



VIRTUAL CLASSROOM DESIGN

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VIRTUAL CLASSROOM DESIGN

1

INTRODUCTION

- Our classroom design
- Forward thinking instructors

2

VIRTUAL CLASSROOM

- Definition
- Types of virtual classroom
- Learning theories
- Synchronous & Asynchronous Virtual Classroom

3

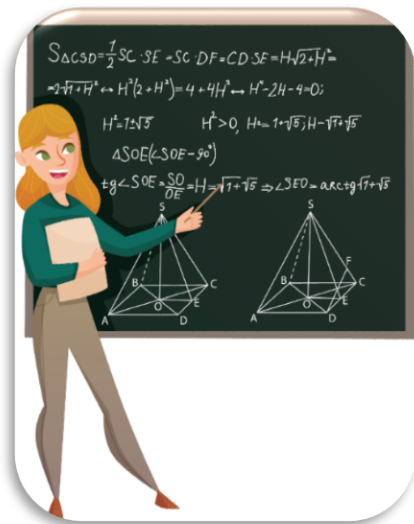
VIRTUAL CLASSROOM DESIGN

- Tips
- Designing Virtual Classroom
- Virtual Classroom: Sample Screen

INTRODUCTION

OUR CLASSROOM DESIGN

**Traditional
Face-to-Face**



**Web-
Facilitated**



Blended



**Forward Thinking
Instructors**

**VIRTUAL
CLASSROOM**

VIRTUAL CLASSROOM

Virtual Classroom is online learning environment in which both learners and instructors engage in *synchronous*, *asynchronous* or *blended (synchronous and asynchronous)* learning activities from anywhere at anytime.

TYPES OF VIRTUAL CLASSROOM

1

Rotation Model

2

Enriched Virtual Classroom

3

Flex Virtual Classroom

4

Fully Virtual Classroom



LEARNING THEORIES

INSTRUCTIVISM

- Instructor-centered
- Instructor control what is to be learned and how it is to be learned
- Students learn based on schedule

