

## Development of Learning Process through E Collaborative Network with C to C Model on Webquest

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**ABSTRACT:** This research is aimed at construction and presentation of an e Collaborative Learning approach, using a C to C model on Web Quest. The subject area is Pre-Production Planning in the Department of Photography and Cinematography, Rajamangala University of Technology Krungthep . The learners will be second year students from that department. The validation staff for this research consists of 3 experts each in 3 fields, 9 experts in total. Their expertise lies in Designing e Collaborative Learning Models; in Collaborative Learning; and in Pre-Production Planning. The tools for this research consist of an evaluation form for assessing the appropriateness of the learning model; an evaluation form for approval of the research approach, information analysis by arithmetic mean and Standard deviation and Synthesis of the analyses

The result of the research is to validate the hypothesis that :e Collaborative Learning, using a C to C Model on Web Quest, is an appropriate and productive approach to use in actual Learning situations in the higher to highest levels of student learning. There are five stages for designing this learning model based on Constructivism, which are as follows: 1. Preparation 2 . Elicitation 3. Reconstruction 4. Application 5. Reviewing

**KEYWORDS:** Development of Learning Process , e Collaborative , C to C Model , Webquest

### 1. Introduction

The advances in computer technology and communications are major factors which encourage fast and borderless communication among human beings. It brings about the blending of ideas, conventions, and ways of

With the advance of technology, a new approach such as web-based instruction has started to replace classes based learning. The modern educational policy, therefore, focuses more on learner-centred classes with the maximum use of computer, internet, and electronic media. Educational visions have changed especially in IT competitiveness, in order to develop a knowledge-based economy/society.



Learning is the amount of structure, quantity of self decision, the teacher's role, and educational environment of the individual. (Noel F. Lee Jone stated in Sakda Panchapornpong)

The models of Cooperative Learning and Collaborative Learning are compatible with online activities, as in Web Quest. (Tuangrat Sriwongkul , 2550)

The learning process through network systems and the learning process through web quest are, therefore, learning methods to encourage learners to learn and acquire knowledge by themselves in order to create thought and creativity, and develop the ability to use technology as an information research tool, and to create a more holistic knowledge-base in the learners.

An efficient Web Quest should be designed for learners to be able to perform self-study, with teachers as providers for convenience in learning. One thing that should be emphasized is the cooperativeness in learning among learners, which consists of 6 main important issues:

1. Introduction. This is a stage to prepare learners for learning activities. Generally, this can be done through problem solving simulation or other specially designed activities.
2. Task. In this stage, learners have to try to seek for answers, using their existing experience and knowledge.
3. Process. An explanation stage for learners defining what kind of activities they have to perform in order to reach the determined goal. There will be some flexibility for learners' creativity. There will also be activities which lead to the analysis and synthesis stage including evaluation. Those activities should emphasize Constructivism and Cooperative Learning.
4. Resources. Preparing information sources on the World Wide Web so that learners can expand their 'research' thinking, and can creatively seek the required knowledge to solve the given problem. Information sources must be broadly defined.
5. Evaluation. In this stage, learners will be examined as to how close they have come to achieving the determined purpose. The evaluation will be done using authentic assessment techniques, such as Rubrics and Portfolio.
6. Conclusion. This stage is for learners to analyze their learning experience, and to develop conclusions regarding the concepts that they set out to acquire or create. (Nuannada sanguanwongthong)

Given that there is a gap between the traditional classroom approach and the Collaborative Learning approach, the C to C Model is designed to reduce this gap by combining the Cooperative Learning and the Collaborative Learning approaches, in order eventually to lead to e Collaborative Learning. The C to C Model will gradually reduce the teacher's role, from teacher's participation in all 6 activities on Web Quest to no participation at all. Finally, the learners will totally do their own self-study on Web Quest.

#### **4. Area of Studies**

1. This research is to design and develop an E Collaborative Learning approach by using a C to C Model on Web Quest, to be used in the subject area of Pre-Production Planning, Department of Photography and Cinematography, Rajamangala University of Krungthep.
2. Nine experts with different skills and foci to evaluate the appropriateness of using the model in actual learning activities. These experts are from different areas as follows:

- 2.1.1 Three are experts in the design of Collaborative Learning Models, and who are experienced in, have done some researches on, or have produced some articles about, designing Collaborative Learning, have done some researches, or have produced some articles about Collaborative Learning, have some professional experience in the Pre-Production Planning area.
- 2.1.2 Three experts in Collaborative Learning, who have teaching experience in Collaborative Learning Models.
- 2.1.3 Three experts in Pre-Production Planning, who have professional experience in the Pre-Production Planning area.

