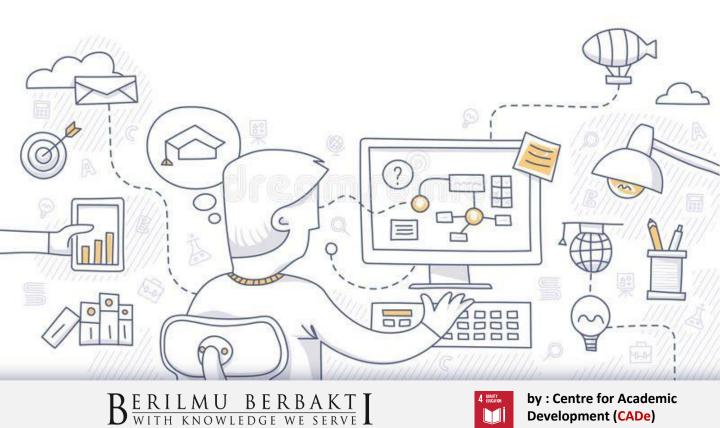


# E-LEARNING IN UPM

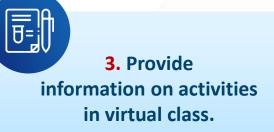




# THE ROLE OF LECTURES IN CONDUCTING VIRTUAL CLASS

**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.



by : Centre for Academic Development (CADe)

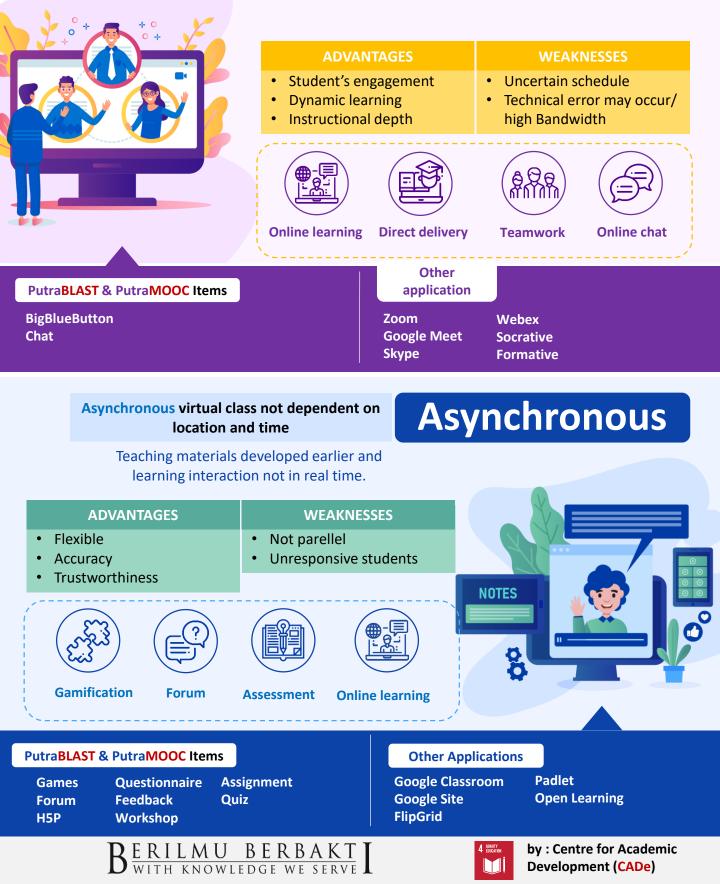


# VIRTUAL CLASS FORMAT

### 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)

1234



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

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





by : Centre for Academic Development (CADe)