

High School Tech Mastery: Computer Networking Training Platform

Friday 20 September 2024 15:00 (20 minutes)

This article presents the development, implementation, and validation of a platform designed to enhance high school students' preparation for the Applied Informatics Olympiad AcadNet and the CCNA exam –both focused on computer networking concepts. The platform integrates theoretical quizzes and practical exercises to facilitate comprehensive learning. It features role-based access management to ensure security and provides tailored functionalities based on user roles. Students can develop network configuration skills through hands-on tasks performed within a virtual machine environment. Evaluation involving both students and educators demonstrated the platform's user-friendly interface and educational effectiveness. Planned enhancements include optimizing virtual machine access and further refining the user experience.

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Session Classification: Networking in Education and Research

Track Classification: Networking in Education and Research