

TITLE: The development of learning and teaching activities through online social networking to promote creative internet using for students in tertiary level

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The objectives of this research were: 1) to study current situations of teaching and learning to promote the creativity in use of the Internet 2) to develop learning and teaching activities through online social networking 3) to examine learning and teaching activities through online social networking and 4) to purpose learning and teaching activities through online social networking. The sample, selected by a cluster sampling technique, is comprised of 30 undergraduate students in the Faculty of education, Silpakorn University, who enrolled in educational information and communication technology innovation course. The research data was gathered by quantitative and qualitative research instruments.

The results of the study were as the follows:

1. The following were the current situations of teaching and learning to promote the creativity in use of the Internet: 1) the creativity in use of the Internet: the safety to others, self-protection, advantages to themselves and others, and an action against crime. 2) The guideline for the encouragement of creative use of the Internet included teachers should create motivation in classrooms; teachers should also choose a teaching method and media strategy appropriately in order to develop students' behavior; teachers should promote a collaborative learning activity are; and teachers should have an agreement on how to evaluate the effectiveness, what to be studied and how various the evaluation methods

2. learning and teaching activities through online social networking to promote creative internet using for students in tertiary level which were developed by the researcher have the following procedures: 1) planning and orientating learning activities 2) motivating creative internet using 3) fostering learners to set learning purposes and self-evaluations 4) presenting their own learning directions 5) presenting activities which promote creative internet using 6) fostering inquiry-based learning 7) presenting tasks from selected situations 8) evaluating with a sociometry technique and 9) summarizing aspects of creative internet using. The average score of evaluating learning and teaching activities was 4.96 and the standard deviation score was 0.07.

3. The results of using learning and teaching activities revealed that 3.1) learners' behaviors of creative internet using for each part were positive. The average score was 3.00 and the standard deviation score was 0.60. 3.2) behaviors of creative internet using after learning through learning and teaching activities were significantly higher at the 0.01 level. 3.3) the average score of learners' opinions toward learning and teaching activities through online social networking to promote creative internet using was 4.58 and the standard deviation score was 0.5, and

4. The guarantee results of learning and teaching activities from the experts were at appropriate level.