

Supplementary Material – Correlation Tables

Table A

The correlations among the technological tools

The technological tools	1	2	3	4	5	6	7	8	9	10
1.Robot	1									
2.Computer	.16**	1								
3.Virtual Reality Glasses	.33**	.01	1							
4.3D Printers	.43**	.10	.58**	1						
5.Tablet	.18**	.44**	.26**	.11*	1					
6.Smart Board	.12*	.42**	.01	-.05	.42**	1				
7.Smart Phone	.07	.50**	.06	-.02	.50**	.40**	1			
8.Multifunctional Calculator	.23**	.24**	.15**	.16**	.30**	.32**	.30**	1		
9.Wearable Technologies	.34**	.11*	.44**	.51**	.18**	.10	.15**	.21**	1	
10.Computer Based Laboratory Tools	.48**	.15**	.24**	.35**	.15**	.17**	.05	.20**	.42**	1

**Correlation is significant at the .01 level (2-tailed).

*Correlation is significant at the .05 level (2-tailed).

Table B

The correlations among the technological programs and applications

The technological programs and applications	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
1.Educational Websites	1															
2.Mobile applications	.30**	1														
3.Digital Educational Games	.27**	.33**	1													
4.Social media	.18**	.20**	.17**	1												
5.Electronic Printed Resources	.32**	.29**	.23**	.23**	1											
6.Educational Videos	.21**	.15**	.26**	.06	.24**	1										
7.Interactive Videos	.21**	.31**	.32**	.12	.43**	.43**	1									
8.Lecturing Videos	.33**	.11*	.14*	.25	.23**	.23**	.21**	1								
9.Simulations	.02	.32**	.37**	.04	.12*	.34**	.32**	-.02	1							
10.Animations	.10	.21**	.38**	.11	.19**	.25**	.30**	.09	.50**	1						
11.Virtual Reality Applications	.07	.32**	.31**	.16*	.18**	.24**	.28**	.06	.45**	.32**	1					
12.QR-encoded virtual reality environments	.17	.32**	.37**	.21**	.23**	.26**	.38**	.05	.39**	.30**	.50**	1				
13.Augmented Reality Applications	.03	.20**	.31**	.16*	.24**	.24**	.39**	.05	.44**	.38**	.43**	.45**	1			
14.Online Concept Maps	.22**	.41**	.36**	.19**	.36**	.30**	.56**	.13*	.37**	.30**	.29**	.47**	.42**	1		
15.Other Web 2.0 tools	.25**	.37**	.34**	.29**	.46**	.21**	.49**	.20**	.29**	.20**	.28**	.46**	.36**	.60**	1	
16.Distance Education System	.27**	.36**	.30**	.29**	.44**	.19**	.35**	.20**	.27**	.19**	.25**	.33**	.26**	.45**	.51**	1

**Correlation is significant at the .01 level (2-tailed).

*Correlation is significant at the .05 level (2-tailed).

Table C

The correlations between the technological tools and technological programs – applications

Technological programs and applications	Technological Tools									
	Robot	Computer	Virtual Reality Glasses	3D Printers	Tablet	Smart Board	Smart Phone	Functional Calculator	Wearable Technologies	Computer Based Laboratory Tools
1.Educational Websites	.18**	.19**	.00	.01	.12*	.33**	.21**	.20**	.02	.12*
2.Mobile applications	.22**	.24	.17**	.12*	.30**	.18**	.34**	.22**	.18**	.21**
3.Digital Educational Games	.23**	.16*	.25**	.26**	.18**	.11*	.19**	.09	.23**	.13*
4.Social media	.15**	.32	.13*	.16**	.38**	.18**	.40**	.26**	.14*	.02
5.Electronic Printed Resources	.20**	.25	.04	.17**	.19**	.22**	.18**	.28**	.18**	.19**
6.Educational Videos	.24**	.16**	.20**	.17**	.12*	.18**	.08	.19**	.16**	.17**
7.Interactive Videos	.34**	.20**	.23**	.28**	.23**	.19**	.08	.26**	.29**	.29**
8.Lecturing Videos	.10	.21	.11*	.02	.16**	.20**	.18**	.15**	.09	.06
9.Simulations	.30**	.12*	.31**	.32**	.17**	.13*	.01	.14*	.29**	.20**
10.Animations	.26**	.11*	.28**	.23**	.18**	.13*	.07	.10	.24**	.21**
11.Virtual Reality Applications	.20**	.17**	.49**	.38**	.23**	.03	.15**	.16**	.37**	.14**
12.QR-encoded virtual reality environments	.29**	.12**	.34**	.33**	.14*	.08	.10	.20**	.36**	.28**
13.Augmented Reality Applications	.30**	.12*	.33**	.34**	.15**	.05	.04	.17**	.35**	.25**
14.Online Concept Maps	.30**	.16**	.24**	.25**	.25**	.17**	.11*	.27**	.30**	.27**
15.Other Web 2.0 tools	.26**	.25**	.19**	.23**	.29**	.24**	.18**	.33**	.31**	.28**
16.Distance Education System	.22**	.20**	.14*	.24**	.28**	.23**	.20**	.33**	.28**	.23**

**Correlation is significant at the .01 level (2-tailed).

*Correlation is significant at the .05 level (2-tailed).