

# CLASSROOM IN YOUR HAND

How to Design Effective Learning in ULearn

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FACULTY OF MECHANICAL ENGINEERING





**Distinguished Educator** 



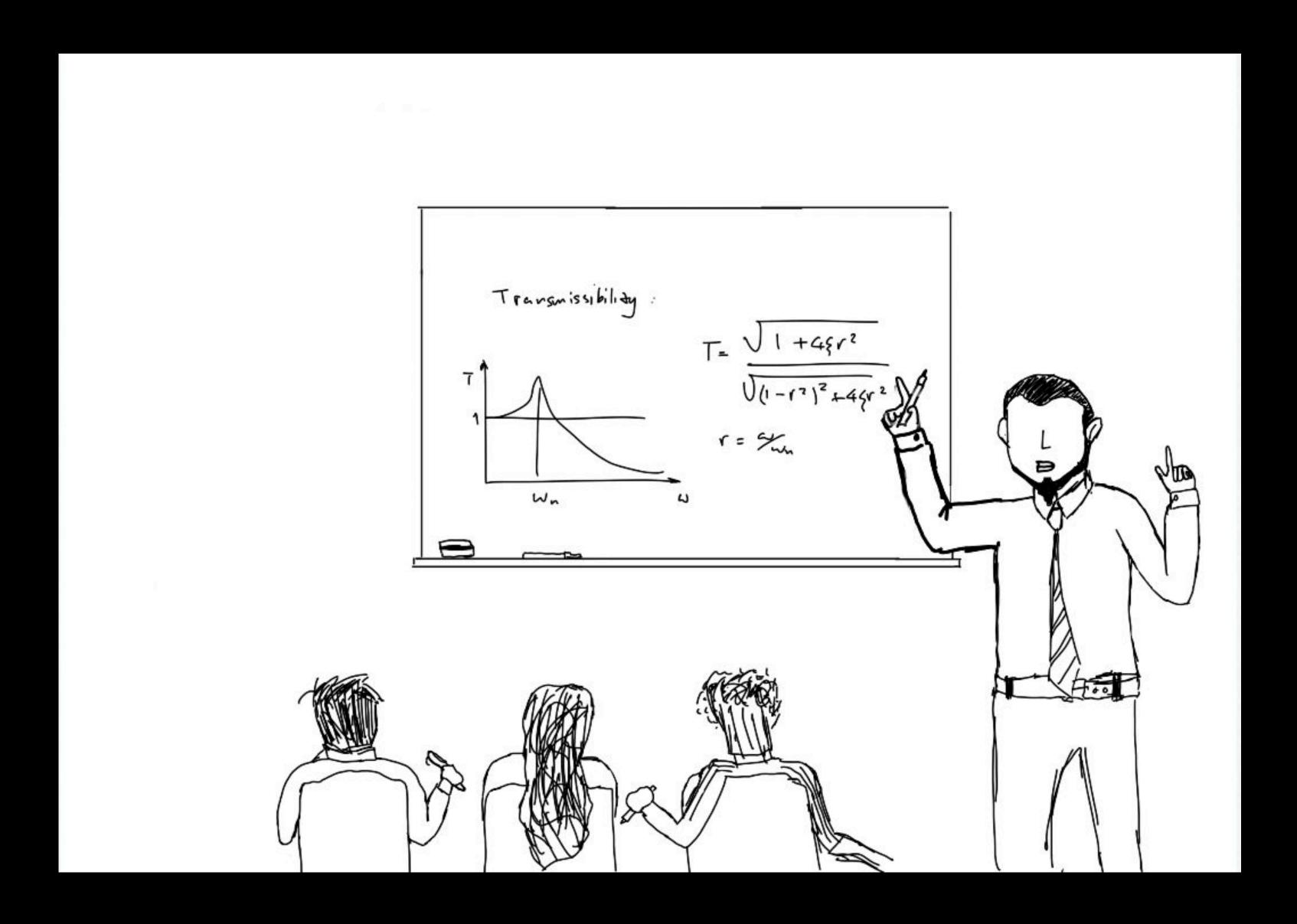
Professional Learning Provider



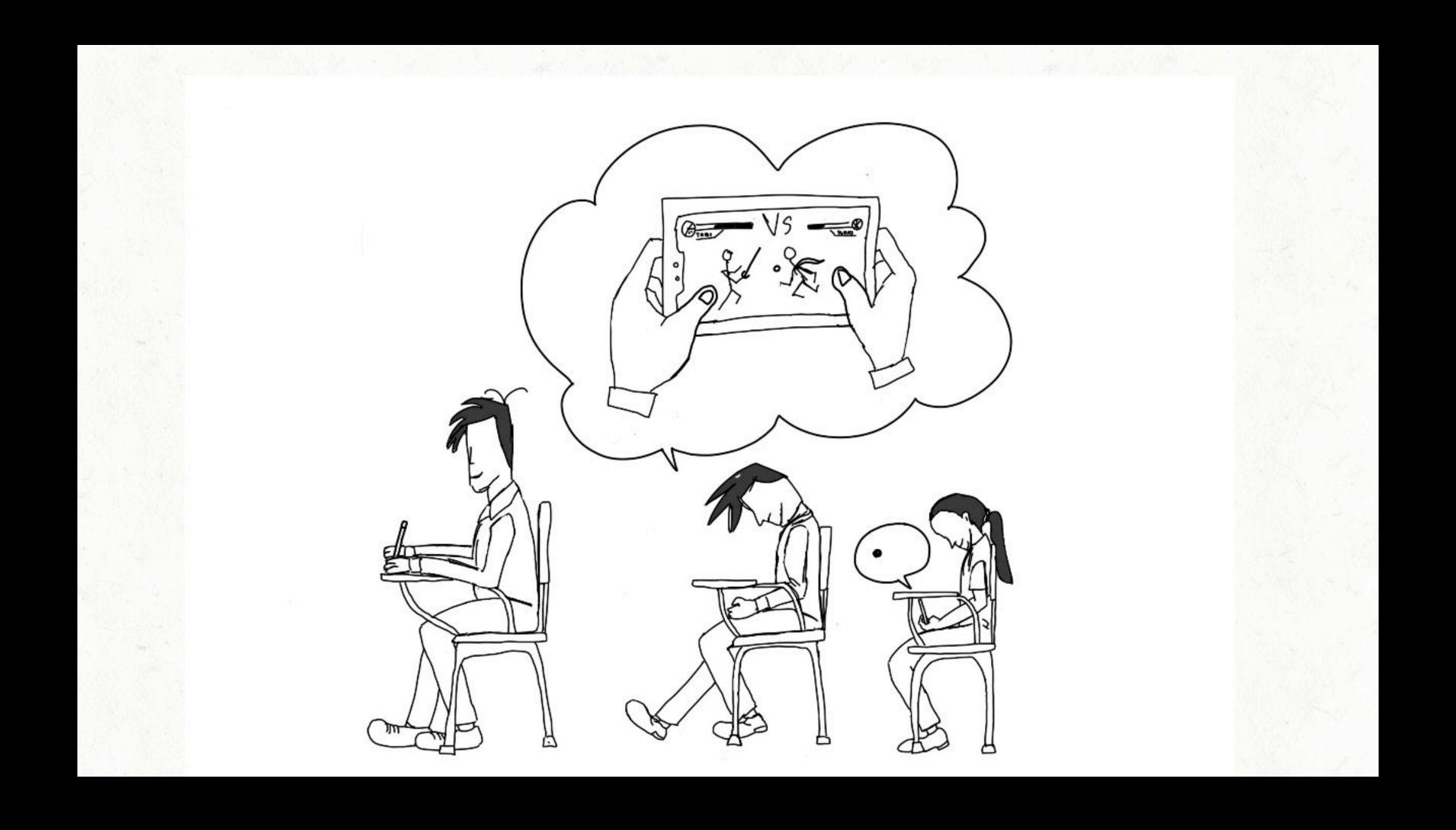
Professional Learning Specialist



# MYSIORY

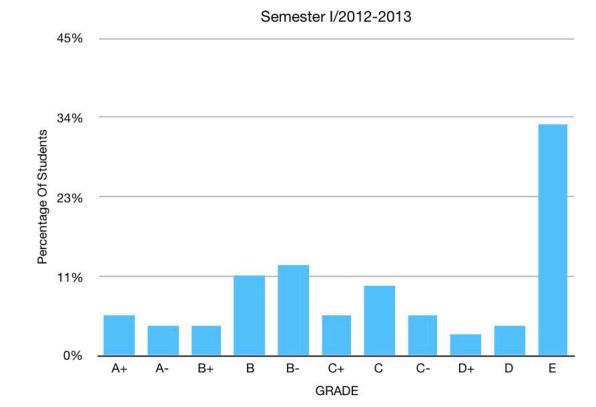


BACK IN 2010-2014 MECHANICAL VIBRATION



### Semester I/2012-2013

GRADE	No of Students	Percentage (%)		
<b>A</b> +	4	5.7%		
A-	3	4.3%		
B+	3	4.3%		
В	8	11.4%		
B-	9	12.9%		
C+	4	5.7%		
C	7	10.0%		
C-	4	5.7%		
D+	2	2.9%		
D	3	4.3%		
E	23	32.9%		
TOTAL	70			

