A proposed vision of distance learning & design learning in light of contemporary technology

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Introduction:

The use of technological innovations produced by the intermarriage between information technology and education technology in the educational process has become an urgent necessity for educational systems to make a qualitative shift in the objectives they seek to achieve, so that the focus is on providing learners with a set of skills that life in the information age requires, including self-learning skills, informatics skills and their skills to deal with technological innovations, and self-management skills, rather than on providing them with information ..

Smart educational applications became accessible to many students, and many university institutions began to design and develop inspirational applications, linking the university professor with students, and witnessing the modernization of teaching and learning, and bringing it up to technological development, from e-learning to the digitization of textbooks to the era of the most flexible educational portals and not ending with smart digital applications. (Al-Jabri, 294,2012).

As a result of the rapid educational and technological developments, universities have tended to focus on the methods and methods of teaching and learning combining traditional education and e-learning/distance learning based on technological innovations and their employment in the teaching and education process, where the need for the employment of these innovations in education has become urgent and urgent, in order to facilitate the processes of learning and education. This helps enable the student to self-learning, the ability to arouse and attract the attention of students, and to make learning more comprehensive, fun, flexible, mastery, and easier to use in everyday life.

Digital learning/distance learning is one of the most important modern methods of learning and learning, it helps to solve the problem of cognitive explosion and the growing demand for education, digital learning increases the effectiveness of learning to a great extent and reduces the time and cost of training. (Zain, 2016), digital/distance learning for university students in general and art and arts education students in particular is aimed at creating an interactive environment rich in applications based on computer software, media and technologies and the Internet and enabling the learner to access learning resources anytime and anywhere (Abdul Sahib, 2017,54).

Digital applications such as educational platforms, social networks, modal and telegram are one of the most important modern technological means in the educational process in universities, because of their advantages and great advantages, including providing the learner with different types of knowledge sources and educational activities, helping to arouse the motivation of learners and their curiosity towards learning, and providing an interactive environment based on pleasure and excitement, with the resulting elements of sound, image and movement.

These features are integrated into each other to give flexibility in the multiple choices of interaction with e-learning systems, and with the materials and courses presented in digital format. From this point of view, interactive communication has been linked to modern means of communication and to the applications of their systems in various areas of teaching and learning. The "e-learning/ distance learning" is rooted in Programmed Learning, adopted in Computer Assisted Learning, which has been an important part of Distance Learning, Online Learning, Virtual And Open Education to become e-learning or Digital Learning, where all previous methods have become part of it .

The concept of 'interaction' has been strengthened by the development of technological means and media; The term 'interactive' launch was associated with the recruitment patterns of these multiple methods and technologies, thus moving from communication to 'interaction'. The communicative method employed audiovisual means to teach design and the arts where it focused on students learning cognitive, cognitive and skill aspects during the process of education, and not only provided education in its traditional form, but turned it into a kind of suspense process during the process of receiving and learning..

Study problem:

E-learning/distance learning, educational recruitment of multiple means and means of communication, and the information use of their innovative and diverse systems have enabled us to study the development of human communication and receiving methods in all its forms and forms, and to serve the knowledge and technical community based on the quality of education and training and the value of academic scientific research carried out by universities through their academic programs...

To benefit from this cognitive and technical development, educational institutions, institutes and universities have sought to develop electronic programs and curricula and present them electronically on the International Information Network through educational platforms, model programs and others. With this new orientation, which reconciles the principles of technical applications with the basics of scientific theories, new names have gained new names that, understandably, point to the change in the ways in which knowledge is communicated and the mechanisms for presenting it..

In this integrative context between scientific theories and their technological applications, the concept of e-learning has crystallized, in which design is seen as a necessary and visual knowledge medium that helps students learn educational content, teaching theories and learning as a guided methodology, and information technology as a stimulating organizational and management equipment.

Based on the above, the problem of research is determined by the following main question:
- What are the requirements for a proposed vision to teach and learn design remotely in light of contemporary technologies and media?

The Chair's question sits in a number of sub-questions:
- What are the concepts and foundations of e-learning?
- What are the components of e-learning, its programs and its media?
- What is the proposed vision for teaching and learning design remotely in light of contemporary technologies and media?

Research goals:

The goal of the current research is to achieve an advanced level of education and distance design learning in the fields of teaching and evaluation, by identifying the concepts, concepts and components of e-learning, and identifying the concept, importance and management of learning by opening channels of continuous communication between faculty members and students with the multiplicity of learning resources available to them such as educational platforms, moods and social networks.

