

Abstract

The goal of this research is to detect the effectiveness of the strategy of combination of interaction-mail to develop the skills of instructional design across the web among students in Technology Education Faculty of Specific Education, The researcher presented the research problem and hypothesis, methodology, and tools and its importance and steps, as has been the theoretical basis of the research, the researcher used the quasi-experimental which is based on the design, development and evaluation of educational programs, and this is done through the application of a design models represented in the model , which was adopted by the researcher Mohammed Attiya, a model T 2003.

Where the sample consisted of 32 male and female students, students from the fourth year, the Department of Education Technology, Faculty of Specific Education, Fayoum University, were chosen at random, were distributed evenly over the 4 experimental groups , each group consisting of (8) students.

Among the most important findings of the research:

- 1- Prepare a list of criteria for the development of e-learning environments based on the Web.
- 2- Prepare a list of instructional design skills via web.
- 3- Synthesis proposed strategy combines three strategies of electronic interaction strategies across the web, namely:
 - A -a strategy to ask questions electronically.
 - B-a strategy role-playing electronically.
 - C-e-strategy discussion.