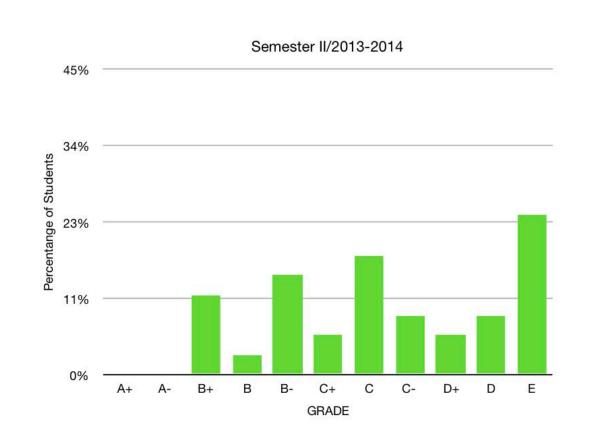


### Remarks:

Power Point lecture

### Semester II/2013-2014

GRADE	No of Students	Percentage (%)
<b>A</b> +	0	0.0%
Α-	0	0.0%
B+	4	11.8%
В	1	2.9%
B-	5	14.7%
C+	2	5.9%
C	6	17.6%
C-	3	8.8%
D+	2	5.9%
D	3	8.8%
E	8	23.5%
TOTAL	34	

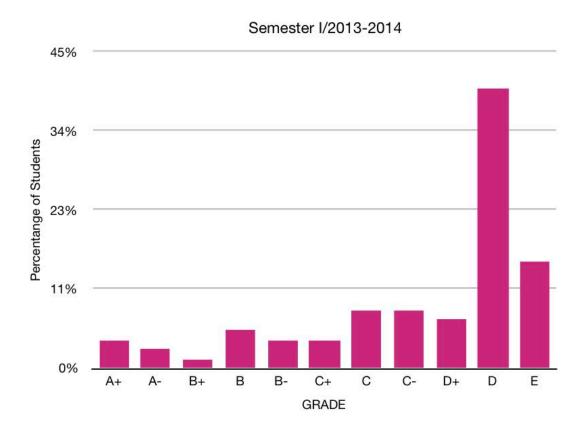


#### Remarks:

Power Point lecture

### Semester I/2013-2014

GRADE	No of Students	Percentage (%)
A+	3	4.1%
A-	2	2.7%
B+	1	1.4%
В	4	5.5%
B-	3	4.1%
C+	3	4.1%
С	6	8.2%
C-	6	8.2%
D+	5	6.8%
D	29	39.7%
E	11	15.1%
TOTAL	73	

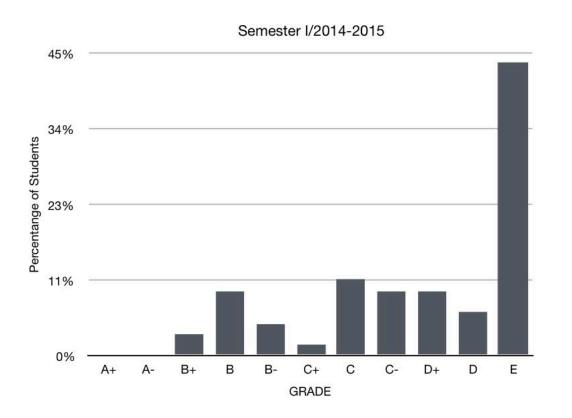


### Remarks:

Power Point lecture

### Semester I/2014-2015

GRADE	No of Students	Percentage (%)
<b>A</b> +	0	0.0%
A-	0	0.0%
B+	2	3.2%
В	6	9.7%
B-	3	4.8%
C+	1	1.6%
C	7	11.3%
C-	6	9.7%
D+	6	9.7%
D	4	6.5%
E	27	43.5%
TOTAL	62	



#### Remarks:

Power Point lecture

## MILLENNIALS



## LEARNING STYLE

Digital natives

Short attention span

Team oriented

Highly visual and kinaesthetic learners

Wired 24/7

Prefer social learning tools/apps

# IN CLASSROOM

A LECTURER
TO DO
TEACHING?



STUDENTS TO EXPERIENCE LEARNING?

# FLIPPED LEARNING + COLLABORATIVE LEARNING

### FLIPPED LEARNING

### COLLABORATIVE LEARNING

**√ Interactive Content** 

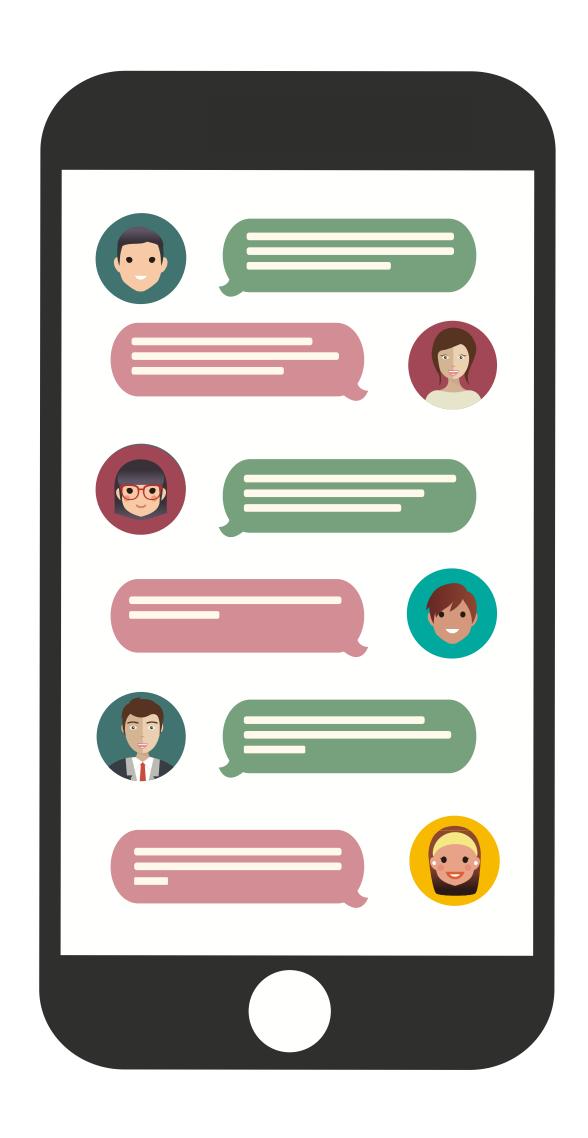
↓ Learning space

√ Stand-alone content

↓ Learning activities

**√** Online learning platform

### **OUTSIDE** the classroom



Students learns the fundamental concepts through the learning platform

Self-paced

Connect with the students through: Whatsapp, Telegram

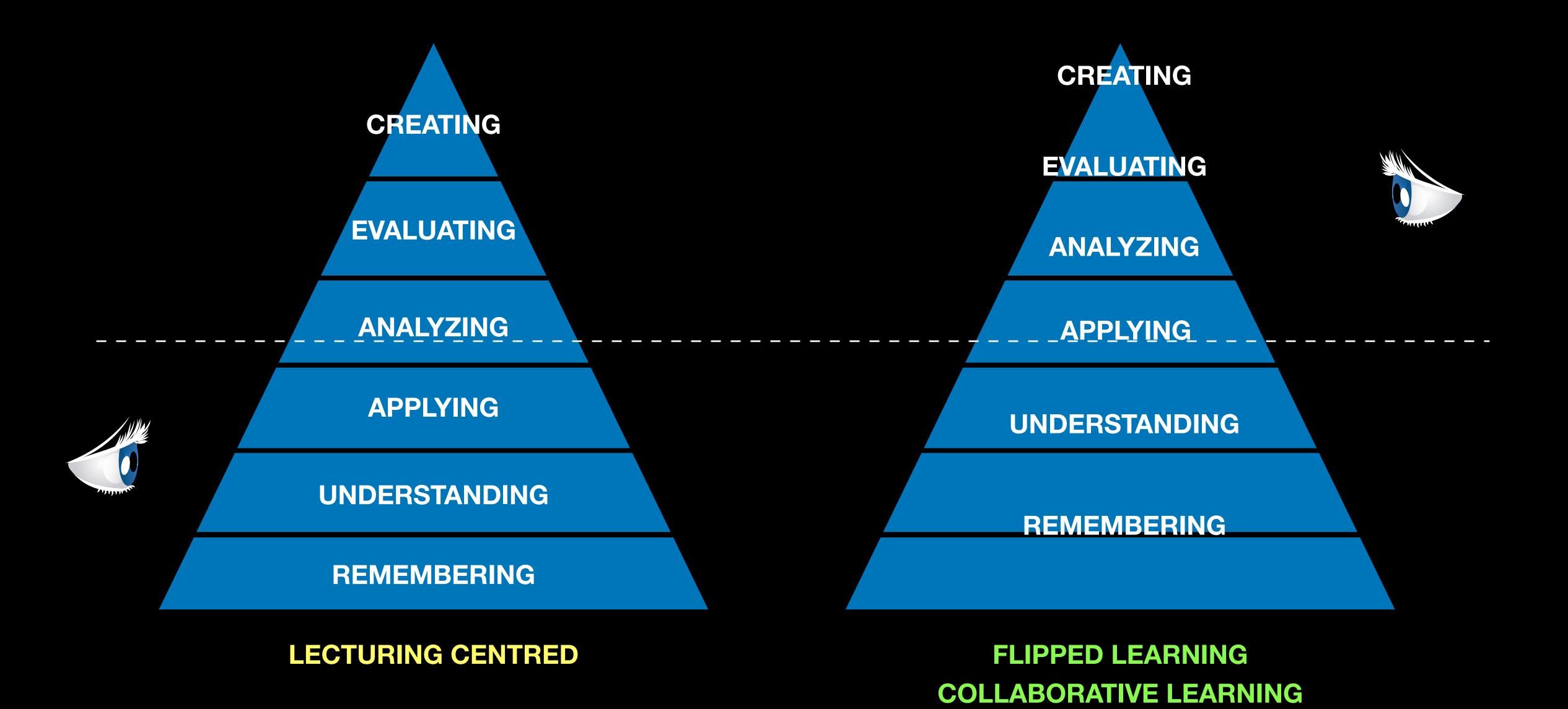
# **Collaborative Learning**



## IN the classroom

Problem Solving
Discussion
Reflection





### Flipped and Collaborative Learning

#### Semester II/2015-2016

GRADE	No of Students	Percentage (%)
A+	4	7.5%
Α-	3	5.7%
B+	5	9.4%
В	8	15.1%
B-	10	18.9%
C+	7	13.2%
C	6	11.3%
C-	1	1.9%
D+	2	3.8%
D	3	5.7%
E	4	7.5%
TOTAL	53	

