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## **Expanding the Technology Acceptance Model (TAM) to consider teachers needs and concerns in the design of Educational Technology (EdTAM)**

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### **Abstract**

A hundred years ago, in 1922, Thomas Edison was quoted saying “*I believe that the motion picture is destined to revolutionize our educational system, and that in a few years it will supplant largely, if not entirely, the use of textbooks.*” And while this classic statement shows that the discourse about the potential of technology in our education system has a long standing tradition, textbooks are still the teachers main choice in today's classroom. This paper is suggesting a theoretical model with which educational technology can be designed to enhance the adoption of technology amongst teachers. At its core the Educational Technology Adoption Model (EdTAM) is utilizing a double user scenario, focusing on both the needs and concerns of teachers, as well the needs of the students. As a result, a proof of concept in the form of an educational game designed in strict accordance with the EdTAM Model, is presented. Thus showing that the theoretical model can be transferred into the design of a real world product. A further study, testing the games adoption rate with teachers is planned to support the theoretical model with empirical data.

**Keywords:** Game Based learning, Technology acceptance model (TAM), Concerns of teachers, Educational Technology, Educational games