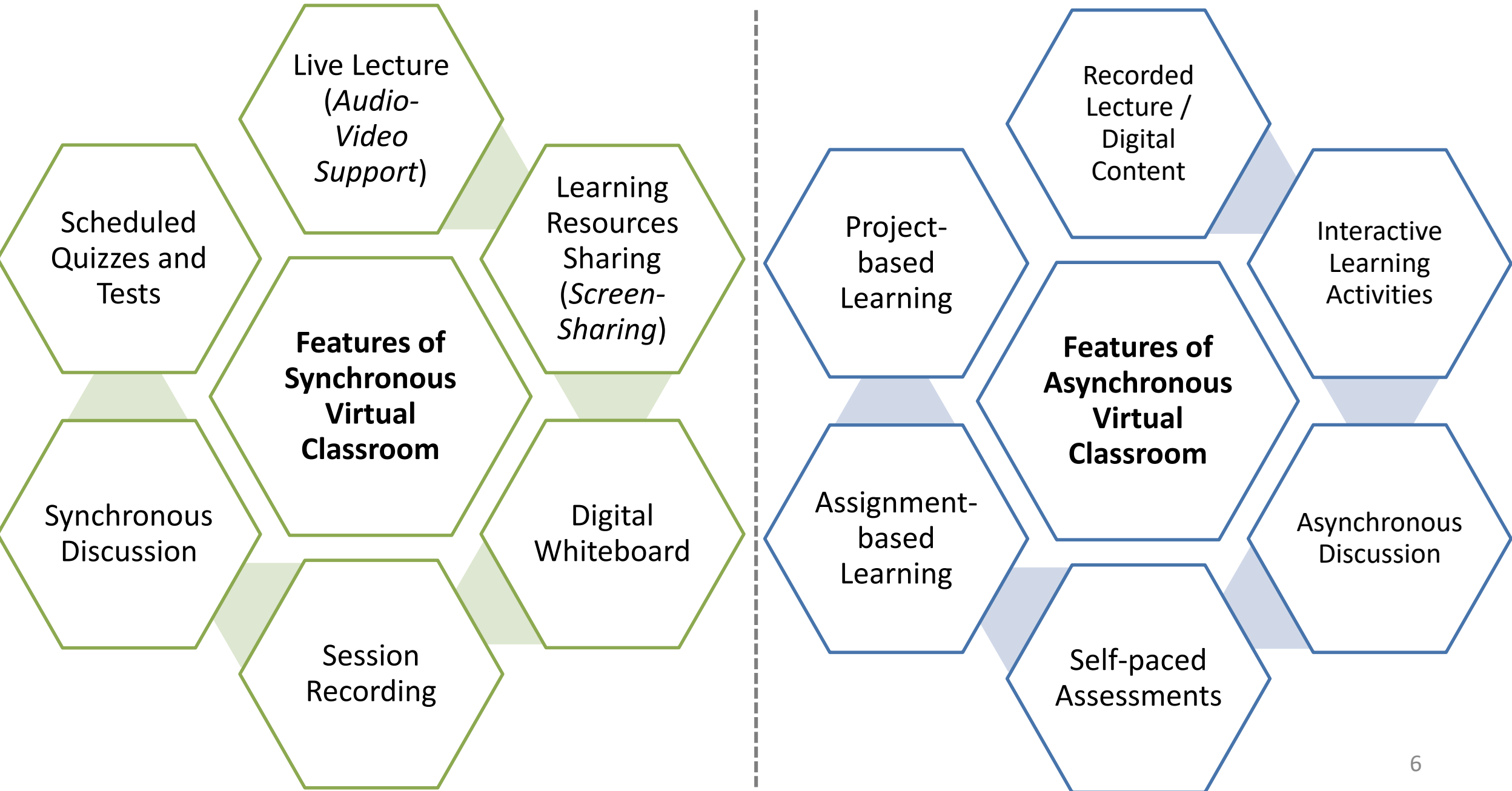
SYNCHRONOUS VIRTUAL CLASSROOM

CONSTRUCTIVISM

- Learner-centered
- Instructor role is to prepare the learning instructions
- Students learn at own paced

ASYNCHRONOUS VIRTUAL CLASSROOM

SYNCHRONOUS & ASYNCHRONOUS VIRTUAL CLASSROOM



SYNCHRONOUS VIRTUAL CLASSROOM TIPS

1 Lecture – activity – lecture – activity – summary OR
Activity – lecture – activity – lecture - summary for 60
minutes session

2 Write a **lesson plan** to help budget time

3 Start with simple learning or activities and the **build
complexity**

4 Set **housekeeping rules**

5 **Interact** with students by asking questions

ASYNCHRONOUS VIRTUAL CLASSROOM TIPS

1 Bite-sized modules to provide **flexibility** in student learning

2 **Accessible** and **engaging** learning lessons

3 Interactive learning activities that **promote higher order thinking**

4 **Self-paced** and **differentiated** learning

5 Provide **regular feedback** on student learning

DESIGNING VIRTUAL CLASSROOM

1

Map course and learning topic

2

Identify topic learning outcomes

3

Identify virtual classroom learning components

4

Align components to the learning outcomes

5

Identify delivery strategies and tools for each components

6

Identify the assessments for learning

7

Design and deliver virtual classroom learning

1. Map course and learning topic

COURSE LEARNING OUTCOME (CLO)

1. Identify various multimedia elements and the requirements of a multimedia project.
2. Demonstrate appropriate design and social interaction with team members and society through the development of multimedia project.
3. Demonstrate managerial skills in commercial-based interactive multimedia project
4. Demonstrate the interactive multimedia project with animation features using authoring tools.



10 Learning Topics

2. Identify topic learning outcomes

TOPIC 1: INTRODUCTION TO MULTIMEDIA

Description This topic will cover definition and concepts related to multimedia, benefits or advantages of using multimedia and application of multimedia.

CLO Addressed 1

Topic Learning Outcome

1. Define basic terms and concepts related to multimedia technologies.
2. Distinguish between the types of linear and non-linear multimedia systems.
3. Identify various applications of multimedia.