	45%				Se	emest	er II/20	15-20	16			
lents	34%											
Percentange of Students	23%											
Percer	11%	-										
	0%	A+	A-	B+	В	B-	C+ GRADE	С	C-	D+	D	E

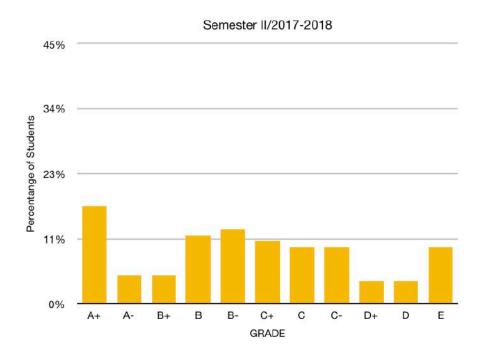
#### Remarks:

Start to implement collaborative learning in class Schoology was used as the online classroom platform No video lectures created yet

### Flipped and Collaborative Learning

### Semester II/2017-2018

GRADE	No of Students	Percentage (%	
A+	17	16.8%	
A-	5	5.0%	
B+	5	5.0%	
В	12	11.9%	
B-	13	12.9%	
C+	11	10.9%	
С	10	9.9%	
C-	10	9.9%	
D+	4	4.0%	
D	4	4.0%	
E	10	9.9%	
TOTAL	101		



#### Remarks:

Collaborative learning in CLEAR room

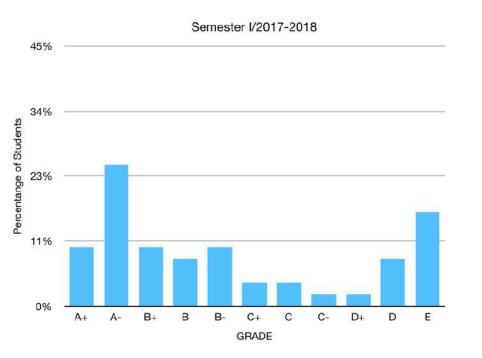
Open Learning was used as the platform, more interactive than Moodle

where students (and also lecturer) can interact in the platform (give comments, feedback, etc)

### Flipped and Collaborative Learning

#### Semester I/2017-2018

GRADE	No of Students	Percentage (%)	
A+	5	10.2%	
A-	12	24.5%	
B+	5	10.2%	
В	4	8.2%	
B-	5	10.2%	
C+	2	4.1%	
C	2	4.1%	
C-	1	2.0%	
D+	1	2.0%	
D	4	8.2%	
E	8	16.3%	
TOTAL	49		



#### Remarks:

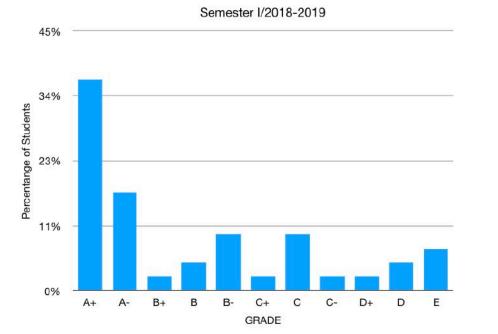
Collaborative learning in CLEAR room

Open Learning was used as the platform, more interactive than Moodle
where students (and also lecturer) can interact in the platform (give comments, feedback, etc)

### Flipped and Collaborative Learning

#### Semester I/2018-2019

GRADE	No of Students	Percentage (%)
A+	15	36.6%
A-	7	17.1%
B+	1	2.4%
В	2	4.9%
B-	4	9.8%
C+	1	2.4%
С	4	9.8%
C-	1	2.4%
D+	1	2.4%
D	2	4.9%
E	3	7.3%
TOTAL	41	



#### Remarks:

Collaborative learning in CLEAR room
Free Open Learning was terminated
Moodle (U-Learn) was used as the platform and the features are optimised to be as closed as OpenLearning

# SYNCHRONOUS

# ASYNCHRONOUS

# SYNCHRONOUS

Exchanges of perspectives among your students.

Students learning from each other.

Interactions in which you're playing the role of facilitator.

# ASYNCHRONOUS

Students developing a common foundation before class (especially of basic ideas or concepts).

Students being able to engage with the material at their own pace.

Students spending a substantial amount of time pondering and reflecting.



# ULLEARNING PORTAL EET | SEM 1 2020/2021







# FRAMEWORK

**CULTIVATE DESIGN BUILD DEPLOY** 

### **DESIGN**

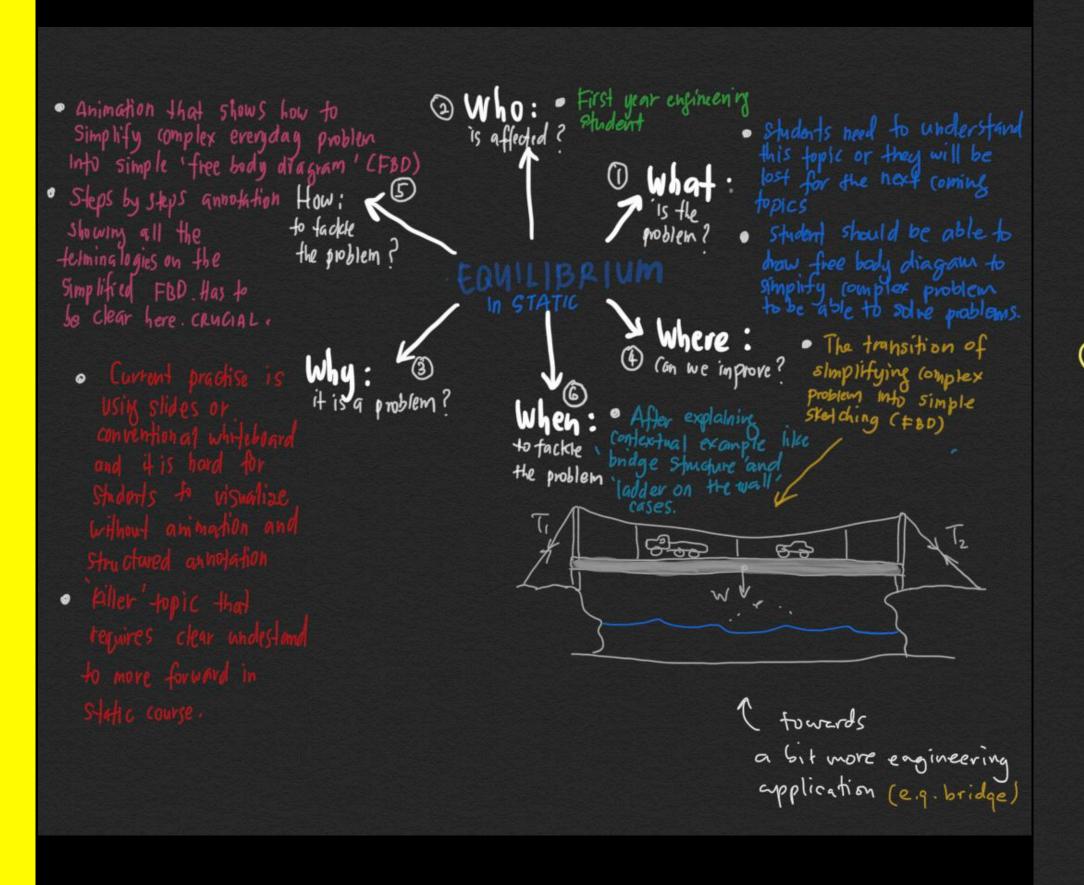


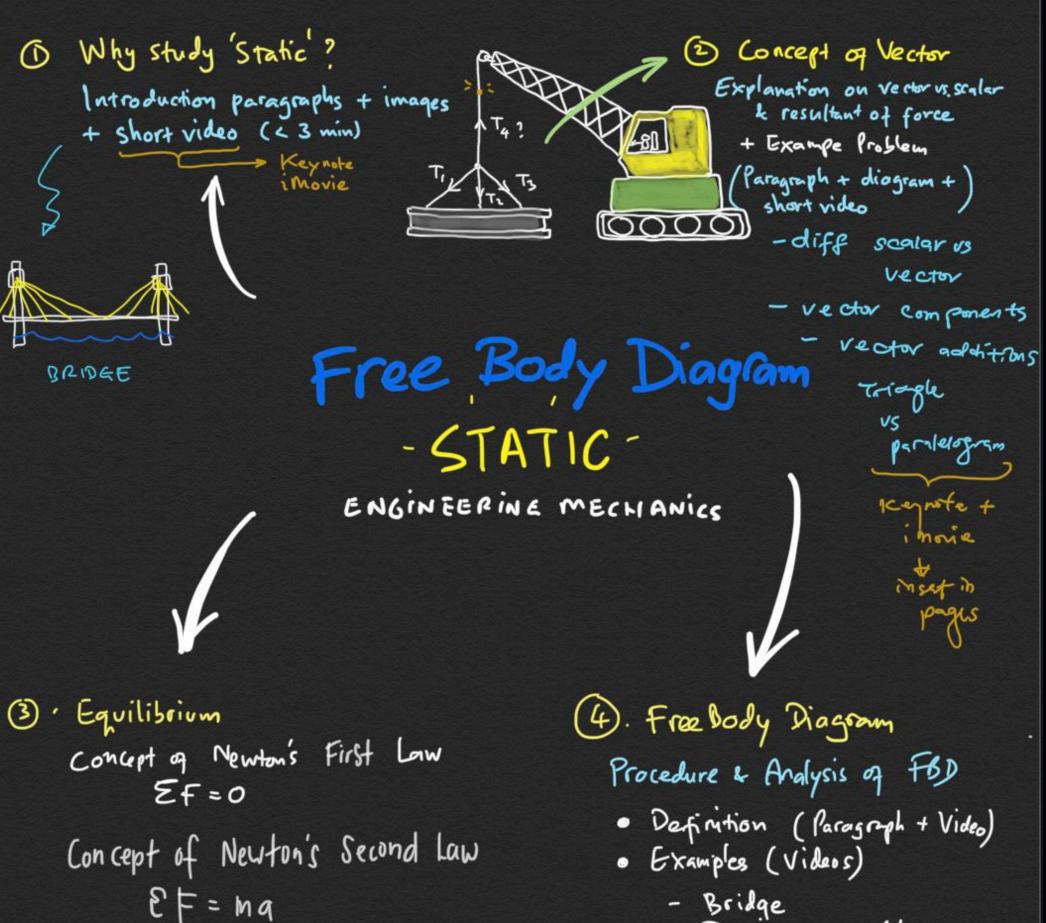
- Teaching Plan
- What are learning outcomes for each section?
- What are the media for learning?
- What learning activities?

