

The Development of Online Lessons by Using Problem-Based on Learning as The Basis of The Evolution of Cinema, Film and Television

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Abstracts—The objective of this research is 1) To develop online lessons using problem-based learning management of the evolution of the film, Academic Film and Television Principles. 2) Find the quality of work from the performance of Learners. 3) Find the satisfaction of learners with online lessons developed that by the researcher.

Target group of this research is 20 persons of Junior Year (Year 3) Communication Arts Bachelor degree that registered in the Principle of Film and Television Semester 1 Academic Year 2015 in Digital Media Faculty of Liberal Arts Siam Technology College by selecting a specific type. The tools used in the research were Rubric Satisfaction evaluation form Statics that used in data analysis consist of average.

The research found that Computer-assisted web-based instruction was developed by a performance of the learner that studied with online lesson, average 15.05 which is very high and the students are satisfied with the online lesson that the researcher developed, average is 4.53 which is an excellent level.

Keywords—online lessons, problem-based learning management

I. INTRODUCTION

National Education Act in 1999 (Updated 2002) Section 4, Article 22, the education. Is must be based on the learner and self-development. And to be considered the most important is a learner. The educational process must encourage students to develop themselves naturally and to the full potential. And in the section 9 with educational technology.

The state must promote and support media educational by accelerating the development of schools at all levels to organize education. Encouraging the use of computer courseware as a medium that encourages students to be more interested in, especially multimedia computers, will effectively of the differences between individuals. Make the students know the information suddenly. Especially the presentation format is more exotic. In overall, the work of the slide, an animation videos used with computer systems make computer lessons live up.

Education is important in developing countries. Therefore, the development of modern education has been invented, bringing modern technology and methods. As well as advanced tools and materials used in teaching development and pass on knowledge for students to be more productive. Make patterns and methods change from the past that the instructor was primarily responsible for giving lectures directly to learners and learners seeking self-knowledge. by using things as a tool to search knowledge. Depend on the level of intelligence, aptitude, ability and convenience of the individual. Make learner achievement more learning. In order to provide educational management of Digital Media Faculty of Liberal Arts, Technology Siam University, comply with the standard framework of national higher education qualifications. And to promote the freedom of study from students and the general public, the researcher appreciates the benefits of introducing special computer properties from other media is interactive between students and computers. This happens while students are learning computer lessons and students will be responsive or interactive all the time. Enable learners to participate fully in their learning activities (Active Participation). And with a computer lessons, it is impossible for a student to respond to a learning lesson. Hence, if any lesson has a lesson plan to create a high interaction with the learner, the lesson is a lesson that responds to the higher learning levels of learners as well. If the learner has interesting with a computer online lesson, it is much affect to the learning of the learners more. And multimedia computer lessons are also used in the review, exercises and measurements, students interacting with the computer. Thus, this is a learning interaction that provides immediate feedback to students. This allows students to maintain long learning habits, reduce time spent learning, reduce learning costs, can simulate the condition of the subject matter, gain experience

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before practicing, can review procedures and procedures very well, can study or practice repetition as well.

In addition, computer lessons make learning more durable by the specific characteristics of teaching are high attention and clarity. Because it is a mix of the variety of media in different types together to create a good learning atmosphere. As a result, the learning of the learners is highly successful because of the opportunity to interact with the lessons, resulting in lasting learning. To better remember the content than other media. Multimedia computer lessons, it is an educational technology. It can be developed to be suitable for use for learning purposes and to maximize learning efficiency.

The researcher studied the literature and research to solve the problem. It was found that the computer-assisted instruction could respond to the learning in various ways that would lead to the development of the intellectual abilities of each student fully. In the information technology age, the student-centered information technology Computer-assisted instruction is an educational innovation that uses computer technology to handle text, still images, animations, sounds, and interactions. Blend harmoniously and systematically (Monchai, 2011). This can be used in conjunction with teaching by using problem-based learning. (Problem-Based-Learning (PBL)) is a learning process that starts with a problem by estimate knowledge from a group process to solve a problem or situation, the problem is the starting point of the learning process and a stimulus for skill development. Problem-based learning focuses on developing learners in the skills and learning process and develop learners to be self-directed, which is learner will train their cognitive development through meaningful problem-solving processes. (Office of the Secretary of the Education Council, Ministry of Education, 2007). The instructor must bring the problem to the learner first. Then assigned to the students, to find solutions to problems, students have to practice the thinking process and solve problems, they will have both the practice of thinking, researching and gaining knowledge for this reason. Problem-based learning is a teaching strategy that encourages learners to think systematically. The learner has the knowledge gained through active learning by the teacher as a facilitator and facilitate in learning (Supavadee, 2001). Because of the old knowledge that students already have, they are linked to new knowledge all the times. So, students are not lag behind, timely and adapt to the world society in the future as well (Yaowaluk, 2008).