3. Identify virtual classroom learning components

Topic Online Learning Activities (4 Hours)

- a. Content focused activities (120 minutes)
- b. Online interactivity focused learning activities (30 minutes)
- c. Asynchronous online discussion (60 minutes)
- d. Reflection focused online self-assessment (30 minutes)

4. Align components to the learning outcomes

Learner's Task	TLO
CONTENT FOCUSED Student self-learn <i>e-content</i> for Topic 1 and update their self-learning using mind mapping (120 minutes)	1-3
e-Content (equivalent to 2 hours F2F) *10 min video / 12 slides for 1 hour F2F	
<ul style="list-style-type: none"> • Introduction to Multimedia <ul style="list-style-type: none"> - Definition of Multimedia (TLO1) - Types of Multimedia Projects (TLO2) - Authoring Tools (TLO1) - Delivering Multimedia (TLO1) • Benefits / Advantages of Using Multimedia (TLO1) 	

INTERACTIVITY FOCUSED Students participate in the <i>online learning activities</i> designed by the instructor (30 minutes)	
Online Learning Activity 1 (10 minutes) Student complete the crossword puzzle related to elements of multimedia.	1
Link to activity: https://www.toglic.com/en/self-open/5bbafb08167d4/embed	
Online Self-Assessment (30 minutes) Student answer to online self-assessment for Topic 1 Introduction to Multimedia.	1-3

5. Identify delivery strategies and tools for each components

<p>INTERACTIVITY FOCUSED Students participate in the <i>online learning activities</i> designed by the instructor (30 minutes)</p> <p>Online Learning Activity 1 (10 minutes) Student complete the crossword puzzle related to elements of multimedia.</p> <p>Link to activity: https://www.toglic.com/en/self-open/5bbafb08167d4/embed</p>	1	Educational Games	/					UFUTURE TOGlic
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Delivery tools

Delivery strategy

6. Identify the assessments for learning

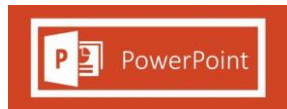
1. Online Test 1 (20%)
2. Online Test 2 (20%)
3. Online Quiz 1 (5%)
4. Online Quiz 2 (5%)
5. Individual Project: Text and Image Designing (10%)
6. Group Project: Audio and Video Production (10%)
7. Group Project: Interactive Multimedia Project using Authoring Tools (30%)