### **DESIGN**

### Always start with analysis

Industrial introduction

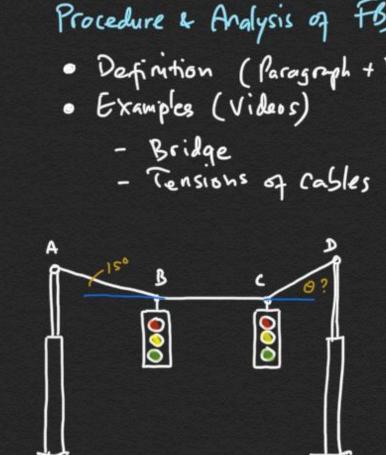




when velocity is constant,

Paragraph + Images + Short video

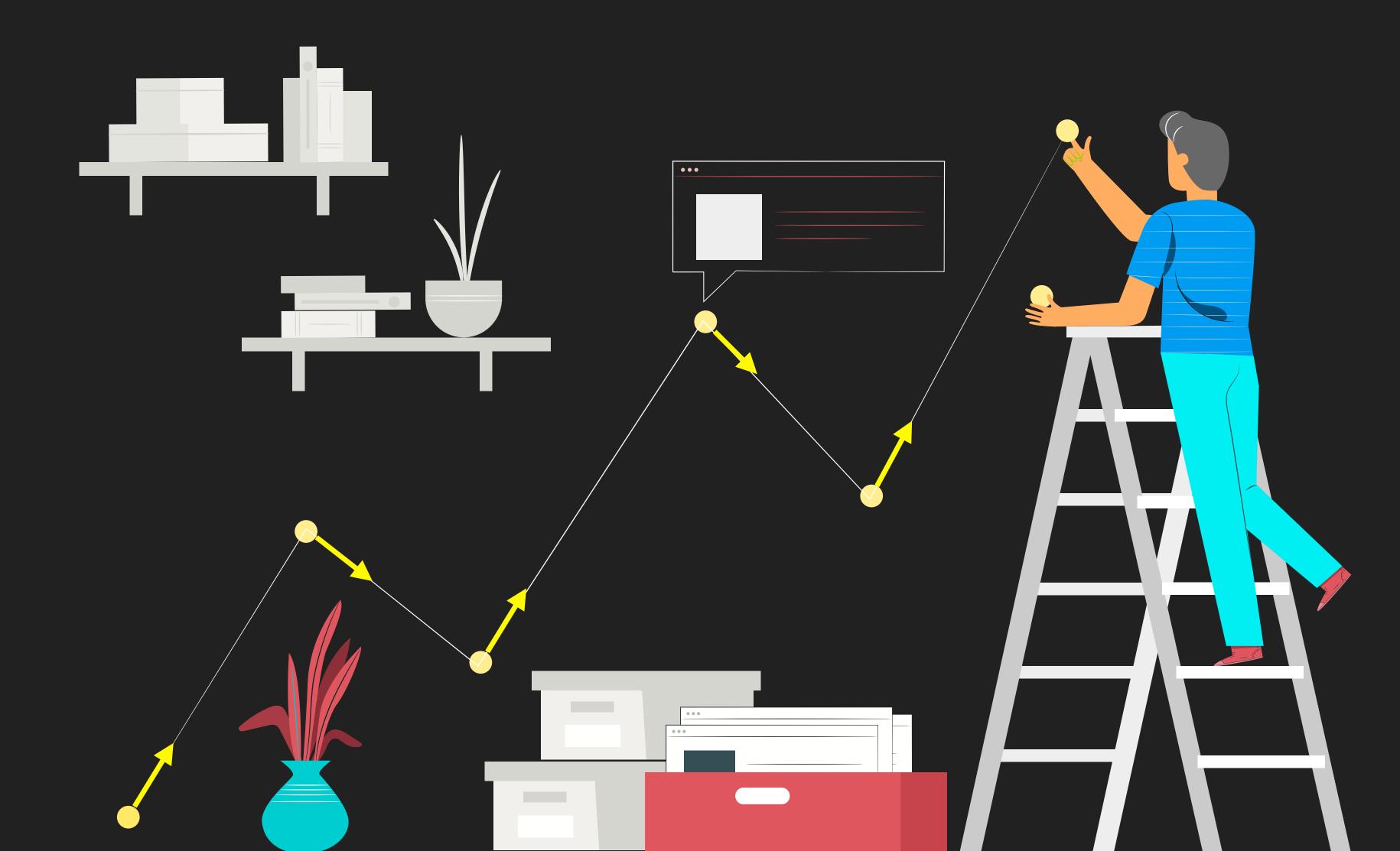
a= 0; Hence,



### **DESIGN**

# Junialini minimini

### Learning scaffolding





- Create your video lecture
- Build the structures of learning flow in ULearn
- Combine text, image, video and animation
- Utilise tools in ULearn for the students to engage with the content
- Improve the visual look of your ULearn

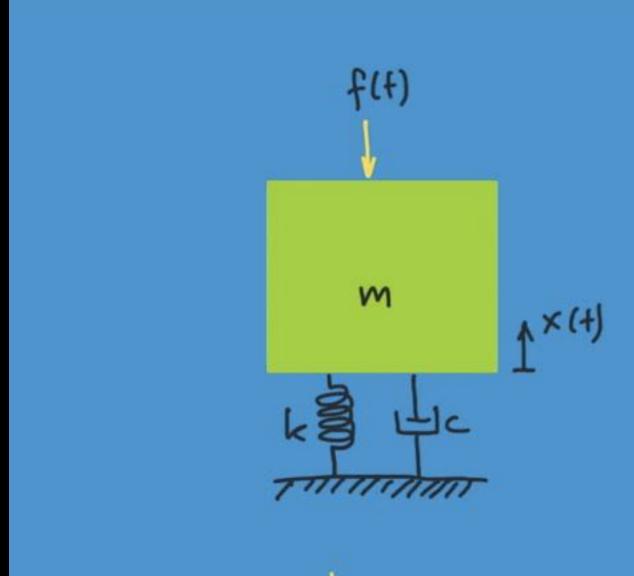
### WHY VIDEO?

- Much more engaging
- Millennials are visuals and kinaesthetic learners



### **TYPES OF VIDEO: Animation Whiteboard**





$$|z| = \frac{1}{a+jb}$$

$$|z| = \frac{1}{\sqrt{a^2 + b^2}}$$

$$|z| = -\tan^{-1}\left(\frac{b}{a}\right)$$

$$\frac{X}{F} = \frac{1/k}{1 - \frac{\omega^2}{\omega_{n^2}} + j\frac{25\omega}{\omega_{n}}}$$

$$\frac{X}{F} = \frac{1}{1 - \frac{\omega^2}{\omega_{n^2}} + j\frac{25\omega}{\omega_{n}}}$$

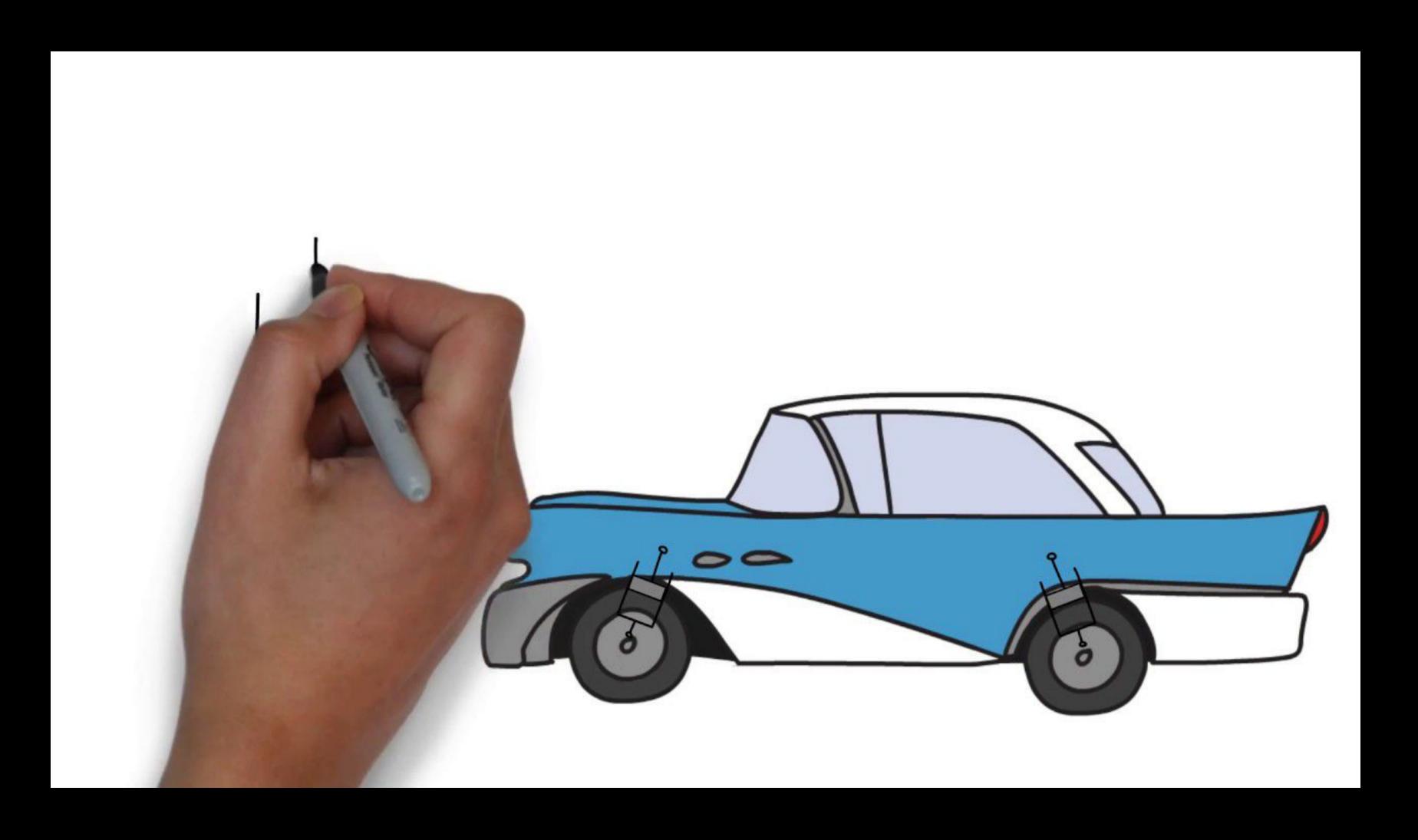
$$\frac{1}{\sqrt{k}} = \frac{1}{\sqrt{k}} = \frac{1}{\sqrt{k}}$$

