Abstract

Computer simulation programs are the most modern trend in electronic training systems, which aim at putting the trainee in flexible situations, imitating the actual training situations in terms of interacting with the content. It is also concerned with the proper representation of performances and with procedures that are characterized by simplicity and ease in light of specific rules and consistent with the trainee's own abilities which help to acquire the skills. Therefore, the current research aims at preparing a flexible e-training simulation model in the field of animation based on the interaction between the variable of the display speed pattern (slow-medium-fast) and the information view pattern (previous - next) and measuring the impact of interaction between them on the development of 3D animation skills for computer teachers.

The research depended on The Experimental Approach and a sample of (30) computer teachers who were distributed randomly to (6) experimental groups according to the experimental design of the research and its independent variables. The findings are that there are statistically significant differences between the means of the total scores of the
Experimental Group in the skill performance which is associated with animation design skills. These differences are due to the interaction between the display speed (slow-medium-fast) and the view pattern within the flexible e-training simulation model for the group which has dealt with the fast-speed simulation model and the previous training situation. This has made the group achieve the highest grades in terms of performance skill compared to other groups.

References

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Index Terms

Computer Science
Information Systems

Keywords

Computer Simulation- Flexible electronic training- information view pattern (Previous / Next)- 3D animation designing skills- display speed in the simulation model (slow-medium-fast)- ComputerPreparing Teacher.