7. Design and delivery virtual classroom learning

1 DESIGN VIRTUAL CLASSROOM LEARNING

Tools for Designing e-Content

- 10 min video / 12 slides for 1 hour F2F



Tools for Designing Learning Activities



Hot Potatoes

Tools for Communications

Forum
i-discuss

Tools for Designing Assessment



2 DELIVERY VIRTUAL CLASSROOM LEARNING

Asynchronously



Google Classroom



padlet



Synchronously



Meet



Telegram



Webex Meetings



WhatsApp

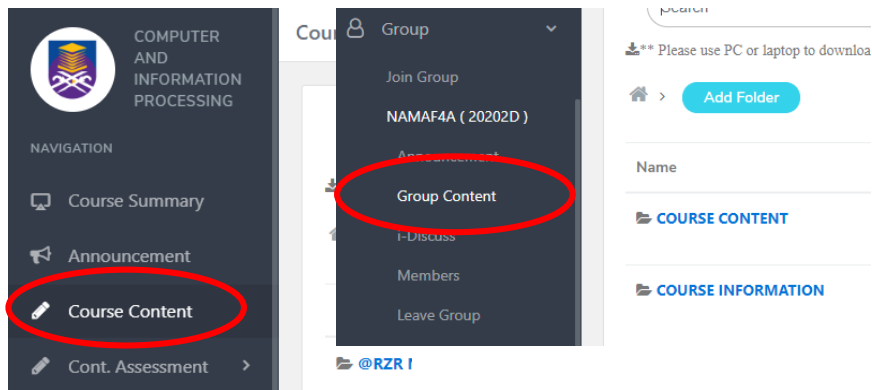
ICLASS LEARNING MANAGEMENT SYSTEM

<https://padlet.com/drprasanna/edutools>

VIRTUAL CLASSROOM: UFUTURE

e-Content

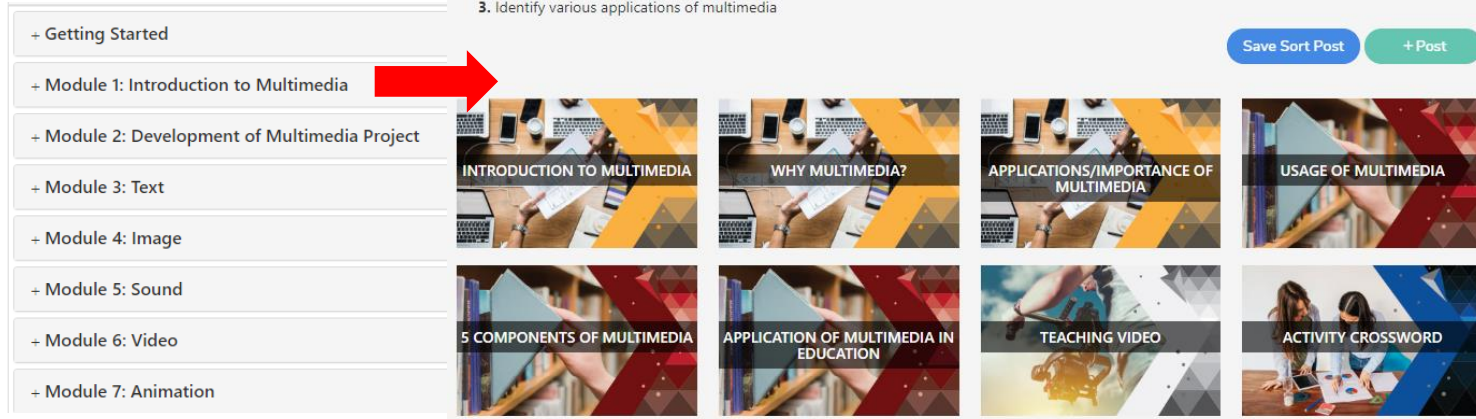
- Record lecture / digital content



Learning Activities

At the end of the topic, you will be able to:

1. Define basic terms and concepts related to multimedia technologies
2. Distinguish between the types of linear and non-linear multimedia systems
3. Identify various applications of multimedia

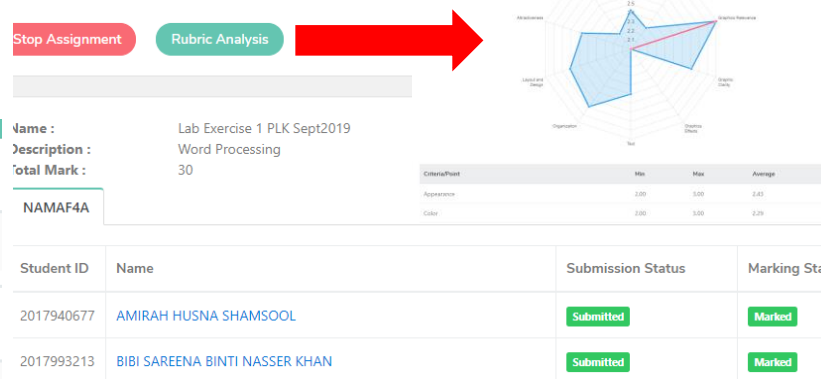


Online Discussion

- Asynchronous discussion between instructor-learner or learner-learner

Assignment

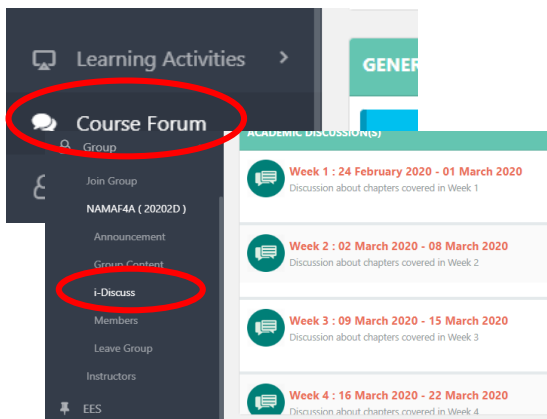
- Support individual or group assignment submission and marking