$$\left|\frac{X}{F}\right| = \frac{\sqrt{k}}{\left(1 - \frac{w^2}{w_n^2}\right)^2 + \frac{45^2 w^2}{w_n^2}}$$

$$\left|\frac{X}{F}\right| = -\tan^{-1}\left(\frac{25 \frac{w}{wn}}{1 - \frac{w^2}{wn^2}}\right)$$

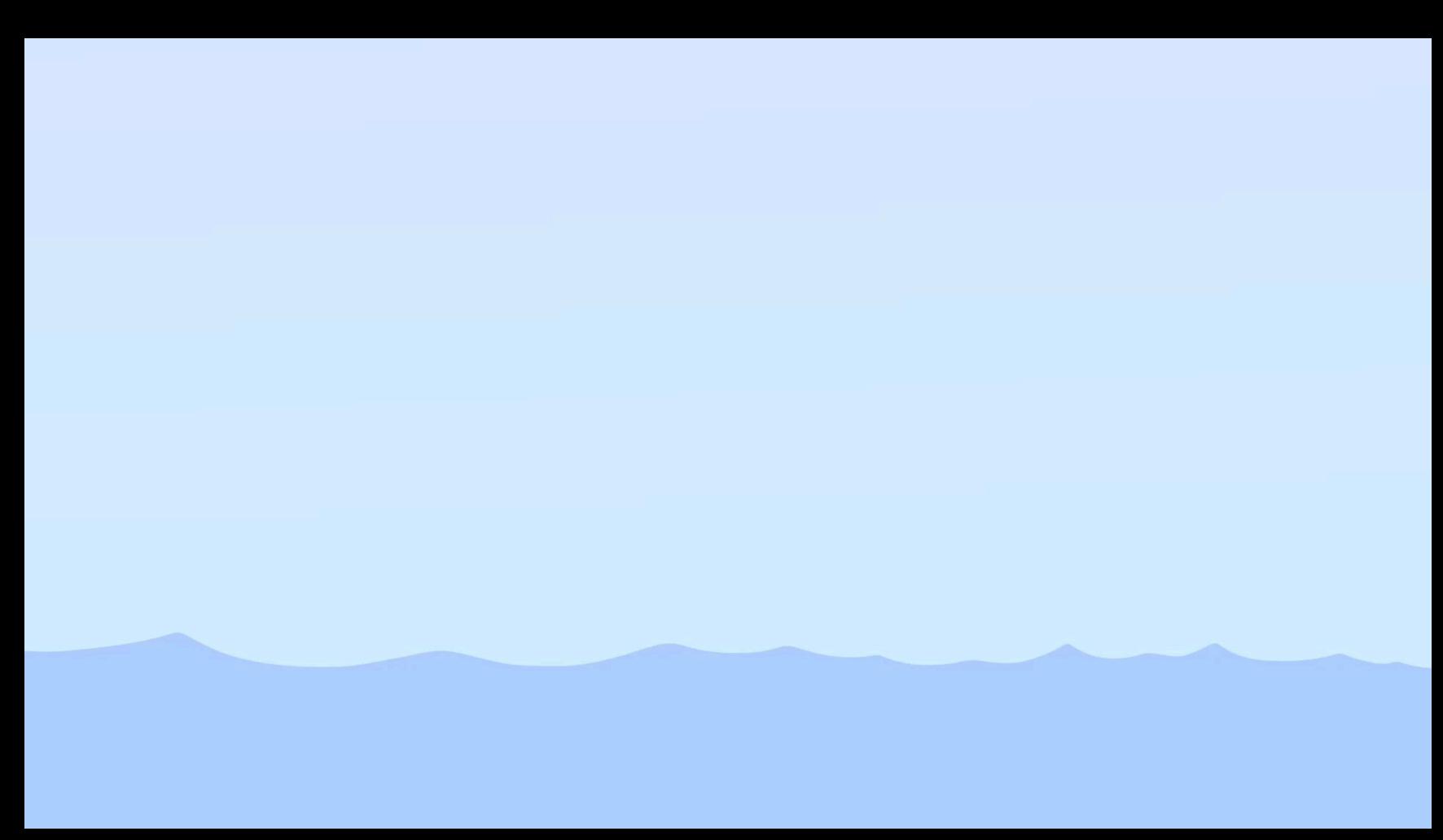
# TYPES OF VIDEO: Scribed Animation Whiteboard





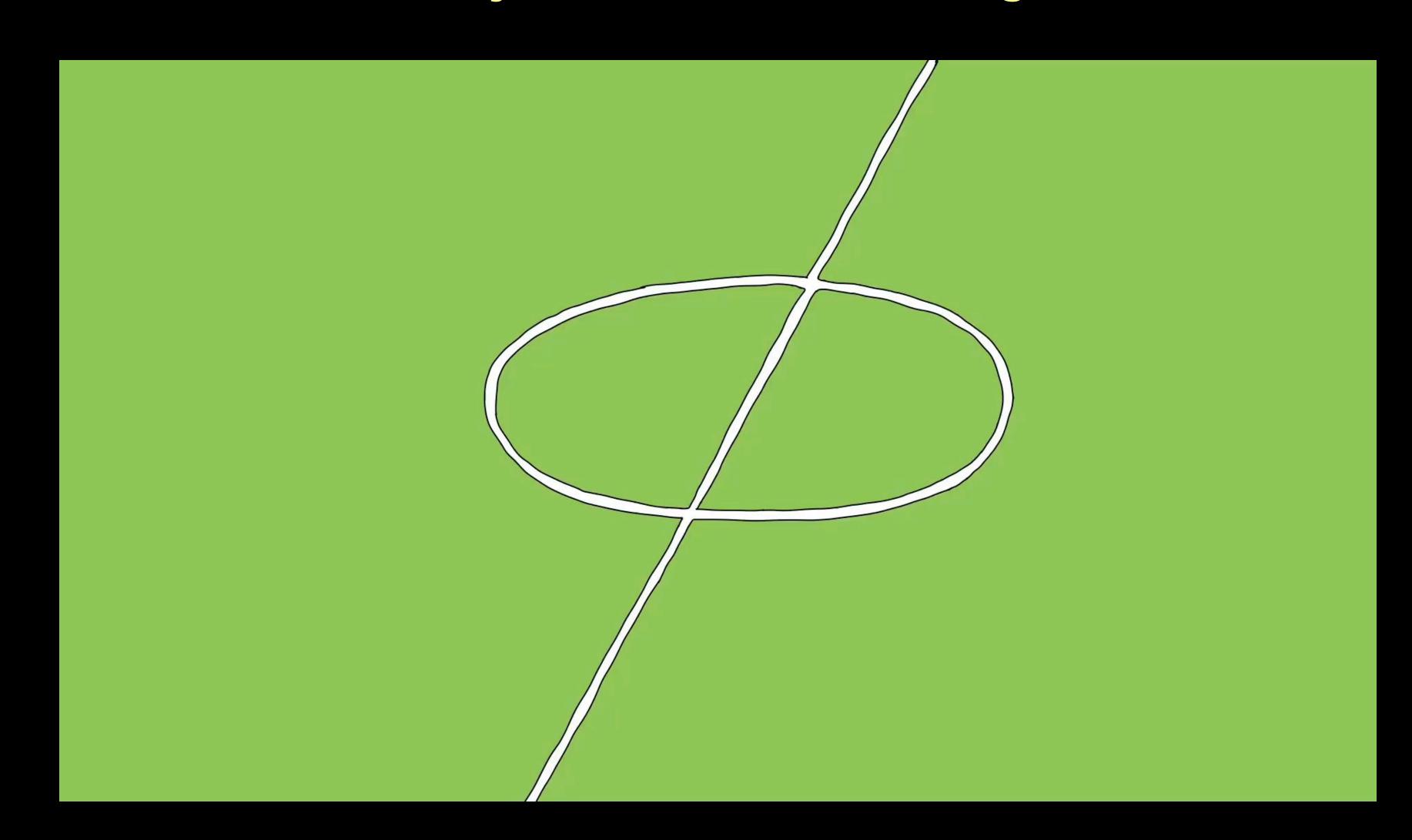
# TYPES OF VIDEO: Keynote Animation (Shape + Drawing)





