

On-line Teaching Sharing Experience-As A First Timer

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My course

- MANQ 2243: Trend and Issues in E-Communities
- This course equips students with knowledge about the trends and issues in e-Communities. Student will be exposed to the importance of new ways of communication within a community. Topics that will be covered include the sociological theory and practice in e-Communities. This course also covers the knowledge of the physical and logical aspects of e-Communities. Students will also explore the practical issues of design, use of online tools to support communities and the impact on community. This course embraces generic skills (Communication skills) during the presentation slot.

Why on-line learning?



Before class

- Prior knowledge:



MANQ2243.CI.2019



Experience in virtual community

Why on-line learning?

















MANQ2243-02 TREND DAN ISU DALAM E-KOMUNITI (TRENDS AND ISSUES IN E-COMMUNITIES)

Home > My courses > MANQ2243-02

- +  MANQ2243.CL2019 
- +  Experience in virtual community 



+ Meeting 1: Introduction to Virtual Community

- +  Module 0 MANQ2243 
- +  Classroom Activity 1 
 - The definition in Padlet
- +  Module 1 MANQ2243 
- +  Souce for Module 1 
- +  Assignment 1- MANQ2243 
- +  Grading Rubric for PowerPoint 
- +  Community Startup Plan 
- +  Course Project Rubric 



Meeting 1: Padlet

asaad hassan osman 2mo

What do you understand about the Social Networking Spiral?

social networking is the practice of expanding knowledge by making connections with individuals of similar interests. Social networking is connected to technological services and software which enable people to communicate at any time with others.

1.How did the learning theories affected the social networking environments?
develop a theoretical framework for understanding learning in social networking

Farid Ghani 2mo

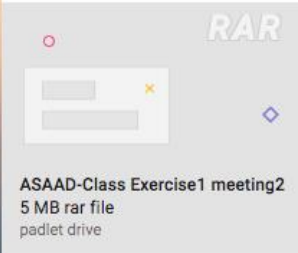
Web 3.0 is the new paradigm of web to which changes the technologies, and with which users will be able to interact with it. Web 3.0 will be next to artificial intelligence since it will narrow down user's searches based what users are really looking for.

Web 1.0 is a load of information and can be compared to those of a library, and people usually have zero interaction with it.

Web 2.0 is advanced than web 1.0 in a way that it will narrow down to options that are more popular rather than what the users want. For example, if I google Lotus, it will give me a car brand

asaad hassan osman 2mo

Class Exercise1



asaad hassan osman 2mo

Definition of Virtual Community

Virtual Community: - people brought together via internet by common interests or ideas. For example, likes, hobbies or professions.

So, basically a virtual

Vatsala Pushparaja 2mo

Definition of Virtual Community

A virtual community is a community of people who use the internet to share common interest, idea and feelings. For example Reddit. Reddit is an online discussion board that allows people who may or may not meet face to face to exchange words and ideas.

Farid Ghani 2mo

Definition of Virtual Community

Virtual Community is a group of people who may or may not share the same geographical proximity but are connected through the internet to form a community that allows sharing of ideas and information among its members with a common purpose and characteristic to achieve common goals.

Meeting 2: Synchronous

The screenshot displays a Zoom meeting interface with four participants in a 2x2 grid. The participants are:

- Vatsala (top-left)
- NORZIHA BINTI MEGAT MOHD ZAINUDDIN AIS (top-right)
- Farid Ghani (bottom-left)
- AsAsaad Osman (bottom-right)

On the right side, there is a participant list with the following entries:

- NORZIHA BINTI MEGA... (Host)
- AO AsAsaad Osman
- FG Farid Ghani
- V Vatsala

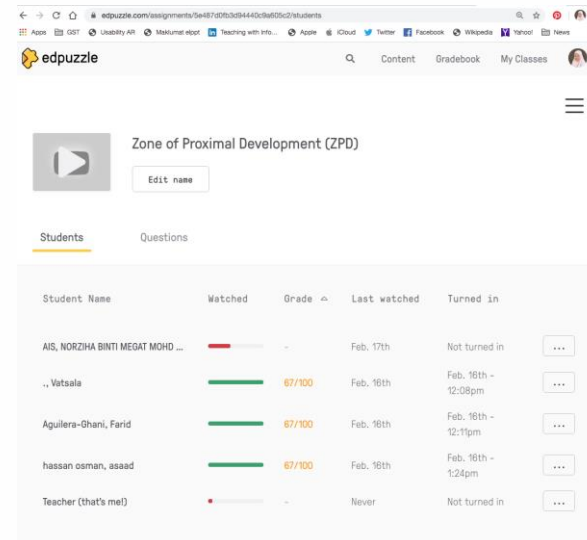
At the bottom right of the meeting window, there are buttons for "Mute All" and "Unmute All". The Windows taskbar is visible at the bottom of the screen, showing icons for search, task view, Edge, File Explorer, Mail, PowerPoint, Chrome, and Zoom.

