

Collection Technology

Unit R012 - Understanding tools, techniques, methods and processes for technological solutions

Data Collection Technology

- We have covered some of the methods that can be used to collect data and information
- Some of these methods can be carried out using technology below:
 - **Barcode / QR code readers**
 - **Web based surveys**
 - **Wearable technologies**
 - **Mobile technologies**

Barcode / QR Code Readers

- **Barcode readers scan** unique **barcodes** on products.
- They can help retailers to **identify products** and **control stock**.
- Some retailers **operate** a “**shop** and **scan** system” whereby **customers** can **scan** their items into their **trolley** as they pick them off the **shelves**.



Barcode / QR Code Readers

- **QR codes** are 2D barcodes and can **store more data** than standard barcodes.
- They are generally used in **advertising** as they can be **read** more **quickly** and can be scanned by most smart phones.
- The information contained within a **QR** code may be **contact details, web addresses** or **discount vouchers**.



Web Based Surveys

- As discussed before, web based surveys allow **questionnaires** or **surveys** to be completed **electronically**.
- When a **survey** has been **completed** the **results** of it are generally entered into the spreadsheet or database **automatically**, ready for **processing**.



SurveyMonkey®

Wearable Technologies

- Wearable technology refers to **smart electronic** devices that can be **worn**.
- Examples of wearable technology are:
 - **Activity trackers**
 - **Smart watches**
 - **Headsets**
 - **Glasses**



Wearable Technologies

- Wearable technology is a good example of the **Internet of Things**
- This is the **interconnection** via the **internet** of **computing devices** embedded in **everyday objects**, enabling them to send and receive data.
- An example could be a **fitness tracker** that could store data in a file on the manufacturers website. This allows **progress** to be **tracked** and **compared** to **friends**.



Mobile Technologies

- **Mobile technology** refers to any device that can be **transported** by the user.
- The **increased** use of the **cloud** has made mobile technology more **popular** as it allows documents to be **accessed** on the **move**.
- Examples of mobile technology include:
 - **Smart phones**
 - **Tablets**
 - **GPS devices**
 - **Ebook readers**

