ORIGINAL ARTICLE

Designing Virtual Educational Environment in Light of Distance Learning Requirements to Develop Creative Teaching Skills for Faculty Members at University of Hail

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ABSTRACT

Summary of the Research: The current research aimed to design a virtual learning environment in light of the distance education requirements for the development of creative teaching skills among faculty members at the University of Hail. The descriptive analytical approach was used and an expert opinion poll was used about the list of distance education requirements and the list of creative teaching skills; The results of a questionnaire to identify needs, which were applied to a sample of (120) faculty members at the University of Hail, showed that all areas of training needs in the field of creative teaching are required and important, and that the degree of training need for creative teaching skills in Its five axes came to a large degree, of creative teaching and creative teaching skills related to fluency, flexibility and originality for the research sample. The teaching staff at the University of Hail is based on the requirements of distance education and is judged by specialists in training programs according to a special evaluation card to take into account the availability of technical and educational standards in its design. **Keywords**: environment design - opinion poll - e-learning - creativity in teaching - general design

INTRODUCTION

Technological progress has led to the emergence of various methods and ways that are supported by e-learning technologies and strategies with their various components, based on the use of technological innovations to achieve the required learning better, and through the use of computers, satellites and satellite channels, in addition to websites through the Internet that allow the learner in the place of his choice, and the time he chooses, without being restricted to specific places or times. (Abdel Moneim, 2010).

The educational system has witnessed a remarkable development to keep pace with the tremendous development in information and communication technology (Inform Comm Technology (ICT)), which led to a tremendous development in electronic educational programs using computers and e-learning mechanisms by activating and integrating the rich interaction of e-learning strategies (Amin, 2012: Abdel Moneim, 2010)

Creative teaching is a human activity, consisting of a set of activities and processes carried out by the teacher and the learner together with the aim of achieving the desired goals of the learning process. Creative teaching is achieved when the teacher is creative. Creative teaching is an activity that reflects the teacher's ability to invest all his cognitive, professional and personal potentials to help his students acquire information and build it on their own, and in their own way that gives it a meaning that is consistent with their knowledge building, unleashing their potential for learn (Abu Sweirah, 2009).

The stages of creative teaching are represented in the following stages (Mahmoud, 2018; Al-Qarni, 2012, Yahya, 2013): Planning stage for creative teaching, Implementation stage for creative teaching, and the Evaluation stage for creative teaching. In creative teaching, teaching methods are linked to controversial methods of thought, managing discussion and learning events, and achieving motivation for self-learning, and accordingly creative teaching proceeds according to a map of basic teaching skills to achieve outstanding teaching outcomes, where these behaviors can be observed and measured in light of the educational standards that must be taken into account in learning. **Research Objectives:** This study mainly aims to:

1- Determining the distance learning requirements necessary to build a virtual learning environment to develop the creative teaching skills of faculty members at the University of Hail. 2- Revealing the necessary criteria for designing an adaptive virtual learning environment in light of the distance learning requirements for the development of creative teaching skills among faculty members at the University of Hail.

3- Determining the creative teaching skills that should be developed among faculty members at the University of Hail

4- Determining the training needs of faculty members in the field of creative teaching

5- Designing a virtual learning environment in light of the requirements of distance learning to develop the creative teaching skills of faculty members at the University of Hail

The field study for the research:

Firstly: Applying a list of training needs, after making the arbitrators' (experts) adjustments, the requirements of distance learning and creative teaching skills were presented to the faculty members at the University of Hail affiliated with the university's faculties in the academic year 1442/2021 AD. Their number was (40) faculty members in scientific and (80) faculty members in theoretical faculties. In order to determine the rate of need (needs it - does not need it) and determines the rate of importance (important - somewhat important - unimportant). The results of the application were as follows in order to determine the rank of the questionnaire statements, where: This is for each phrase within the study tool according to the Likert scale, which explains the responses of the research sample, as follows:

Table 5: The arithmetic average significance scale for calculating the degree of need

Arithmetic average	A groomost roto		
From	То	Agreement fate	
1	1.50	Don't Need It	
1.51	2	Need it	

Secondly, analysis of the fields of the questionnaire (training needs for creative teaching skills in its fields.