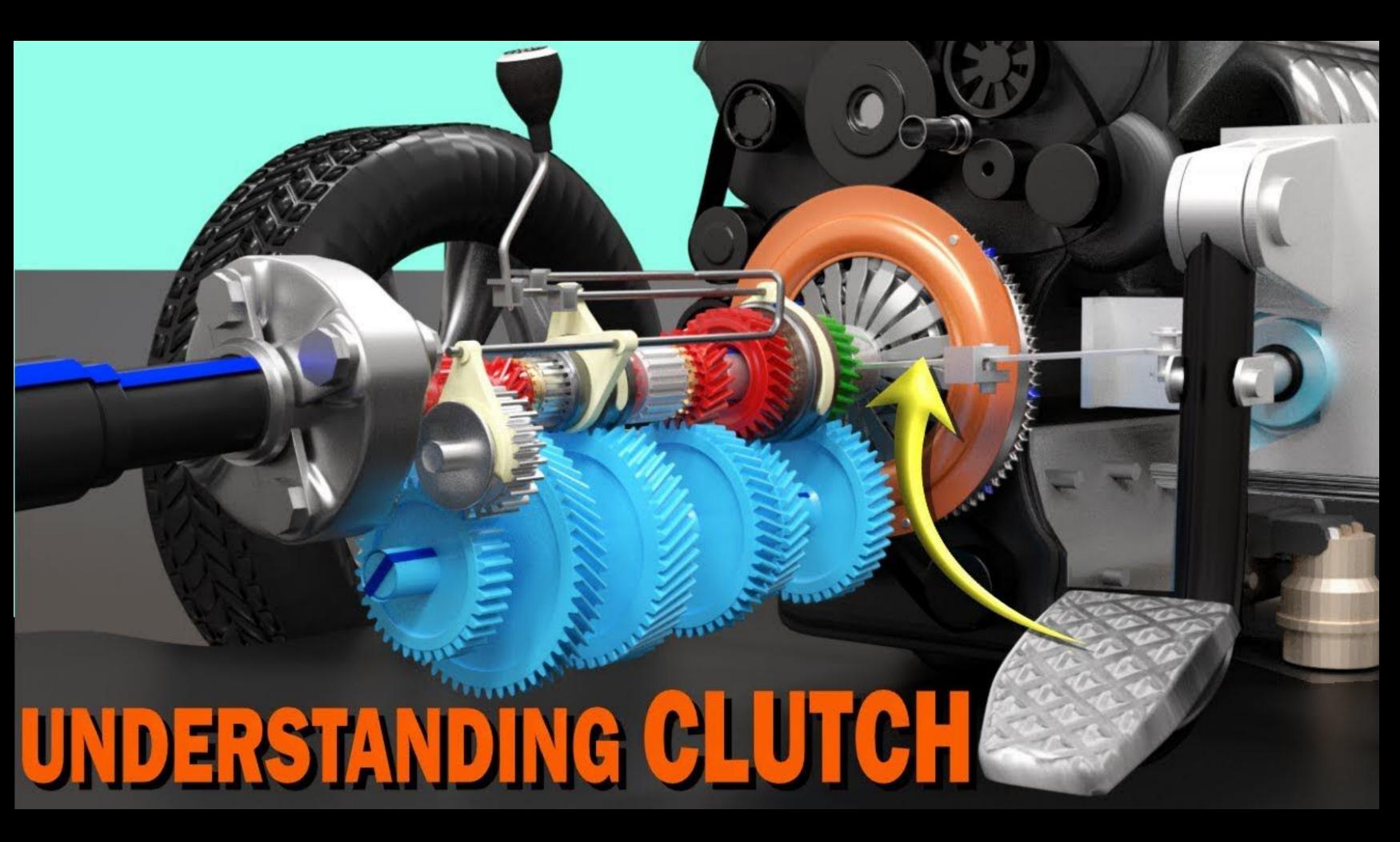
# TYPES OF VIDEO: Keynote Animation (Drawing)