On-line class activities

Num	Activities	Duration
1.	Lecture	10-15 min
2	Activity 1: Find the meaning and share with friends	5-7 min
3.	Lecture	10-15 min
4.	Activity 2: Find information in internet and share with friends	5-7 min
5.	Lecture	5-10 min
6.	Activity 3: Edpuzzle	2 min
7.	Reflection session	3 min

Example of Edpuzzle

By NORZIHA BINTI MEGAT MOHD ZAINUDDIN AIS

edpuzzle

Zone of Proximal Development (ZPD)

Students Questions

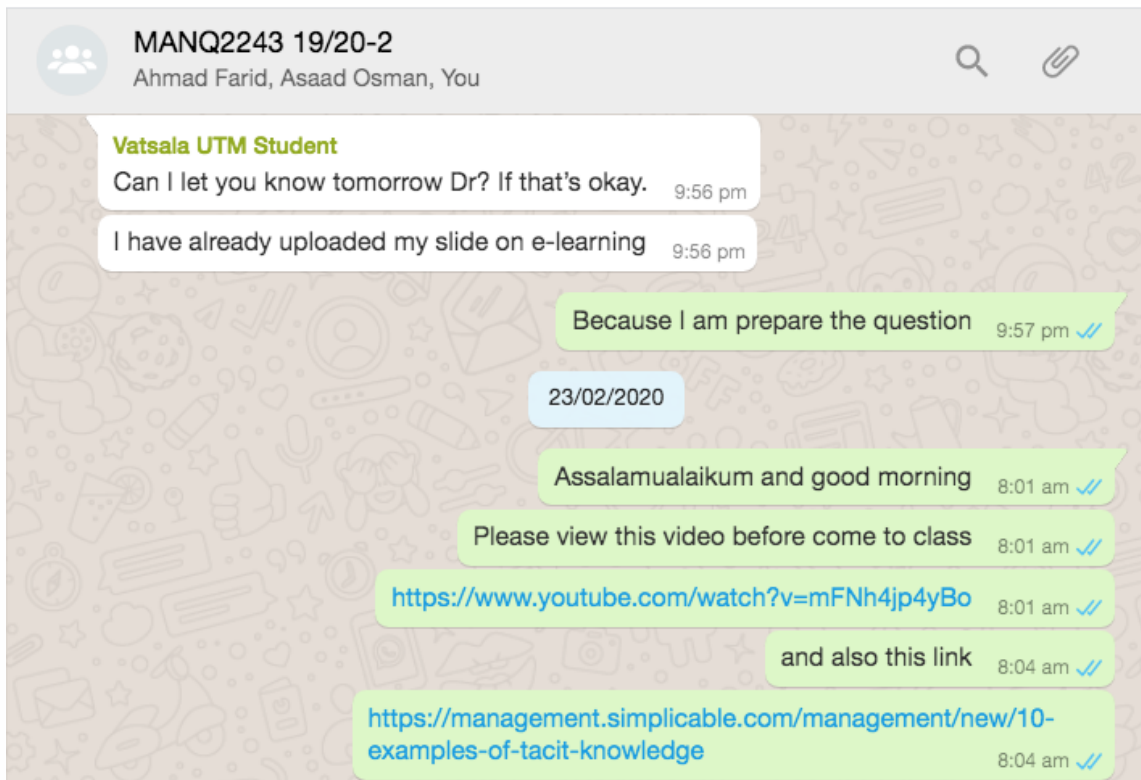
Student Name	Watched	Grade	Last watched	Turned in
AIS, NORZIHA BINTI MEGAT MOHD ...	<div style="width: 0%;"></div>	-	Feb. 17th	Not turned in
., Vatsala	<div style="width: 100%;"></div>	67/100	Feb. 16th	Feb. 16th - 12:08pm
Aguilera-Ghani, Farid	<div style="width: 100%;"></div>	67/100	Feb. 16th	Feb. 16th - 12:11pm
hassan osman, asaad	<div style="width: 100%;"></div>	67/100	Feb. 16th	Feb. 16th - 1:24pm
Teacher (that's me!)	<div style="width: 0%;"></div>	-	Never	Not turned in