The questionnaire targeted (determining the training needs of faculty members) (the research sample), and it includes five fields (main themes), and the following is a presentation of the results for these fields (themes) as a whole, as shown in Table (5)

Table 6 Agreement rate on fields as a whole and the questionnaire in total (from the research sample point of view) (N=120)

Field	No. of indicators	Needing Rate				Importance rate				
		Arithmetic average	Standard deviation	%	Need rate	Rank	Arithmetic average	Standard deviation	%	Need rate

Planning for creative teaching	12	1.960	0.07	98%	Need it	2	2.984	0.18	96.47%	Important	3
Implementation of creative teaching 16 16		1.962	0.06	98.10%	Need it	1	2.906	0.16	96.78%	Important	1
Evaluation of creative teaching	11	1.946	0.12	97.30%	Need it	3	2.897	0.26	96.57%	Important	2
Creative teaching skills associated with fluency	7	1.876	0.20	93.8%	Need it	5	2.724	0.42	90.80%	Important	5
Creative teaching skills associated with flexibility and originality	10	1.907	0.19	95.35%	Need it	4	2.832	0.37	94.40%	Important	4

Table 6: shows that: The rate of training need for creative teaching skills in its five fields ranged from (1.876 by 93.8%) to (1.946 by 97.30%). Implementation skills of creative teaching came in the first rank. The importance rate is from (2.724 with a percentage of 90.80%) to (2.906 at a rate of 96.87%) and implementation skills came in the first place, which confirms its importance at the professional level

In the first field: Training needs related to planning skills for creative teaching. The aim of this field is to identify the rate of their need for training in planning skills for creative teaching. (12) skills are shown in Table (6). From the analysis of the data contained in Table (6), it is clear that: The training needs mentioned in the first field "needs related to planning skills for creative teaching" obtained the "rate of training need" for all skills, with a percentage of 98% and a rate of importance of 96.47%. These results are consistent with previous studies Such as the study of Gow (2000), the study of (Al-Tawdari, 2002), the study (Hassanin, 2003), the study (Murad, 2006).

In the second field: training needs related to the implementation skills of creative teaching. From the analysis of the data contained in the previous table (6), the research sample sees that the training needs mentioned under the implementation of creative teaching skills have a "very high" training need of 98.10%. While all skills in this field in the rate of importance got (important) with a rate of 96.87%, and all of them fall under the "important" rate range." These results are consistent with previous studies such as the study of Qazamel 1998, Gow 2000, Al-Tawdari 2002, Hassanein 2003. Murad 2006. Abu Al-Ala 2009.

As for the third field: Training needs related to evaluation skills for creative teaching. While all skills come in terms of the rate of importance as "important" to the research sample, with a percentage of 96.57%, and thus they need more training from their point of view. These results are in correspondence with many previous studies, such as the study of Abdul Elah 2001, Yahya 2013, Gow 2000, Al-Tawdari 2002, Hassanin 2003, Murad 2006, Al-Qarni 2012, Harhash 2016, Obaida 2017, Salem 2020, and Al-Amri 2020, in their approach to provide a training program for a sample of teachers of different subjects.

As for the fourth field: training needs related to creative teaching skills related to fluency: and from the analysis of the data contained in Table (6). It is clear that the research sample sees that the training needs training needs in the axis. So that it is considered one of the most skills that are practiced and mastered by faculty members (research sample), and they do not need further training on them from their point of view. These results are partially correspondence with some previous studies, such as Gow 2000, Al-Jamal 2017, Al-Zind and Al-Shatnawi 2016, Al-Agha 2015, Al-Tawdari 2002, Hassanin 2003, Murad 2006, Al-Qarni 2020, and Al-Amri 2020, in their approach to provide training programs for a sample of teachers of different subjects, such as the study of Abdul-Alah (2001) and the study of Yahya (2013).

As for the fifth field: Training needs related to creative teaching skills related to flexibility and originality: from the analysis of the data contained in Table (6).