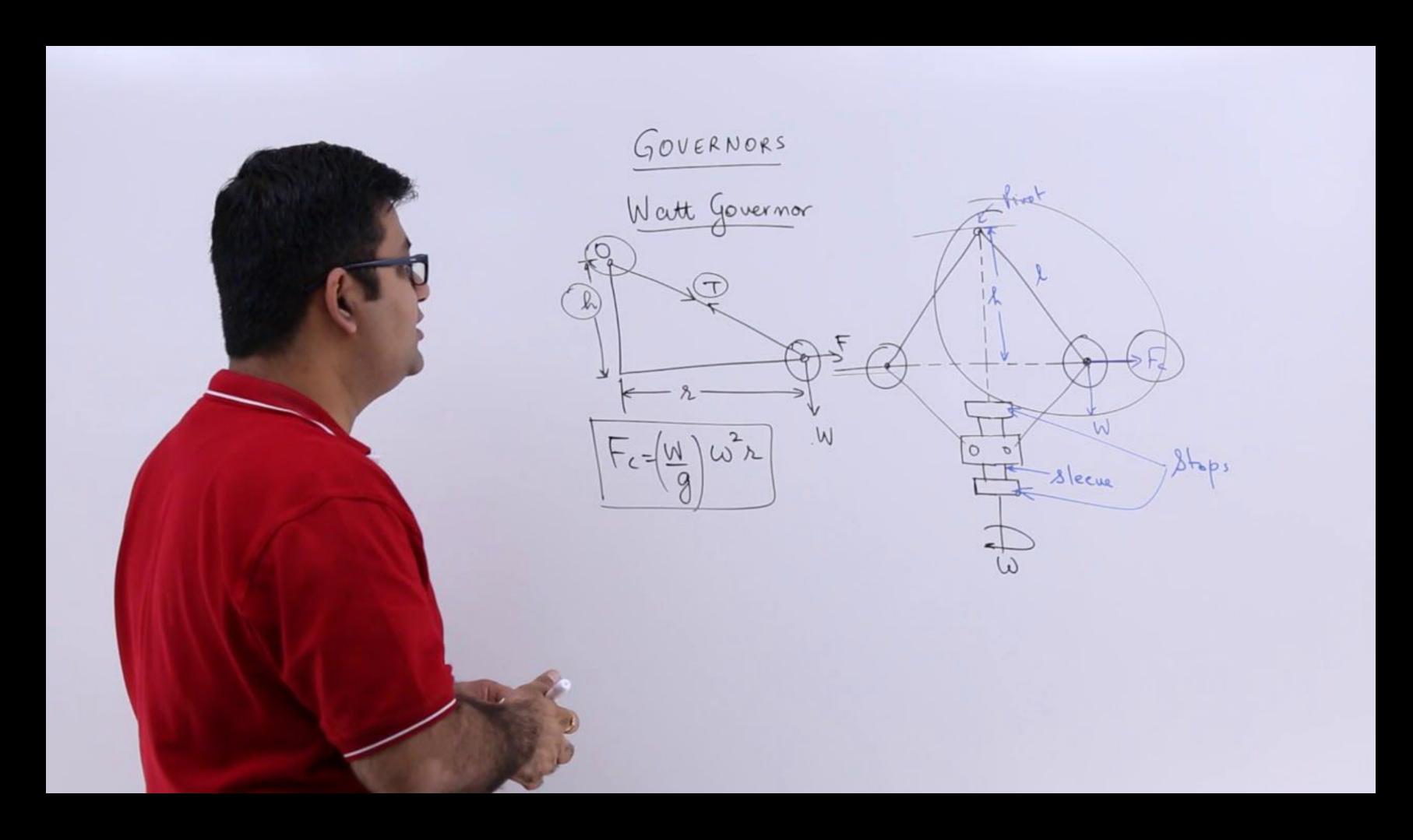
# **TYPES OF VIDEO: Full Animation**





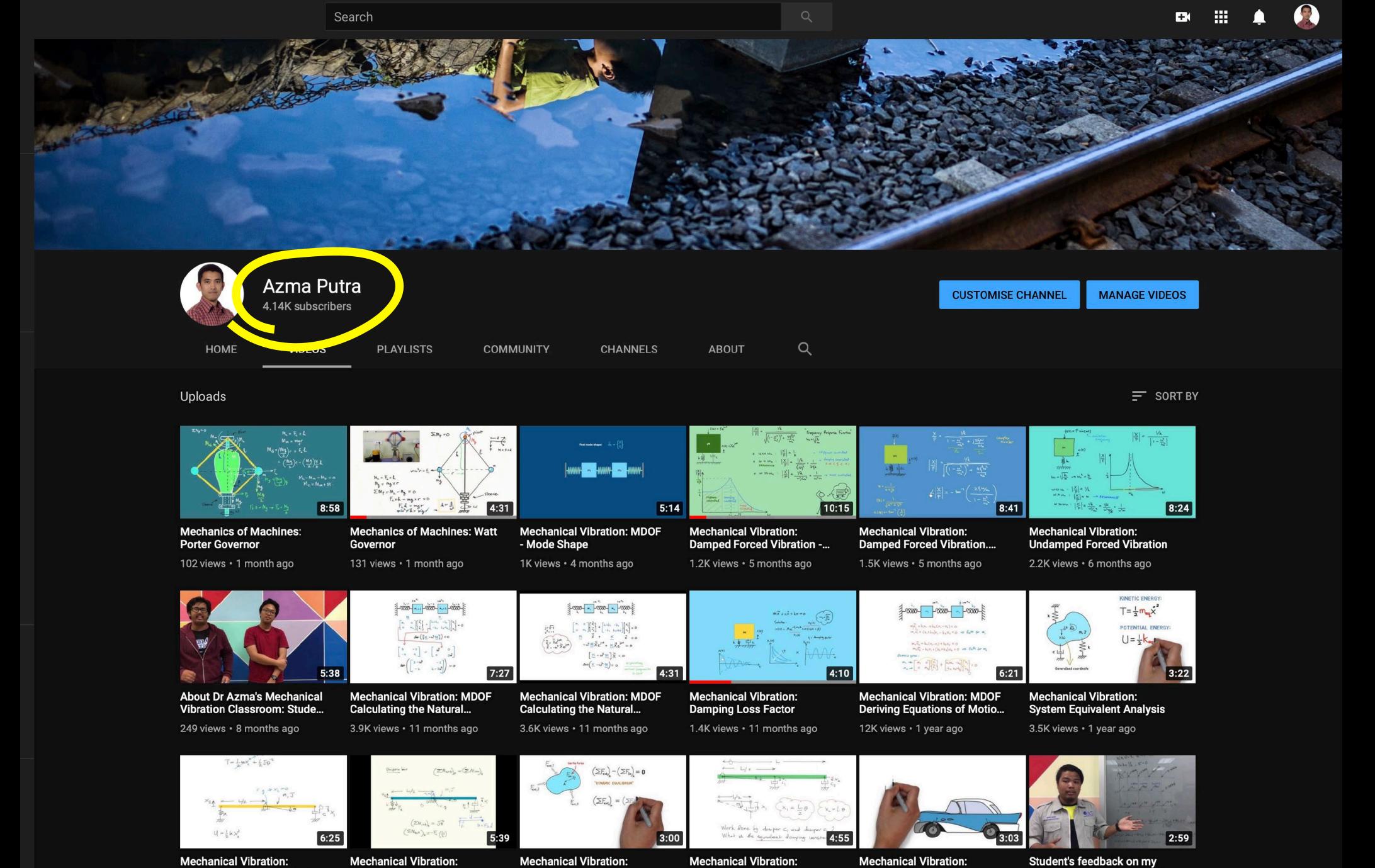
# TYPES OF VIDEO: Fully recorded lecture





### TYPES OF VIDEO: Recorded lecture slide style





4.8K views • 2 years ago

System Equivalent Analysis...

6.5K views • 3 years ago

D'Alembert Principle...

11K views • 3 years ago

D'Alembert Principle

6.8K views • 3 years ago

**Equivalent Damping Constant** 

26K views · 3 years ago

**Damping Element** 

Flipped Learning (and SCL)...

365 views • 3 years ago

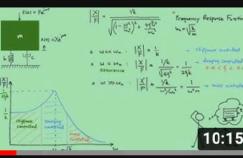


**CUSTOMISE CHANNEL** 

MANAGE VIDEOS

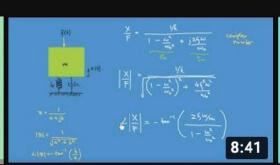
**ABOUT** 

SORT BY



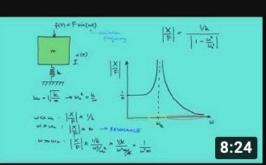
Damped Forced Vibration -...

.2K views • 5 months ago



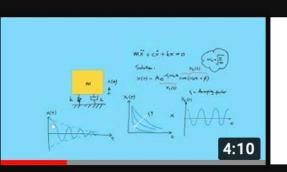
Mechanical Vibration: Damped Forced Vibration....

1.5K views • 5 months ago

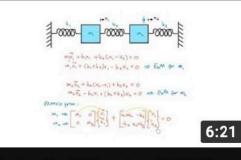


**Mechanical Vibration: Undamped Forced Vibration** 

2.2K views • 6 months ago

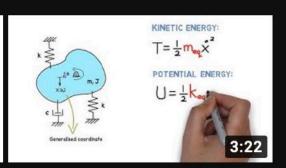


.4K views • 11 months ago



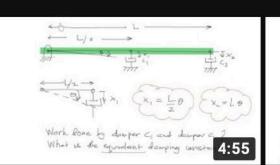
Mechanical Vibration: MDOF **Deriving Equations of Motio...** 

12K views · 1 year ago



Mechanical Vibration: **System Equivalent Analysis** 

3.5K views • 1 year ago



Mechanical Vibration:

**Equivalent Damping Constant** 6.8K views • 3 years ago



**Mechanical Vibration:** Damping Element

26K views · 3 years ago



Student's feedback on my Flipped Learning (and SCL)...

