

E-LEARNING ***IN UPM***



IN CONDUCTING VIRTUAL CLASS



1. Design teaching delivery using the appropriate elements and applications.



2. Upload materials related to topic before implementing virtual lecture



3. Provide information on activities in virtual class.



4. Conduct synchronous virtual class.



5. Conduct Asynchronous virtual class.



6. Mark student's attendance based on participation in virtual class.



7. Provide students with feedback on activities and assessments in virtual class.



Synchronous

Synchronous virtual class takes place in real time.

Lecture uses teaching materials interactively and in real time.



ADVANTAGES	WEAKNESSES
<ul style="list-style-type: none"> • Student's engagement • Dynamic learning • Instructional depth 	<ul style="list-style-type: none"> • Uncertain schedule • Technical error may occur/ high Bandwidth



PutraBLAST & PutraMOOC Items

BigBlueButton
Chat

Other application

Zoom
Google Meet
Skype

Webex
Socrative
Formative

Asynchronous virtual class not dependent on location and time

Asynchronous

Teaching materials developed earlier and learning interaction not in real time.

ADVANTAGES	WEAKNESSES
<ul style="list-style-type: none"> • Flexible • Accuracy • Trustworthiness 	<ul style="list-style-type: none"> • Not parallel • Unresponsive students



PutraBLAST & PutraMOOC Items

Games Questionnaire Assignment
Forum Feedback Quiz
H5P Workshop

Other Applications

Google Classroom Padlet
Google Site Open Learning
FlipGrid

1



Screen Recording
(Screencast-o-matic,
PowerPoint Recording,
Quicktime, Camtasia)

6



Video Based Quizzing
(TedEd, EdPuzzle, H5P)

2



Video Editing
(VideoScribe, Powtoon,
WeVideo)

7



Augmented Reality
(Blippar, Vuforia, HP
Reveal, ZapWork)

3



Animation Video
(Biteable, Powtoon,
VideoScribe, Adobe
Animation, GoAnimate)

8



Interactive Content
(Nearpod, ThingLink,
Insert Learning)

4



Infographic
(Canva, Piktochart,
Adobe Illustrator,
Animaker)

9



Scavenger Hunt
(GooseChase,
ActionBound, Scavr,
Huntzz)

5



Mind Map
(Mind Meister, Popplet,
Mindmup, coggle)



* Please visit

<http://learninghub.upm.edu.my/hub2/LearningTools> for access to digital materials development applications