



Cairo University
Faculty of Graduate Studies for Education
Department of Instructional Technology

The Effect of the Different Style of Content Design of E-learning Environments Supported with Social Networking Tools in Achievement and the Development of Achievement Motivation

A dissertation Abstract for the PHD Degree

Submitted by

Abeer Kamal Ibrahim Ewis

Supervised by

Prof. Dr. Hanaa Mohammed Gamal el-deen **Dr. Walid Abdo Abu Rih**

Tenured Professor-assistant of Instructional Technology, Faculty of Graduate Studies for Education, Cairo University.

Lecture at Department of Instructional Technology, Faculty of Graduate Studies for Education, Cairo University

Dr. Asmaa Tawfeq Mabrok

Lecture of Educational Psychology, Faculty of Graduate Studies for Education, Cairo University.



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Abstract

Name : Abeer Kamal Ibrahim Ewis.
Degree : PHD
Specialization : Educational Technology
Supervisor (s) : **Prof. Dr.** Hanaa Mohammed Gamal el-deen
Dr. Walid Abdo Abu Rih
Dr. Asmaa Tawfeq Mabrok

Title of Thesis:

The Effect of the different style of content design of e-learning environments supported with Social networking tools in achievement and the development of achievement motivation .

Abstract:

The current research aims to measure the impact of variation typically containing environments of e-learning design : Instructional Modules, Learning Objects and Sponsors tools of social networking on academic achievement and the development of achievement motivation to students of instructional technology, through design environments learning according to a proposed design model, as well as to design test achievement, and the measure of achievement motivation in accordance with the requirements of the search, to find out neither will disproportionately affects both at the level of student achievement or increase the motivation to accomplish.

Keywords:

- The design of the content in e-learning environments patterns.
- Social networking tools.
- Achievement motivation.

Summary

Instructional:

There has become an urgent call for change for the development of the educational system and its applications or change the educational system environment desired by the community has become an urgent necessity so that we can provide education in a distinctive image able to deal with future problems, and this change is not always successful or live long, though, so it takes the way in the development of education.

In the context of the spread of the invitation e-learning, which contributes to overcome many of the problems faced by traditional education, emerged the need to have models contribute to the development of the content of courses and helps to display interesting manner and can be managed effectively and efficiently so that most of it (Mohammed Hadi; Belle cook; 2005).

Social networking on the Internet and that have arisen in recent years as powerful tools where people exchange knowledge and multimedia content. It has also helped the exchange of interests between groups of No doubt, there are inherent in any social network system for e-learning, where the main actors are teachers, learners, and learning resources. Mainly focused most of the e-learning programs to publish content and teamwork, and most recently was the research focuses on learning and drafted through social networking.

Education seeks to individualize the learning process and is supported by a letter of different learning environments, Valmtalm studying educational content on small parts of the body so that it can accommodate all the information correctly, and make sure each skill acquisition and applied and achieve better results. And inform the researcher on the different content regulation patterns, has adopted two types can be employed to regulate e-content agree and the nature of social networks and the nature of its users and the nature of the current era, which calls for the fragmentation of knowledge into small parts so that there is a deeper understanding of the perception and acquisition, namely: Style of Instructional Modules, Style of Learning Objects.

Statement Of the Problem:

The problem with research in the identification of any types, both style of instructional modules, the style of Learning Object best in providing e-courses, under the support tools of social communication that will increase achievement motivation, which positively affects the level of student achievement in the decision of "multimedia, So the researcher will measure the impact of these two types differ in light of the availability of some social networking tools and the impact on achievement and motivation toward learning in the light.

Previous offer problem can be formulated in the following main question: "What is the impact of different design content of e-learning environments supported with tools to communicate on the achievement and the development of achievement motivation pattern?"

The ramifications of this question, a group of sub-questions, which are as follows:

1. What form of an experimental treatment based on the Style of Instructional Modules to design of e-learning environments supported with Social networking tools?

2. What is the effect of the different style of content design of e-learning environments (Style of Instructional Modules and style of Learning Object) supported with Social networking tools in achievement for the Students of Instructional technology?
3. What is the effect of the different style of content design of e-learning environments (Style of Instructional Modules and style of Learning Object) supported with Social networking tools in the development of achievement motivation for the Students of Instructional technology?

Objectives of the Study:

The current study seeks to achieve the following objectives:

- To identify the style of e-content design (Style of Instructional Modules and style of Learning Object) under the instructional design model.
- Identify the effectiveness of the style of e-content design (Style of Instructional Modules) of e-learning environments supported by the tools of social communication and its impact on both the collection and the development of achievement motivation.
- Identify effectiveness of the style of e-content design (style of Learning Object) of e-learning environments supported by the tools of social communication and its impact on both the collection and the development of achievement motivation.

Important of the Study:

It is hoped that reports the results of this research are as follows:

- Detect the possibility of using the social networking drags Altalm- support in the process of learning environments to e-content - effectively for students, not only for rest or configure social relations.
- Remove the fears of some students, parents and teachers of the possibility of misuse of students to Tools.
- A reflection of the local and global changes emphasized by educators, which stresses the need for the use of modern technological innovations and employ them in order to improve the learning process for students.

Research Methodology:

The current research on the experimental approach was adopted: it is the method which uses experiment to test the validity of the assumptions that determine the relationship between two variables (style of Instructional modules, , style of learning Object).

The Research Variables:

The research variables are as follows:

Independent variables:

- An e-learning environment based on the Style of Instructional modules for the design of electronic content supported social networking tools.
- An e-learning environment based on the Style of Learning Object to design electronic content supported social networking tools.

Dependent variables:

- Achievement test.
- Achievement motivation.

Sample of the Research:

- The researcher will Select a random sample of the third year students Technology of Instructional Technology, Faculty of Qualitative Education, Fayoum University.

- The sample to the researcher will be divided to Two experimental: Preliminary experimental group. Second Experimental group.

The research Tool:

1. e-learning environment designed on Style of Instructional modules .
2. e-learning environment designed on Style of Learning Object.
3. achievement test to measure student achievement of the preparation of the researcher.
4. measure of achievement motivation prepared by the researcher.

Research Outcome:

1. There is a statistically significant difference among the middle-grades students of the first experimental group (which is considering the Style of Instructional Modules) and the mean scores of the second experimental group students (which is considering the Style of Learning Object) in achievement for the second experimental group.
2. There is a statistically significant difference among the middle-grades students of the first experimental group (which is considering the Style of Instructional Modules) and the mean scores of the second experimental group students (which is considering the Style of Learning Object) in the development of achievement motivation for the second experimental group.

Research Recommendations:

According to the current research results, the researcher has recommended with the following:

- The provision of training courses for both faculty and professionals to make them aware of the importance of body content design according to new patterns for the design of the content.
- The provision of training courses for professional to develop their skills in the production of electronic courses (learning elements Learning Object) and disseminated over the Internet.
- The provision of training courses for professional on how to use and employ design the content of e-learning environments (especially learning elements Learning Object) patterns.
- Taking into account the standards of the design Learning Object when producing e-courses.
- Activate the use of electronic courses at least partially in the stage of pre-university education, and fully fit for all decisions to be converted in the form of electronic of university education.
- The expansion of the establishment of repositories of learning elements Learning Object.
- Study the effectiveness of the design of e-content Instructional Modules supported social networking tools on the development of the style of trends toward Internet-based learning.
- Study the effectiveness of the design e-content supported social networking tools in the light of the standards of quality patterns.