365 views • 3 years ago

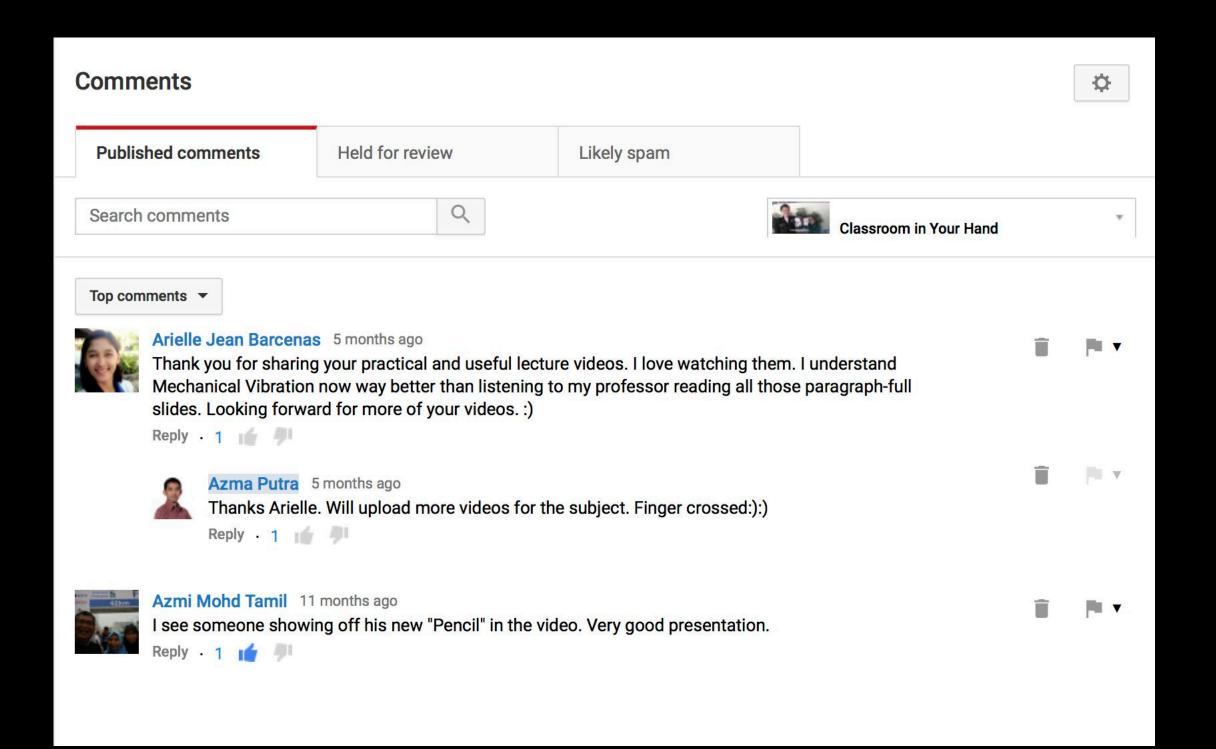


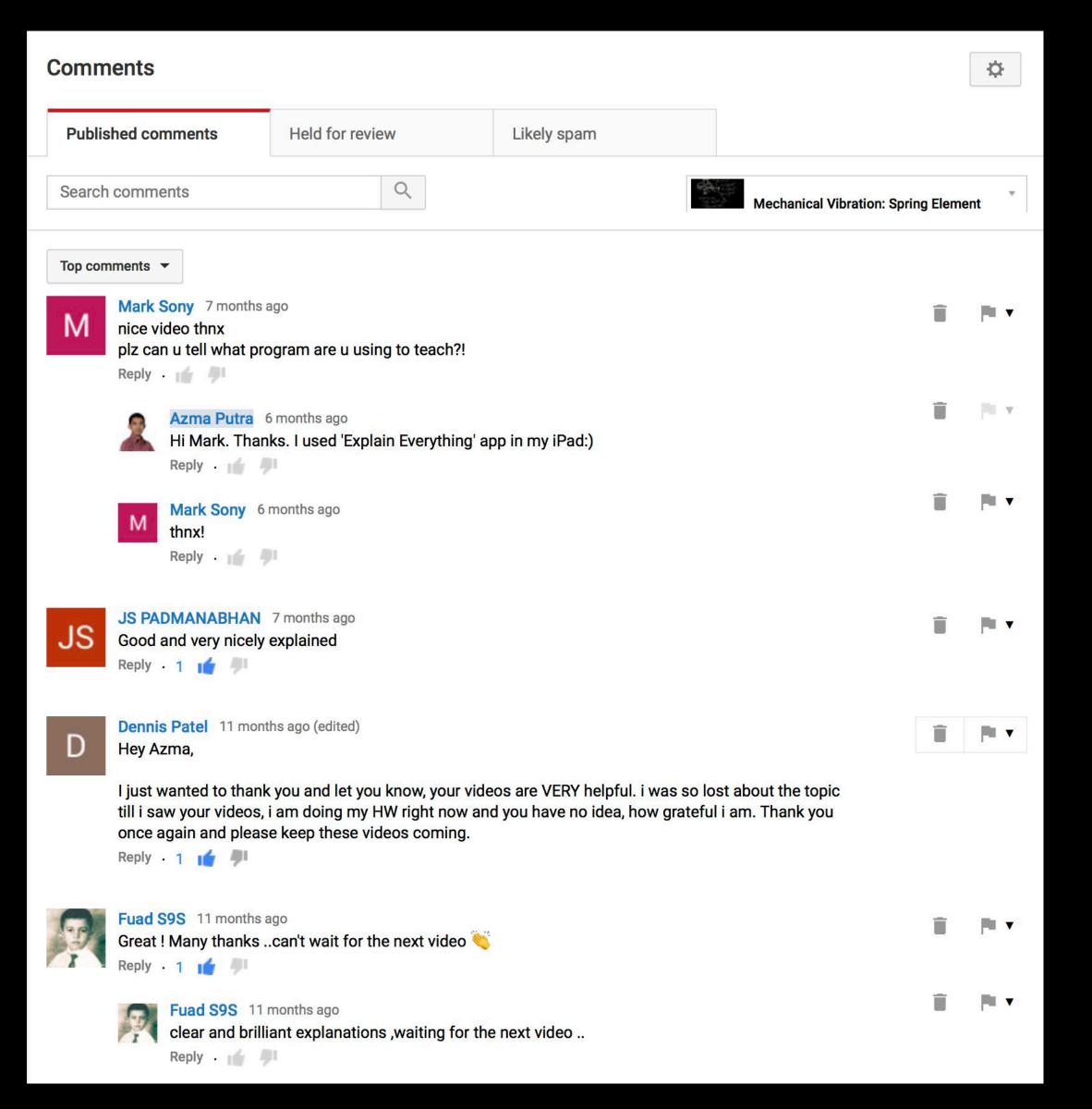


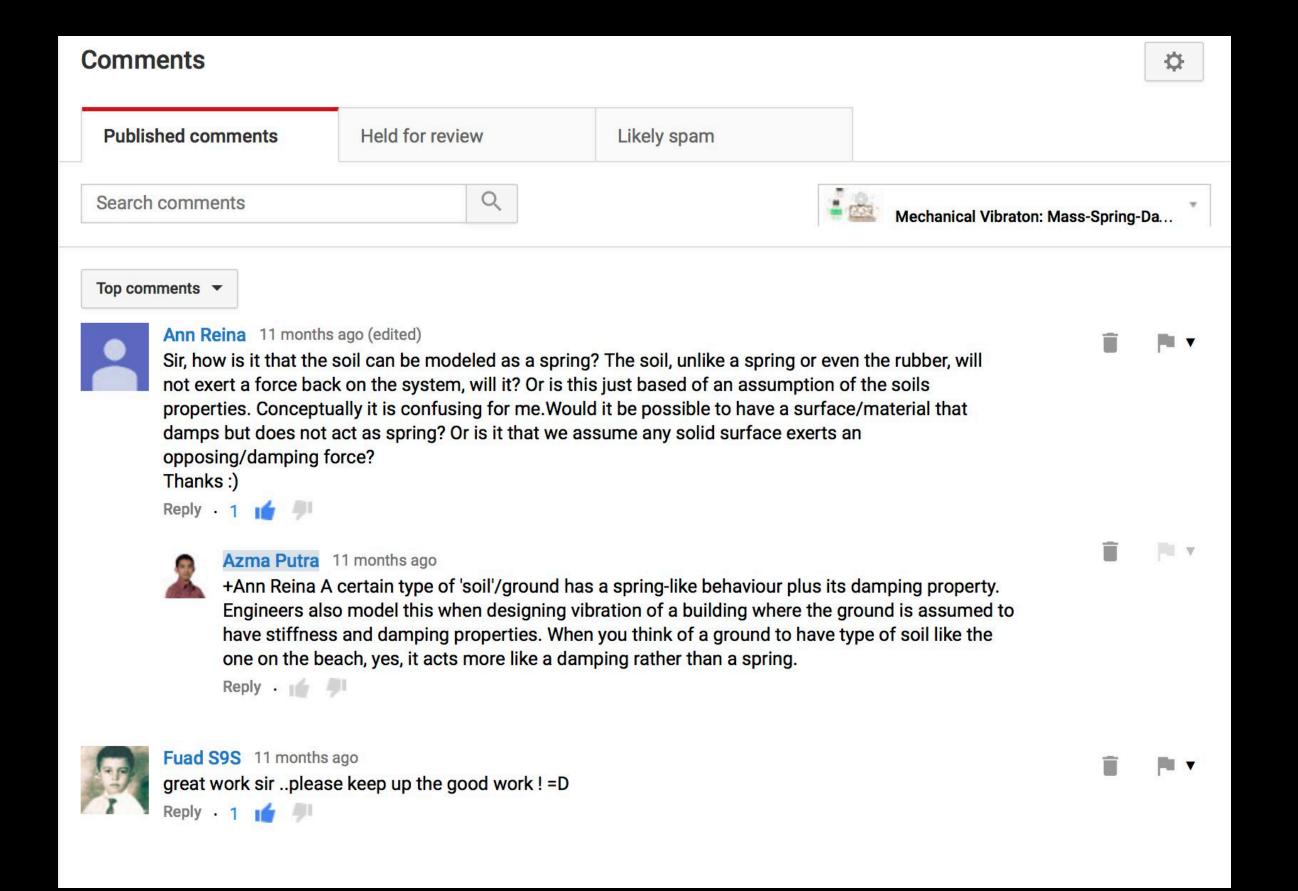


Increase UTeM visibility internationally



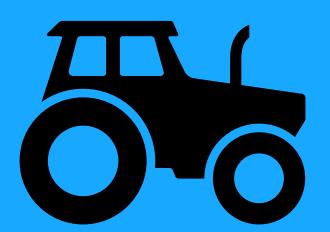








### **CULTIVATE**



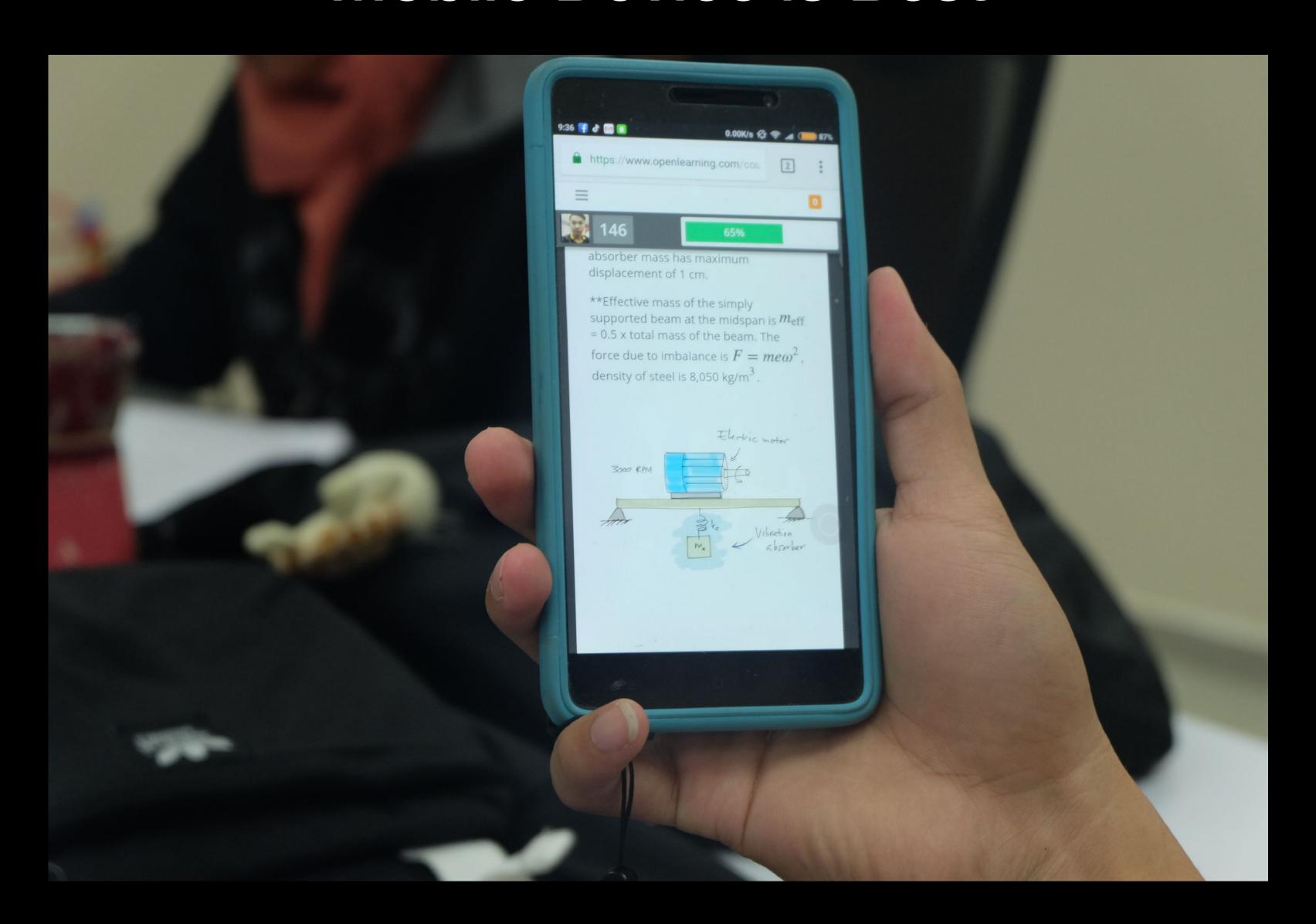
- Use some already available online contents
- Use them as part of the contextual learning activities

### **DEPLOY**



- Launch the ULearn
- Communicate with students through Whatsapp/Telegram
- Ensure the students do the learning activities (must have some kind of enforcement)

# Mobile Device is Best



# FRAMEWORK

# FRAMEWORK CLASS ROOM IN YOUR HAND

**BUILD CULTIVATE DEPLOY DESIGN** 

# PROGRESS IS IMPOSSIBLE WITHOUT CHANGE,

AND THOSE WHO CANNOT CHANGE THEIR MINDSET CANNOT CHANGE ANYTHING