2. Research Staff consists of

students from the Department.

#### **4. Area of Studies**

##### **3. Purposes of the Research**

The Three Steps to C to C Model

Step 1: Teachers participates in all 6 Web Quest activities.

Step 2: Teachers participate in 4 Web Quest activities.

Step 3: Teachers participate in 2 Web Quest activities.

Goal: Learners do self-study in all 6 activities.



## 5. Methodology

1. A target group of 30 students in the second year of study in the Photography and Cinematography Department, (second semester in 2551 academic year of study) in the Rajamangala University of Technology Krungthep was selected.
2. The model followed in this research is that of a Pre-Experimental Design, in which only one group is selected to be examined after the experiment.
3. The variable used in this research is the e Collaborative Learning Method through C to C Model adapted for use on Web Quest.

## 6. Research Tools

Tools used in this research are as follows:

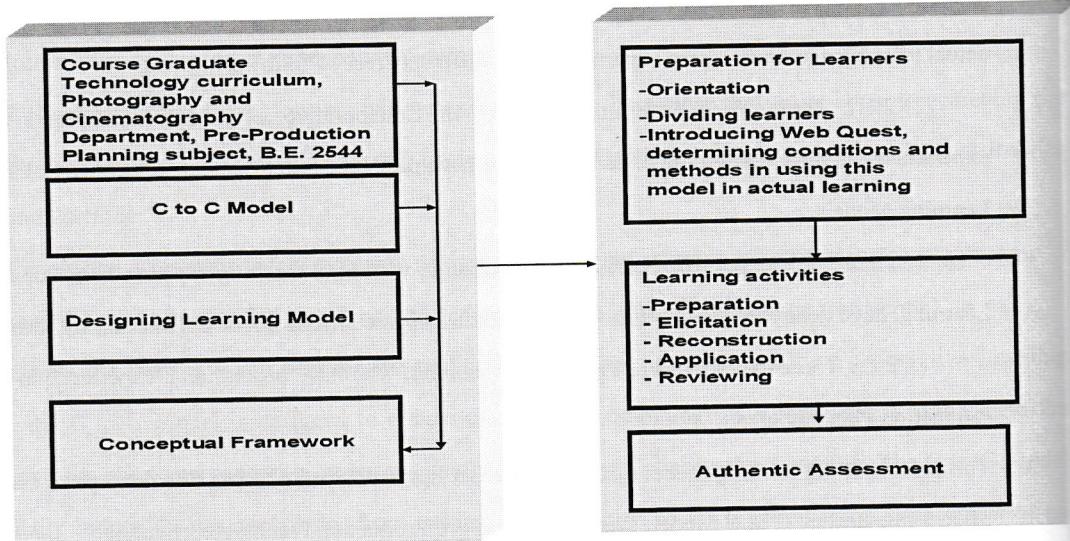
1. C to C Model on Web Quest which has been developed using the Social Constructivism Theory.
2. The Learning plan for Pre-Production Planning, unit 1-4, for second year students of Photography and Cinematography Department.
3. An Evaluation form for determining the appropriateness of using the model in actual learning.

## 7. Research Process

*Part 1 Development of Learning Design.*

Step 1: Study theories related to model development,

Step 2: Design learning model



Determine Learning Model

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## 4. Results and Discussion

Present the learning e Collaborative Learning with C to C on Web Quest for second year students, Pre-Production Planning subject, Photography and Cinematography Department.

### Part 3 Presenting the Learning Model

- 2.2.1) improving based on experts' evaluation
- 2.2.2) experts accepting the learning model
- 2.2 Step 2: Improving Learning
- 2.1.1) 3 experts in designing e Collaborative Learning
- 2.1.2) 3 experts in Collaborative Learning
- 2.1.3) 3 experts in Pre-Production Planning
- 2.1 Step 1: Examine learning model by 9 experts from 3 areas:

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