From all of the reasons mentioned above, from study, research, textbook, research and collection from various media to benefit the students in the Bachelor of Communication Arts, Digital media program. Have the opportunity to study and review online lessons using problem-based management to require students to think, analyze and solve problems manually. As a result, the learners have the skills to perform their tasks in accordance with their goals, and to present the principles of film and television. Accurately complete the standard framework. Thai Qualifications Framework for Higher Education (TQF: HEd). "The development of online lessons using problem-based learning management as the basis of the evolution of the cinema, the principles of film and television"

II. OBJECTIVE

1. To develop a lesson in online lesson development using problem-based learning management as the basis of the evolution of the cinema, the principles of film and television.
2. To evaluate the quality of the workpiece from the learner's performance after the lesson with the developed lesson.
3. To find the learner's satisfaction with the lessons learned.

III. HYPOTHESIS OF RESEARCH

1. The results of the quality evaluation of the students work after the lesson with online lessons using problem-based learning management as the basis of the evolution of the cinema, the principles of film and television. Is on a very high level
2. Satisfaction of learners with online lessons using problem-based learning as the basis of the evolution of the cinema, the principles of film and television. Is on a very high level

IV. METHOD

This research is experimental research for online lessons using problem-based learning as the basis of the evolution of the cinema, film and television principles, ADDIE Model (Monchai, 2011)

1. Analysis

Define sample And select the target audience- The samples used in the study were the undergraduate students, the third year students, Siam University Technology Semester 1, academic year 2558, who enrolled in Film and Television Principles.- Research samples Is an undergraduate student Enrolled in Film and Television Principles Semester 1, Academic Year 2015, Digital Media Faculty of Liberal Arts Technology Siam University There were 20 students in the Purpose Sample class.- Study tools to creating the computer-assisted instruction on Internet network including Adobe Flash Professional CS6, Adobe Photoshop CS6 and Audacity, and study network device usage.

2. Design (Design)

2.2 The design of the lesson structure using problem-based learning is the basis for designing the structure within the online lesson using problem-based learning management as the basis of the evolution of the cinema, the principles of film and television. To design the structure of the online lesson. Using problem-based learning management

2.3 Design of Online Learning Activities The researcher designed the online teaching lesson. Using the problem-based learning management as shown in Figure 1

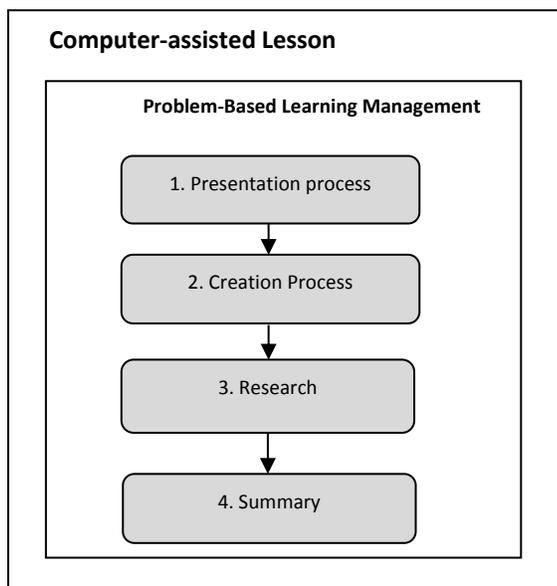


Fig. 1 Design of online instructional activities using problem-based problem- based management

2.4 screen design lesson from the design to the storyboard in the computer lessons and online lessons to experts to determine the suitability and accuracy. And the experimenters have made suggestions.

3. Development

3.1 Development of online learning lesson develop by using problem-based learning management as the basis of the evolution of the cinema, film and television principles. Developed by the following programs.

- Adobe Photoshop CS6 for designing the topic. Behavioral goals And refine the images for content and problem generation to cover the objectives.- Adobe Flash Professional CS6 for Screen Capture for video tutorials, demonstration steps.- Audacity to use for recording. And add music. Bring it to the demo media. - Edmodo version 6.5 is used as an online lesson management tool.