There is an availability of interaction between all components of this model in terms of structural evaluation, revision, modification and improvement. This model was characterized by simplicity and ease of application in all stages by the ability to add or delete some elements as needed, also there is flexibility and reciprocal influence between its components. The following is a presentation of the form of the instructional design model:



To design of the experimental treatment material, we used the educational design model by El-Desouki and Mustafa (2015), and the following is a detailed explanation of those stages:

First, the trainers' requirements:

The requirements of the proposed training program were identified in light of the requirements of distance learning for trainers as follows:

Dealing with modern learning devices

 The possibility of solving problems that you may encounter while dealing with e-learning devices

Dealing with all computers, phones and internet use

Table 7 schedule of the training program sessions

No.	Day and Topic	No. of	No. of
		sessions	hours
1	Day 1 opening session	1	1
2	Day 1 planning for creative teaching	2	3
3	Day 2 implementation skills for distance creative teaching	2	3
4	Day 3 teaching strategies in light of distance learning requirements	2	3
5	Day 4 evaluation methods for distance learning	2	3
6	Day 5 creative teaching skills	2	3
Amount of days and sessions		11 essions	16 ours

Table 8 the used multimedia

No.	Торіс	Suitable multimedia
1	Planning skills for creative teaching	Text, Video, Images
2	Implementation skills for creative teaching	Text, Video, Images
3	Distance learning strategies	Text, Video, Images
4	Distance evaluation process	Text, Video, Images
5	Creative teaching skills	Text, Images
6	Fluency skills for creative teaching	Text, Images

Designing the training content for a proposed training program: In light of the objectives that were previously identified, the researchers identified the topics within the training program, and after preparing the content by reviewing a number of previous research, studies and reviewing electronic publications, the researchers made a list of criteria for designing the proposed training program In light of the requirements of distance learning:

Accordingly, five main topics for the content of the proposed training program were identified:

Planning skills for creative teaching.

• Skills of implementing creative teaching from a distance and their number.

- Distance learning strategies.
- Distance evaluation process.
- Creative teaching skills and their number.

Surfing the proposed training program: There are two types of touring within the proposed training program:

I. Surfing for the trainee: The learner is logged into the website via the Internet by any means of e-learning devices on the following special website for the proposed training program: http://eschooly.net/edu_env/index.php

1- The trainee shall:

- Read the instructions on the proposed training program.
- Access is made to the lectures page in order to register within a proposed training program.

within a proposed training program.

2- Trainer surfing (coach)

• The trainee can navigate between the content of the program through the pages in an easy and flexible way. Defining production programs and programming languages. The researchers identified the requirements for programming the proposed training program in light of the distance learning requirements for the development of creative teaching skills for faculty members, in terms of multimedia, program tests and distance learning skills, which were represented in the following table and the purpose of each program is as follows:

Table 9: programs used in designing the proposed training program

No.	Program	Purpose
1	PHP	Programing language for dealing with
		interactive web pages
2	SQL	Programing language for dealing with data
		bases
3	Microsoft	Program for designing and developing web
	Expression Web	pages
4	Wonder share	Producing exercises, and tests for self-
	quiz creator	presentation within the training content
5	Microsoft Word	Writing content texts and formatting them to
1	2010	comply with the training environment
6	Internet Explorer	Web browser enables reaching the
	Or Fire fox	multilevel training environment

The researchers produced the interfaces for interaction between each of the trainer and the trainees, and based on their design criteria, which were reached in the list of environment standards. These interfaces are:

A. User Interaction Destinations (trainees), including the following:

Within the framework of the training content site, which includes (home page, lectures, my page, compose a message, about the site, contact us) in order for the trainer to control the proposed training program in light of the requirements of distance learning. The following figure shows the user interaction.

The tools are designed at the top of the main page, which contains a set of hyperlinks that enable the trainee to navigate within the pages of the proposed training program. The trainee's communication toolbar is designed according to the requirements of distance learning.

B. Trainer interaction destinations (the coach), including the following.

An interaction interface (Enter a proposed training program) has been created, to make control through the interface between

the trainer and the trainees, and control it through the following: trainees' data, lectures, tests, and results, and sending and receiving electronic messages to and from the trainee.



Pic 2: user interaction destenation

Recommendations and Suggestions

Firstly, Recommendations: Based on the findings of the current research, the following recommendations can be made.

• Activating virtual classrooms in the creative teaching of faculty members in light of the requirements of distance learning

• The necessity of identifying the training needs of faculty members and working on developing creative teaching skills. Through virtual learning environments

• The necessity of providing training programs for faculty members in all faculties on the design of adaptive virtual educational environments.

Secondly, Research suggestions: In continuation of the current research, and in light of the results of the research, and in light of the previous recommendations, the following research is proposed:

• The effect of designing a virtual learning environment on developing creative thinking skills for university students

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