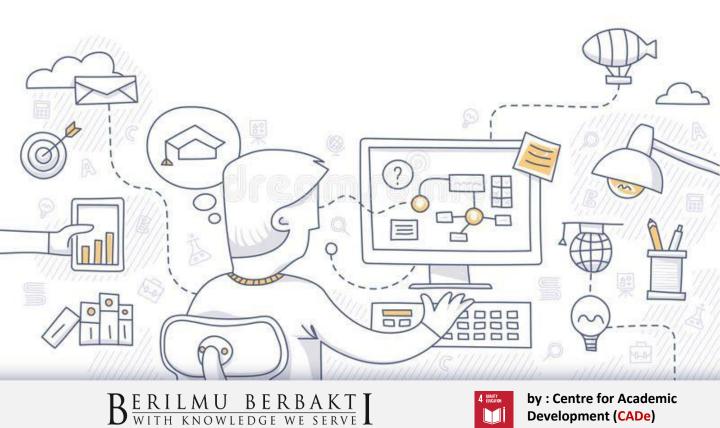


E-LEARNING IN UPM

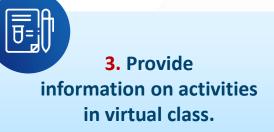




THE ROLE OF LECTURES IN CONDUCTING VIRTUAL CLASS

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







4. Conduct synchronous virtual class.

5. Conduct Asynchronous virtual class.

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

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



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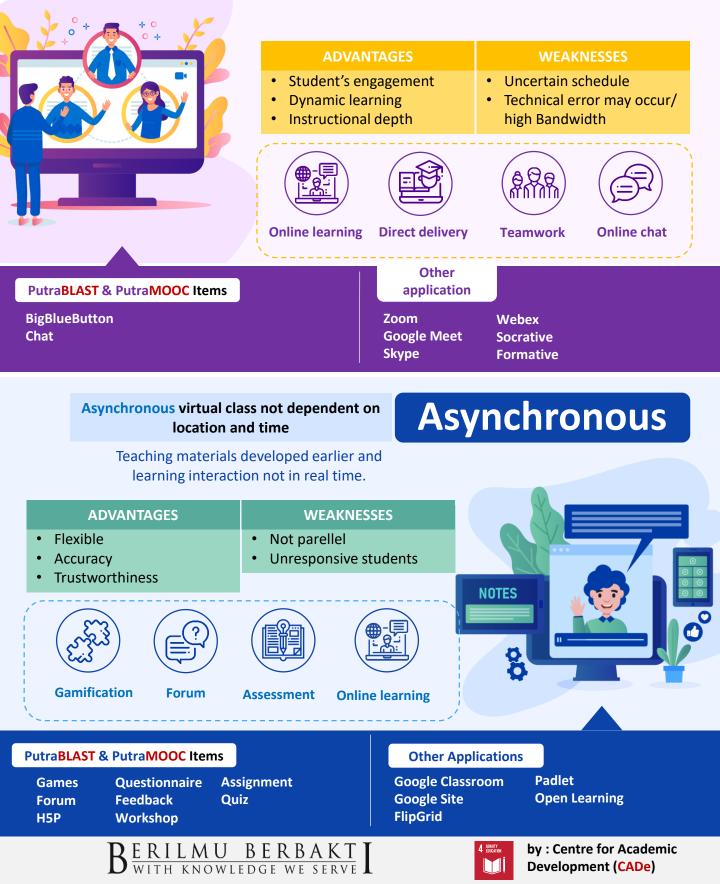


VIRTUAL CLASS FORMAT

Synchronous

Synchronous virtual class takes place in real time.

Lecture uses teaching materials interactively and in real time.





DEVELOPMENT OF DIGITAL MATERIALS



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



Video Bassed Quizzing (TedEd, EdPuzzle, H5P)



Video Editing (VideoScribe, Powtoon, WeVideo)



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



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



Interactive Content (Nearpod, ThingLink, Insert Learning)



Infographic (Canva, Piktochart, Adobe Illustrator, Animaker)



Scavanger Hunt (GooseChase, ActionBound, Scavr, Huntzz)

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

* Please visit http://learninghub.upm.edu.my/hub2/Le arningTools for access to digital materials development applications





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