Assessment

- Support both scheduled and self-paced assessment

Student ID	Name	Submission Status	Date Taken	Marking Status	Total Mark	Action
2017940677	AMIRAH HUSNA SHAMSUOL	Submitted	2019-12-30 16:26:41	Marked	43.00	Recalculate Reset Pdf
2017993213	BIBI SAREENA BINTI NASSER KHAN	Submitted	2019-12-25 22:29:51	Marked	45.00	Recalculate Reset Pdf
2017948095	DELAILAH BINTI ABDULLAH	Submitted	2019-11-22 19:28:08	Marked	56.00	Recalculate Reset Pdf
2017318213	FATIMAH BINTI SATU	Submitted	2019-11-23 07:53:19	Marked	44.00	Recalculate Reset Pdf
2017933149	IFFAH AN NISA BINTI AZHAR	Submitted	2019-12-30 14:58:53	Marked	39.00	Recalculate Reset Pdf
2017120071	MASTURAH BINTI AHMAD	Submitted	2019-11-22 20:14:24	Marked	56.00	Recalculate Reset Pdf



VIRTUAL CLASSROOM: PADLET

Prasana Ramakrisnan + 1 • 28d
CDBT2203
Information Technology & Environment


Introduce yourself here!

Prasana Ramakrisnan 3mo

Dr Anna here :)

I'm a lecturer from UiTM Shah Alam. My area of teaching are Multimedia, Human Computer Interaction and e-Learning

Looking forward to the course....



Reading Slides

Prasana Ramakrisnan 3mo

Topic 1: Introduction to IT

By the end of the topic, students able to:

1. Define IT
2. State 6 differences between information era and previous era
3. Identify 5 components of IT
4. Discuss a brief history of computers
5. Restate 5 classifications of


Assignment

Add comment

Prasana Ramakrisnan 1mo

Assignment Outline

Please refer to the attachment



Discussion Questions

Prasana Ramakrisnan 3mo

Chapter 1 Discussions


1. What you define IT as?
2. Discuss **THREE (3)** differences between the era's.
3. What are the important component of IT?
4. Briefly list down the history of computers.
5. What are the important classification of computers?
6. What you understand by MSC

Exam Preparation Exercises

Prasana Ramakrisnan 3mo

Exercise 1

Topic 1: Intro to IT



IT_Information Technology, the Internet, ...
h5p

VIRTUAL CLASSROOM: TRELLO

SELF-DIRECTED LEARNING BOARD FOR COMPUTER & INFORMATION PROCESSING ☆ Personal Private

INSTRUCTIONS



designed by freepik.com

Read the Instructions <click> 1

Important Steps <click>


Class Member :)

+ Add another card

CLASS MEMBERS



Self-Introduction <click> 1



+ Add another card

LEARNING PROGRESS



Topic Learning Progress <click> Dec 15, 2019 2 1

AMIRAH HUSNA SAMSOOL 1 1/9

ANIS SHUADAH BT AHMAD NAZAMI 1 1/9

+ Add another card

CHOOSE A TOPIC

Learning Topics <click>

TOPIC 1: INTRODUCTION TO COMPUTER 3 2 1

TOPIC 2: THE SYSTEM UNIT 1 1 IN Z

TOPIC 3: INPUT & OUTPUT 1 1

TOPIC 4: SECONDARY STORAGE 1 NZ

TOPIC 5: SYSTEM SOFTWARE

+ Add another card

VIRTUAL CLASSROOM: GOOGLE MEET

The image shows a screenshot of a Google Meet virtual classroom session. The browser window is Safari, displaying the URL `meet.google.com`. The meeting interface includes a top navigation bar with menu items like 'File', 'Edit', 'View', 'History', 'Bookmarks', 'Window', and 'Help'. The main area is divided into four video thumbnails of participants: 'fazilla hata' (top left), 'najwa learning' (top right), and two other participants (bottom left and bottom right). A control bar at the bottom contains icons for microphone, video, and chat, along with options for 'Turn on captions' and 'Present now'. The desktop background on the right shows a blue ocean scene with icons for 'DOCX', 'Templete Assignment', and 'Screenshot 0-0...34.25 PM'. The macOS dock at the bottom features various application icons including Safari, Mail, Calendar, Photos, and Microsoft Word.

Set Up Your Virtual Classroom It's Easy!

“Technology is just a tool.
In terms of getting the
kids to work together
and motivating them,
the teacher is the most
important.”

BILL GATES

THANK YOU