The importance of research:

Many educational and technical studies have confirmed that the level, quality and quality of the educational and arts education programs of students in university institutions depends on the level and quality of the foundation's programs, capabilities and capabilities, and on the extent to which students are given teaching and learning skills through research and experimentation, as well as the commitment to develop so that university programs and teaching methods always keep pace with the movement of technological change and increasingly rapid development, which adds something new to their knowledge and experience. It also depends on the extent to which the knowledge, cognitive and skill needs of distance design education are met.

Therefore, the importance of research is to address a new concept that has emerged in the light of modern technology, which is to teach and learn remote design in the light of contemporary technologies and media and to identify all aspects that help improve and develop educational and technical performance in general.

Research methodology:

The current research method used descriptive research as it is more suited to the nature of the research and its objectives, it is based on collecting accurate and detailed descriptions of existing phenomena in order to use information and data to develop smarter plans to improve the conditions and technical and educational processes.

A- Concepts of e-learning/ distance learning, its foundations and techniques:

E-learning is one of the modern methods adopted in various fields of education and learning, including arts and art education, and its concepts and terminology have varied. Other terms and concepts are often used interchangeably with the concept of 'e-learning', and refer to the same meanings, objectives and applications, such as 'Distance learning' or 'Remote Learning' virtual learning, 'network learning' Net - Work Learning, 'Online Learning' and 'Education' These terms and concepts are used in exchange for 'direct education' or 'traditional education' that takes place face to face with the teacher and learner at a specific time and place .

1- E-learning platforms:

It is an intensive electronic course aimed at a large number of students, consisting of videos to explain the course provided by professors, experts, reading materials and tests, as well as forums for communication between students and teachers on the one hand and students and each other on the other, and studying in non-synchronous educational platforms i.e. based on students' self-learning. (saez,2014,33), it's also the teaching, learning and research resources available through any medium - digital or non-digital - that fall into the public domain or are issued under an open license that allows others to use it freely, use, adapt and redistribute without any restrictions or limitations.

2- Moodle:

Moodle is one of the most important open source systems that contain the requirements of the virtual school, an education management system and the development of an e-learning environment, which is open source and is designed to help the learner provide an electronic learning environment, and can be used at the individual or institutional levels. It is free of charge on the Internet, can be modified and developed, and is easy to handle by programmers. Abu khatwa (2011,3) notes that the system is based on educational principles and supports more than 70 languages and is used in more than 200 countries to develop and manage its electronic curricula.

One of the advantages of the model system, which can be greatly utilized in education, the possibility of modifications and updates to the system and its tools, which helps to develop it and keep pace with various technical developments, and access it over the Internet at any time and anywhere, and its access to schools or universities alike (ALMomni,2010,44), it also supports the Scorm standards. It can be used for different learning activities, both individual and collective, with the aim of building an environment rich in collaborative learning.

Proposed scenario:

The philosophy of the proposed perception is based on the fact that universities are the institutions concerned with preparing students, training them and providing them with the necessary skills for working life and preparing them in accordance with the requirements of technological developments in the current era, and that requires them to follow up all the new teaching and learning methods and all the media that contribute to the preparation of learners, these modern developments include the model program and educational platforms, which many countries employ in the educational process at universities at the international level and the Arab level. Where different colleges employ their use significantly in the educational process, this proposed vision comes to illustrate the steps and stages proposed to activate the use of these programs and educational platforms in the educational process.

In the light of the philosophy of the proposed perception and its most important premises, the objectives of the proposed perception can be defined in the following   points :

1- Develop stages and steps that explain to all university employees the way to go in the case of employing these educational platforms and programs in the educational process and also explains the mechanism for implementing these stages in detail .

2- Help the faculty members to use these different platforms and programs in the educational process in order to clarify the stages and procedures for their implementation and all that Professor Sui has to follow, and it is also in the proposed scenario to clarify the role of the faculty member when using these educational platforms and various programs in education.

3- Helping students to use these different educational platforms and programs in learning, in order to clarify the role required of them in them. To clarify the mechanisms and controls that regulate the work and reassure the student in terms of privacy and security precautions.

4- Provide a set of methods and methods in the discussion with students and lessons and answer their questions and assign them to different tasks and follow them

The results of the study:

The study reached a number of results including:

1- Diversification of the sources of education and learning of design for students of arts and art education based on contemporary technological techniques and their applications may lead to increase the educational and intellectual aspects and technical and conceptual skills they have.

2- The need to focus on addressing the problems facing the application and activation of distance education in Egyptian and Arab universities.

3- Identify the features of distance education globally and how to make the most of it by designing a number of different educational platforms and programs that suit the Egyptian and Arab academic environment.

4- Identifying the role of electronic learning technology and distance learning in building the Egyptian knowledge and technical community and modernizing the system of arts education and artistic education in Egyptian and Arab universities

5- Implementing more training courses for faculty members in the Faculty of Technical Education and arts in how to design, build and apply electronic courses and educational units online

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