

# Managing Educational Systems and Sector in the Context of Artificial Intelligence: An Overview

Kiran Lata Dangwal 

Associate Professor, Department of Education, University of Lucknow, Lucknow,  
India

Email: kldangwal@yahoo.co.in

## Abstract

Technology has always played a significant role in the evolution and development of societies everywhere. Artificial intelligence is emerging as the next game changer in the field of technology. It is the simulation of human cognitive processes by computers, specifically computer systems. The use of artificial intelligence might considerably improve the overall functioning of the educational system. The key goals of integrating artificial intelligence in educational management and administration are to improve educational and administrative quality. In the classroom, virtual and augmented reality provides students and teachers with real-time teaching and learning experiences. There is an urgent need to expand educational access, provide technical support and guidance to universities, and include provisions for technology-based online learning management systems that support lifelong learning, as well as online administration and management activities that meet the needs of researchers and academicians. The current paper describes how AI can automatically change existing administrative and management systems at the institutional level, as well as electronically modifies traditional teaching and learning techniques by seamlessly integrating with E-learning technology and online Learning Management Systems.

**Keywords:** Technological Era, Artificial Intelligence, Educational System, Global learners, Educational Management and Administration

## Introduction

This is a limited preview of the chapter.

To read the full-text chapter, get access by purchasing this chapter or consider buying the complete book. If your library has subscription to EBSCOhost, this chapter including other chapters of the book can be accessed through your library.

This chapter is a part of the book, '*Advances in Business Informatics empowered by AI & Intelligent Systems*'

ISBN: 978-81-957322-0-3 (ebk); ISBN: 978-81-957322-1-0 (pbk);  
ISBN: 978-81-957322-2-7 (hbk)

Book DOI: <https://dx.doi.org/10.46679/9788195732203>

The book is available via CSMFL Bookstore, Amazon, Google Play Books, EBSCOhost & EBSCO eBooks

support to enhance their learning skills. AI technology will go a long way in the field of education and benefit the human race in times to come.

## References

- Artificial intelligence in education | UNESCO. (n.d.). Retrieved January 6, 2023, from <https://www.unesco.org/en/education/digital/artificial-intelligence>
- Boden, M. A. (1998). Creativity and artificial intelligence. *Artificial Intelligence*, 103(1-2), 347–356. [https://doi.org/10.1016/s0004-3702\(98\)00055-1](https://doi.org/10.1016/s0004-3702(98)00055-1)
- Buenfil, J., Arnold, R., Abruzzo, B., & Korpela, C. (2019). Artificial Intelligence Ethics: Governance through Social Media. *2019 IEEE International Symposium on Technologies for Homeland Security (HST)*. <https://doi.org/10.1109/hst47167.2019.9032907>
- BURNS, E. (2022, February). *What is artificial intelligence (AI)?* TechTarget. <https://www.techtarget.com/searchenterpriseai/definition/AI-Artificial-Intelligence>
- Dignum, V. (2018). Ethics in artificial intelligence: introduction to the special issue. *Ethics and Information Technology*, 20(1), 1–3. <https://doi.org/10.1007/s10676-018-9450-z>
- Marda, V. (2018). Artificial intelligence policy in India: a framework for engaging the limits of data-driven decision-making. *Philosophical Transactions of the Royal Society A: Mathematical, Physical and Engineering Sciences*, 376(2133), 20180087. <https://doi.org/10.1098/rsta.2018.0087>
- Pandey, V., & Gupta, S. (2016). Understanding G2G e-government project impasse. *Information Development*, 33(4), 361–374. <https://doi.org/10.1177/0266666916657582>
- Rossi, F. (2018). Building trust in artificial intelligence. *Journal of international affairs*, 72(1), 127-134.
- Sims, K. (1991). Artificial evolution for computer graphics. *ACM SIGGRAPH Computer Graphics*, 25(4), 319–328. <https://doi.org/10.1145/127719.122752>
- UNESCO. (2022, September 28). *Artificial Intelligence, e-Governance and Access to Information*. UNESCO. <https://en.unesco.org/news/artificial-intelligence-e-governance-and-access-information>

Zeng, Y., Lu, E., & Huangfu, C. (2018). Linking Artificial Intelligence Principles.  
*ArXiv:1812.04814*. <https://arxiv.org/abs/1812.04814v1>

---