
VIRTUAL CLASSES AND RESEARCH ROOMS

Vinod Kumar

Research scholar

J.R.N. Rajsthan Vidhyapeeth University

Udaipur , Rajsthan

Dr Pankaj Yadav

Faculty of Education

J.R.N. Rajsthan Vidhyapeeth University

Udaipur , Rajsthan

ABSTRACT

For speakers who are accustomed to introducing eye to eye, working with online classes through a virtual homeroom interface proposes a few new difficulties. Simultaneously the affordances of the media offer numerous chances to work on the nature of understudies' learning. This paper diagrams the academic examples got from meeting an initial year basic programming unit through a progression of twelve, two-hour online classes. General virtual homeroom procedures just as those specific to software engineering are portrayed. Ways to deal with fostering understudies' virtual study hall skills, ways to deal with bunch work, and the ramifications of virtual classrooms for proficient turn of events and examination are likewise talked about.

Keywords: *Virtual Classroom, Online Learning, Pedagogy*

INTRODUCTION

Because of an apparent interest for more adaptable conveyance of courseware, Postgraduate Professional Development Programs at Macquarie University sent off another internet based Graduate Diploma in Information Technology in Semester 1 of 2005. As a feature of the internet based conveyance, a two-hour online class is held every week utilizing the Macromedia Breeze 'Meeting' stage to give a virtual study hall climate. It was viewed that as albeit numerous parts of general great showing practice were straightforwardly adaptable from up close and personal conveyance to the internet based medium, the manner by which those practices were executed was fundamentally unique as indicated by the mechanics of the virtual study hall climate. To furnish understudies with compelling instructive encounters instructors need to see the value by they way they can switch the affordances of the media and evade its limits this paper diagrams the key academic discoveries got from working with this Introduction to Programming (utilizing Java) online classes, and a few comparing suggestions for educating and learning.

BACKGROUND

Before issues of instructional method are raised, the course and virtual study hall are first acquainted all together with give setting.

The Course

Significant academic exploration was performed prior to fostering the principal year "Prologue to Software Development" unit to guarantee that it was planned in a way proper for online conveyance. The last learning plan of the unit consolidated the accompanying grouping of learning exercises every week:

1) Online Multimedia Topic Overview (Macromedia Breeze Presenter) – giving a prologue to the key ideas 2) Prescribe Readings (Horstmann Computing Concepts with Java)– from a painstakingly picked message 3) Online Quiz (WebCT) – to give a developmental mark of understudy's getting 4) Multimedia Demonstrations (Macromedia Captivate) – displaying center cycles like utilizing the BlueJ IDE, troubleshooting, and so on 5) Conceptual Questions and Practical Exercises – giving understudies some fundamental work that they were needed to submit before the internet based class 6) Online Class – a two hour directed meeting reflecting upon understudies endeavors at the starter works out, any inquiries that they might be have, trailed by other related in-class cooperative exercises.

A vital element of the plan is that the obligation regarding framing fundamental ideas is put upon the understudies through the readings and primer exercises. In this manner students come to the web-based class with a somewhat shaped information on the week's point region and a typical arrangement of undertakings that they can examine. Having understudies submit work before-hand allows the teacher an opportunity to figure out which ideas require more consideration, and gives the amazing chance to involve understudy reactions in class for exhibiting, troubleshooting exercises, etc.

The Virtual Classroom Platform

There has been extended discussion among instructive scholars about the degree to which media influences learning [4]. Our specialization lines up with Salomon [12] and Cobbs' [4] conviction that the selection of media prompts differential learning results both as far as speed of securing and profundity of comprehension. Accordingly, cautious thought is needed to pick the method obviously conveyance that advances most noteworthy intellectual effectiveness. After broad testing of various internet based cooperative conditions [1] the Macromedia Breeze Meeting stage [11] was chosen for its strong scope of devices, it adaptable and appealing connection point, and the universality of the basic advancements (program based, just requiring Flash Player). The stage gives the accompanying offices:

- General Presentation Delivery – PowerPoints, general documents (converted to Flash Paper format)
- Screen Sharing – entire desktop, application or window, with remote control capabilities
- Webcam – multiple speeds, ability to stream
- VoIP – adjustable broadcast quality to suit connection
- Text Chat – send to all or selected individuals
- Whiteboard – various colors/fonts/transparency levels, drag-and drop, undo, document overlay capabilities
- File Upload/Download – selected from computer or Breeze content repository
- Polling – with presenter access to individual responses

- Attendee List – including status indicator (‘fine’, ‘slower’ etc)
- Web Launcher – launches all users to the same URL
- Notepad – to summarise, provide instructions, etc.



