[Your Name]

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[Course Number]

[Date]

Laptops should be banned in the classroom

**Introduction**

 In the modern world of advanced technology, every aspect of a person's life is bounded by digital objects. It is evident that digital technology has completely altered our way of living and perceiving things. Students are also utilizing these technologies as they provide them with ease in every aspect of life. However, digital technology is making it hard for students to concentrate on their academic progress. Proper class participation and attentiveness are the most important things as they provide students with an opportunity to express their ideas and to obtain new information. However, with the advancement in technology, students have been distracted in the classroom regardless of their complete participation. Typing lectures in the classroom has made it difficult for the students to devote their complete attention and participation during the class. Here, the focus is to determine the impact of typing lectures during class.

**Discussion**

 Laptops are symbolized as an impenetrable obstacle that hinders the ability of a student to concentrate in the classroom. The degree of creativity of students in the classroom has decreased up to a significant extent. Instead of thinking or pondering over a question or scenario, students are using laptop and internet to find the answer. Such activities have a devasting impact on the creativity of students. It is notable to mention that the students continuously find themselves distracted during a class due to entertaining computer programs (Fink 13). Various social media sites usually attract students whenever they try to find something on their laptops. It has been observed that students focus on the non-academic programs on their laptops instead of focusing on their teachers.

 Researchers have argued that laptops are potential sources to detract students from learning (Fried 4). One must need to understand the fact that students can misuse their laptop in certain ways that can distract both users and other students. Spending considerable time on multitasking can allow students to engage in non-course related activities. Many schools and colleges provide their students with free Wi-Fi access due to which can be used by students to visit social media sites, to check emails and to send an instant message to their friends while sitting in their classroom.

 Regardless of the distractive nature of laptops, they are convenient and faster to take notes as compared to handwriting. Students can modify their documents effectively with the help of laptops. However, there is no such need for students to take notes using the laptop as the majority of schools and colleges provide them with access to lectures and relevant learning material. Consequently, it is necessary for the students to devote their full concentration and potential in the classroom to understand a topic at hand. It is important to consider the fact that sharing ideas with each other during the classroom increases the learning capabilities of students. Hence, it is highly recommended to ban the use of laptops at least during the lecture, so students can devote their full attention to their studies.

**Conclusion**

 In a nutshell, laptops can compel students to engage in various non-academic activities during their lecture, which can decrease their creativity and learning capabilities. Performing non-course related activities distract students from an ongoing lecture in the class. School management should need to ban the use of laptops in the classroom to ensure that students are completely focusing on their professor’s lectures. It is recommended to remove Wi-Fi access from the classroom. Wi-Fi access should only be provided in the library so students may use it to complete an assignment.

Works Cited

Fink III, Joseph L. "Why we banned use of laptops and “scribe notes” in our classroom." *American journal of pharmaceutical education* 74.6 (2010).

Fried, Carrie B. "In-class laptop use and its effects on student learning." *Computers & Education* 50.3 (2008): 906-914.