underlying technologies [24-29] and is likely to witness the following developments:

(1) Ubiquitous education technologies will foster collaboration among researchers globally. Virtual research environments, online collaboration platforms, and video conferencing tools will enable researchers to connect and work together remotely, overcoming geographical barriers. The resulting increased connectivity will facilitate interdisciplinary collaboration, knowledge exchange, and joint research endeavours, leading to accelerated scientific developments.

(2) Ubiquitous education technologies will provide researchers with broader access to a vast array of digital research resources. Online databases, digital libraries, and open-access repositories will offer a wealth of scholarly articles, research papers, datasets, and research tools. Research scholars will be able to access these resources from anywhere, enabling them to explore diverse perspectives, stay updated with the latest findings, and leverage a wide range of data sources for their research analysis.

(3) UBTs will integrate advanced data analytics and visualization tools into the research process. Researchers will leverage artificial intelligence, machine learning, and data mining techniques to analyze large datasets, identify patterns, and gain insights into their research questions. Data visualization technologies will enable researchers to represent complex data in visual formats, facilitating understanding, interpretation, and effective communication of research findings.

(4) The integration of ubiquitous education technologies will generate vast amounts of research data. Researchers will leverage data analytics to analyze and interpret this data, enabling evidence-based research and decision-making. Data-driven insights will guide the formulation of research questions, methodologies, and hypotheses. Moreover, researchers will use data analytics to identify research trends, contribute to policy recommendations, and address societal challenges.

(5) Technologies like Virtual reality (VR) and augmented reality (AR) will create immersive research environments. Researchers will have the opportunity to conduct experiments, simulations, and data visualization in virtual or augmented spaces. Further, these technologies will enable researchers to explore complex phenomena, manipulate variables, and visualize abstract concepts, enhancing their understanding and contributing to breakthroughs in various fields.

(6) The integration of ubiquitous education technologies in research will necessitate ethical considerations. Researchers will need to address issues related to data privacy, data security, informed consent, and responsible use of technology. Institutions and researchers will establish guidelines and ethical frameworks to ensure the responsible and ethical conduct of research in the digital era.

(7) Ubiquitous education technologies will facilitate the formation of online research communities. Researchers will connect through virtual platforms, forums, and social media groups to share knowledge, seek feedback, and collaborate on research projects. Online mentorship programs will connect experienced researchers with early-career researchers, fostering guidance, support, and knowledge transfer across human generations.

It's important to note that these predictions outline potential developments, and the actual implementation and impact of ubiquitous education technologies in the research and research guiding system will depend on technological advancements, institutional strategies, ethical frameworks, and collaborative efforts within the research community.

13. CONCLUSION :

The future impact of ubiquitous education technology in higher education and research is poised to revolutionize the way we teach, learn, and conduct research. Predictive analysis, as a powerful tool within this landscape, holds tremendous potential for guiding institutions, educators, and researchers toward informed decision-making and improved outcomes. By harnessing the vast amounts of data generated through ubiquitous education technology, predictive analysis can provide valuable insights, identify patterns, and anticipate future trends. Such a proactive approach enables educational institutions to enhance personalized learning experiences, optimize resource allocation, and make data-driven decisions that positively impact student success and the success of academic research. As we embrace the era of ubiquitous education technology, predictive analysis emerges as a vital ally, offering a transformative path toward a more efficient, effective, and inclusive higher education and research ecosystem. With continued advancements in technology and data analytics, the potential for predictive analysis to shape the future of education and research is truly limitless.

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