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instructional design as an undergraduate, even though I never called it that. I was helping friends study, creating study guides, and reteaching myself material that I found interesting. It was then that I realized how my friends and classmates had unique study habits and learning styles. Learning has intrigued me ever since.

**Educational technology is most simply and comfortably defined as an array of tools that might prove helpful in advancing student learning. Educational Technology relies on a broad definition of the word "technology". Technology can refer to material objects of use to humanity, such as machines or hardware, but it can also encompass broader themes, including systems, methods of organization, and techniques. Some modern tools include but are not limited to overhead projectors, laptop computers, and calculators. Newer tools such as "smartphones" and games (both online and offline) are beginning to draw serious attention for their learning potential in the**

Cognitive Science undergraduate program at UCSD, I was introduced to the learning frameworks and theories of the field. Behaviorism was straightforward to me, but I was more curious about the brain's role in learning, and needed more than just a stimulus-response and reinforcement explanation to learning. Most emphasis in my

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