Figure 1: A Breeze Meeting interface, showing (clockwise from top left) Camera and Voice, Share, File Share, Chat, and Attendee List Pods

The gathering 'host' (or super-client) can suddenly change the entrance control of 'moderators' and 'members' to every one of the devices. Every one of these devices (or 'cases') can be immediately resized, drag-and-dropped, made or erased. Also, a room can have a few pre-planned formats, which can be explored between at the snap of a tab. At last, all meetings have the ability to be recorded.

VIRTUAL CLASSROOM

The experience of instructing the previously mentioned starting programming through a virtual study hall interface gave a few examples to the teachers in question. Methodologies for upgrading discovering that were inferred are laid out in the rest of this paper.

Domain Specific Pedagogy

Software engineering is an extraordinary learning area. There are multiple manners by which the affordances of the virtual homeroom climate can be used to upgrade the educating of figuring. In a virtual homeroom, the capacity to display programming abilities utilizing the screen-sharing office is accessible consistently. 'Master displaying' [5] permits software engineering instructors to confer

perspectives, manners of thinking, critical thinking strategies, and an entire scope of other basic abilities that are not made express or possibly not implanted in their setting when different techniques for educating are utilized. In a virtual study hall, all projects are prepared and accessible on the teacher's machine. Hence scholastics can express their hidden manners of thinking while at the same time composing and troubleshooting programs, offering understudies a rich "intellectual apprenticeship" [5] in the specialty of programming. Understudies are as of now at their PCs so they can work on programming abilities during or quickly following showings. In addition to the fact that this allows for "move suitable handling" [2] by which understudies can all the more effectively review data due to its comparability to the setting where it was introduced, yet it will help review in the future since understudies have handled the data all the more profoundly [6]. The counterfeit division between talk, instructional exercise, and research facility class need don't really exist; applied introductions and useful exhibitions can be woven together consistently. Virtual classrooms empower more viable grown-up instructing ("andragogic" [10]) rehearses by permitting understudies to assume more prominent responsibility for their opportunities for growth. For example, every understudy might be offered the decision to coordinate cross examination of program documents on their own machine instead of just enduring a speaker's exhibition. Instructors can use the limit with respect to all understudies to controller show and exhibition assets to advance more dynamic investment.

For example, understudies can be urged to assume control over a programming showing and offer their thoughts or arrangements. In such virtual homeroom undertakings, all understudies have equivalent status, area, and correspondence offices, eliminating a portion of the actual obstructions that can repress cooperation in an up close and personal climate. By utilizing the document sharing unit or whiteboard office, bits of code and projects can be quickly traded. Not exclusively would speakers be able to give models yet understudies can likewise quickly elect to contribute their work for peer conversation and survey. This not permits understudies to gain from each other yet more significantly helps cultivate a local area of students. Admittance to web assets can be coordinated into introductions and exhibits. Since understudies are at their PC, on the off chance that an intriguing inquiry emerges requiring data from the web or other advanced source, they can get to it right away. For example, if the inquiry "what are ASCII esteems?" emerges, understudies would the web and report be able to back to the gathering.

General Pedagogic Practices

A few ascribes of the virtual homeroom medium manage the cost of the chance to work on the nature of educating for the most part. Notwithstanding, the constraints of the medium likewise should be perceived for teachers to utilize viable systems to conquer them. Educational practices to upgrade virtual homeroom instructing in any area are illustrated beneath. Cautious arrangement of "met informative" techniques can be utilized to improve the growth opportunity [9]. Factors, for example, reaction time to message talk, determination of text dimensions and loads, and the utilization of images and emojis will all effect upon how your interchanges are gotten, the tone of the class, and now and again the clearness of your clarifications. Then again parapraxes like typographical mistakes, bobbling with the virtual study hall instruments or utilization of unclear or wrong phrasing can all basically influence the milieu of the class, if not the degree of understudy understanding. Various degrees of correspondence (demonstrating

