

Searching the Relationship among Components that Contribute to Interactive Plight and Educational Execution

Authors : Shri Krishna Mishra

Abstract : In an educational context, technology can prompt interactive plight only when it is used in conjunction with interactive plight methods. This study, therefore, examines the relationships among components that contribute to higher levels of interactive plight and execution, such as interactive Plight methods, technology, intrinsic motivation and deep learning. 526 students participated in this study. With structural equation modelling, the authors test the conceptual model and identify satisfactory model fit. The results indicate that interactive Plight methods, technology and intrinsic motivation have significant relationship with interactive Plight; deep learning mediates the relationships of the other variables with Execution.

Keywords : searching the relationship among components, contribute to interactive plight, educational execution, intrinsic motivation

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