3.3 Creating Assessment Forms for Creating Assessment Forms There are two parts to the assessment form for content professionals. A feedback form for technical experts brings the assessment form to the survey specialist, based on the Likert Scale method.

4. Implementation

The researcher conducted the experiment and collected the data, there are steps to follow.

4.1 Researchers introduce lessons and methods of learning with online lessons.4.2 All learners are enrolled and study online lesson.4.3 Learners study problems. Group 5 members with members in the group and to study the content of the lesson to work from the problem, online lessons using problem-based management as the basis of the evolution of the cinema, film and television principles.4.4. The Evolution of Movie Theater Start with studying the purpose of unit learning, problem solving, theory, process, task, video demonstration process and there are more learning resources for students. Then create a piece of the problem problem. prepare the workpiece and send the workpiece to the system.4.5 Learners completed the Satisfaction Survey Questionnaire

5. Evaluation

The evaluation of the online lessons was conducted with 20 samples and the results from all activities were calculated according to the set assumptions. As the following topics.

5.1 Find out the quality of work performed by learners after online tutorials.

5.2 Find the level of student satisfaction with online lessons. research result1. The quality of the work of the learner after the lesson with the online lesson as shown in Table 1.

TABLE 1
RESULTS OF WORKS EVALUATION PERFORMANCE.

The evaluation of Movie Media	Total score	Average	Interpretation
Work Designed	5	3.55	High Level
Language	5	3.50	High Level
Content	5	4.75	Highest Level
Time	5	3.25	High Level
Total	20	15.05	High Level

Table I summarizes the evaluation of the quality of work from the evolution of the cinema. The average score is 15.05. The topic with the highest-grade level is the content that shows that the learner has worked together on the content to be accurate according to the topic defined which is at the highest level.

2. The results of the evaluation of satisfaction with the online lessons are shown in Table 2.

TABLE II
MEASUREMENT OF STUDENT'S SATISFACTION WITH ONLINE LEARNING

Measurement Topic	Average	S.D.	Meaning
1. Content and implementation	4.43	0.65	Much
2. Multimedia Components	4.60	0.53	Most
3. Character and color	4.48	0.65	Much
4. The problem-based learning management.	4.52	0.65	Most
5. Learning Management	4.61	0.54	Most
Total	4.53	0.61	Most

From Table II, it was found that students were satisfied with their learning with online lessons developed. The average score was 5, with an average of 4.53 and a standard deviation of 0.61 indicated that the students had the highest level of satisfaction.

V. SUMMARIZE AND DISCUSS THE RESULTS

The results are as follows:

1. The results of the evaluation of the works quality from the learners' performance after learning by online lessons using problem-based learning as the basis of the evolution of the cinema, the principles of film and television. Quality of 15.05 is very high. 2. Satisfaction of study results of the sample study with online lessons developed by the researcher. It was found that the satisfaction of online learners' satisfaction was at the highest level. The average was 4.53 and the standard deviation 0.61 indicates that the students are very satisfied

Discuss the research findings as follows:

1. The results of the evaluation of the quality of work pieces from the learners' performance after learning by online lessons using problem-based learning as the basis of the evolution of the cinema, the principles of film and television. The average score is 15.05.- Results of quality assessment the evolution of Movie Theater, the average score was 15.05. The two subjects with the highest grade scores were the content that indicated that the students were working together on a given topic. And the form of the work is very high that shows the learners have a good work pattern. It is suitable for beautiful colors and interesting novelty. Which corresponds to Piboonanee (Piboonnee, 2558) 2. Results of learners' satisfaction with using online lessons using problem-based learning management. In the multimedia components lesson management and problem-based learning management. The

students' satisfaction was at the highest level (= 4.53, S.D. = 0.61). This is because the lesson is presented in the form of a video demonstration. It allows the students to see frequently and interestingly by encouraging them to learn by their ability and time.

Suggestion

1. Should encourage the use of online lessons, because it will reduce the learning load and gives the learner more time to learn, allowing the learner to learn more easily, and more quickly. And also, different views and ideas from studying in the book. In addition, if you can produce quality lessons, it will be very beneficial to teach. 2. Based on the evaluation of work piece scores of problem solving is base, researchers do not have individual assessments, but will evaluate them from group activities. Therefore, in solving problems based on observation, some learners can't solve their own problems. Next time, the problem should be created in a way that suits the ability of the learner to learn or to suit the individual.

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