

Abstract

Research Topic : The development of an interactive online classroom for
the subject of 'Environment and Development'

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The objective of this research was to study an efficiency of an interactive online classroom for the subject of 'Environment and Development', to study learning achievement of students before and after studying interactive online classroom, and to study students' opinions toward efficiency as well as their satisfaction toward the interactive online classroom. The population was 36 undergraduate students who enrolled this course on the second semester, 2011 academic year. The pre-test and post-test methodology and satisfaction survey process had been conducted through the interactive online classroom according to the following tools : 1) Edmodo – the interactive online software 2) A pre-define evaluation and questionnaire to measure an efficiency of learning through the interactive online classroom. Statistical analysis i.e. percentage, average, standard deviation, and t-test Dependent Samples were introduced to measure the efficiency. More over, E1/E2 based on 70/70 methodology was also used to measure the online classroom activities. The research results were as below :

1) The classroom efficiency of the Subject of 'Environment and Development' was reached standard 70/70 the result was 71.78/75.23

2) The achievement of the online course was reached the significant statistical level of 0.05. It was founded that the scores between pre-test and post-test was highly different (pre-test average score = 19.86, post-test average score = 26.33).

3) Classroom activities through the interactive online was highly satisfied by the sampling students. Each activity was inline with the course contents. A friendly Edmodo software encourages self learning program with drill down information to improve their knowledge. The average scores of this software were 4.04, 4.22, 4.19 and 3.94 respectively.

In term of online classroom satisfaction, the total picture was considered as a high level. It was found that the self learning tools were easy to get access anytime anywhere. Students had a freedom to learn and the presentation of each content was enthusiasm. It improves learning progress to the student with unlimited drill down information availability. It was a high level effective media, the average scores were 4.04, 4.31, 4.22 and 4.03 respectively.