Meeting 3:

- Improvised teaching and learning activities (preparation for both students and lecturer); by reducing time for on-line engagement.
- By reducing on-line time/duration could lower the internet course

Before class

- View video and ask questions



Before class

- Instruct the students to do internet research (what app)
- Answer the questions related to Youtube video and website



What is Tacit Knowledge



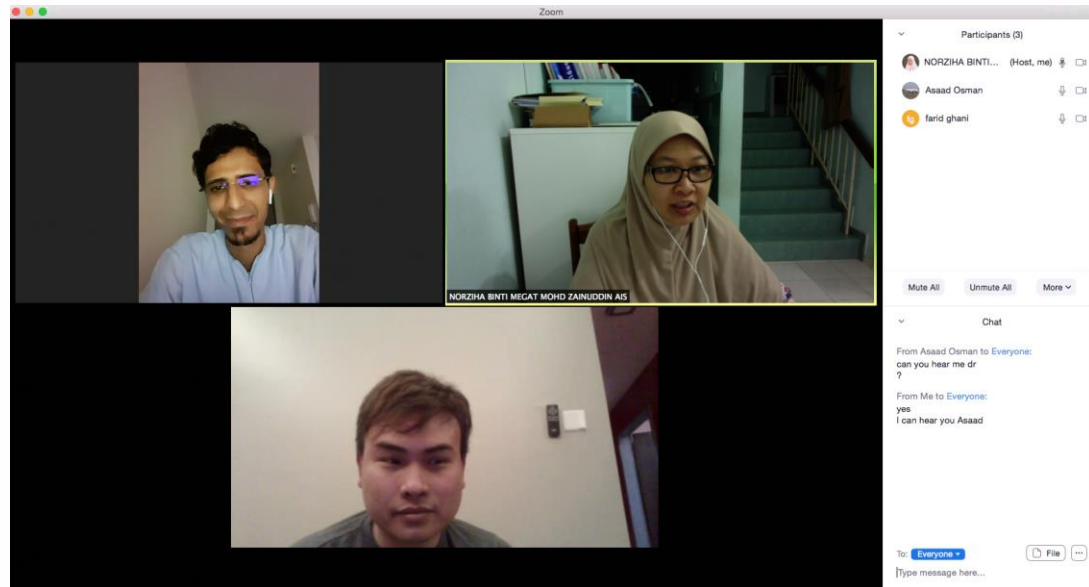
Quiz on meeting 3



Please answer this quiz before come to class (or read the notes on module 3)

During class: Pandemic: COVID-19

- Due to the problem using Synchronous learning; shift to Asynchronous learning; using Zoom just to give instruction for e-learning.
- Focus on self-learning.



Same as normal class

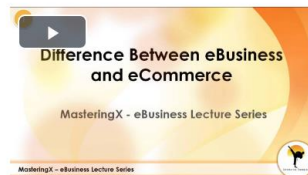
- Activity before classroom (Ed-puzzle, view youtube video and answer questions)

Meeting 5: Electronic Communities in E-Business: Their Role and Issues



Edpuzzle activity: Major Types of E-Commerce

Please listen the video carefully and answer the answer



Quiz on Youtube Video

According to the youtube video please answer the questions



Lecture (small size)

 [Lecture 5 \(Version 2020-Covid-19 - Part 1\)](#)

 [Lecture 5 \(Version 2020-Covid-19 - Part 2\)](#)

 [Lecture 5 \(Version 2020-Covid-19 - Part 3\)](#)

 [Example of e-communities](#)

Please browse this link

 [Example of fantasy-oriented communities](#)

Please browse this link

 [Lecture 5 \(MORE READING PLEASE\)](#)

Last meeting

Meeting 6: Presentation

Please send your presentaion here.



Project Presentation

Please submit your group presentation here (Before 10 April 2020)

Peer Evaluation(2 students)

Peer evaluation on project

Please fill up the form and submit to e-learning

Reflection

According to Gibbs reflection cycle, please write your reflection about this course.

The reflective cycle (Gibbs 1988)



Recap

- Proper attire.
- Well prepare: on-line class will take more time on lecture, activity and assessment compare to F2F classroom.
- Activity; such Edpuzzle want to know the student understanding-> to improve our teaching.
- Always ask student on their understanding.
- Add the references used in the classroom (for more reading).
- Be more patient; add some fruits or cup of coffee while waiting for students answer.

Thank you