status, responsive talk, starting visit, voice, webcam) can be conveyed relying upon the prerequisites of the circumstance. For example, the teacher can decide to apply a prevailing presence in the class by posting their image (frozen webcam) in the transmission unit and being the sole telecaster of sound. Or on the other hand on another level, the speaker might choose to underline a point by composing a remark into the visit window simultaneously as they talk it. This "double coding" [3] strategy enjoys the additional benefits of giving a marker in the text visit file for the specific idea being tended to, permitting understudies to deal with talk at their own speed, and taking into account both text based and hear-able learning styles. Facilitators can utilize text talk to get different concurrent reactions from understudies. Too, answers to these various reactions can be all the while given by different individuals from the class, speeding up the speed of coordinated effort. The capacity to get synchronous reactions permits the instructor to evaluate the degree of drawing in with the substance; in a virtual study hall you can demand that each understudy gives their thoughts to a specific inquiry or issue. Moderators can exploit the way that there is no obstruction between message visit and their sound transmission to get input and inquiries from the class while they are introducing. While in a normal homeroom questions, remarks and reactions for the most part should be handled each in turn, in a virtual study hall 'any-time' text interposition can be urged by facilitators to expand coordinated effort.

The kinds of inquiries posed by the internet based facilitator needs to represent the quantity of responders and the reaction media being used. For example, it is beneficial for questions presented to the entire class requiring a message talk answer to have reactions that can practically be expressed in a couple of lines (both because of the time taken to type reactions and the space taken on the screen). Then again, on the off chance that a lengthy reaction to a fundamental movement is required a solicitation for a person to reorder their answer for the whiteboard might be more fitting. A solicitation for an interaction depiction ("How would you... ") may best be handled by joined sound and screen sharing reaction. It is feasible to send a message talk message to a singular beneficiary, permitting facilitators to offer customized input without causing to notice the understudy or disturbing the illustration. Support or suggestions can be given in class without humiliating understudies, consequently working on the nature of instructive assistance conveyance. Too, understudies can be urged to pose private inquiries to the speaker or chose peers in the event that they feel more happy with doing as such.

Facilitators can utilize the way that their actual body has been taken out from the homeroom to work on the nature of conveyance. Instructors might conceivably allude to the reading material, look for web assets, and even counsel verbally with different scholastics all without obstructing the progression of the example. It is critical to continually clarify what's going on next on the grounds that none of the actual signs accessible in the eye to eye climate are accessible on the web. Teachers should really try to understand that understudies can't see them getting across the space to introduce another movement, or watch them change their look from material being introduced to the crowd. To this degree virtual study hall the executives expects instructors to plainly recognize (by means of voice or text) changes among exercises and the assumptions for the following errand. Similarly likewise with up close and personal educating, it is essential to revise the climate to suit the job needing to be done. For example, in the event that you choose to have an engaged text conversation then the size of your visit unit ought to be huge enough not exclusively to demonstrate the significance of talking, yet in addition to properly oblige the

quantity of members in your meeting. Then again, on the off chance that you are introducing answers for troublesome inquiries then your slide region ought to be the significant concentration, with the size of the talk diminished so as not to divert from the informative movement however huge enough to enroll understudy questions and remarks. A lot bigger amounts of data can be introduced and partaken in a virtual homeroom climate. While in a face-toface homeroom you are regularly restricted in the quantity of articles that can be anticipated or conveyed at one time, a virtual study hall can offer synchronous admittance to dozen of data sources. Educators can utilize this office to give platform [13]. For example, providing understudies with punctuation rundowns, formats, explained models, and past address notes while a programming exhibit is performed can help understudies in rising above the restricted handling limit of their functioning memory. Cautious plan of data sources inside the single coordinated point of interaction (program window) can prompt an improvement in understudy's ability to look at, contrast, and contribute. A PowerPoint show, a whiteboard, a work area broadcast and download can be in every way introduced in similar space The introduction of those articles in a genuine study hall is different, making it more hard for understudy consideration regarding be moved between them. Specialized parts of the medium should be perceived and considered.

Dealing with numerous VoIP speakers can be an issue because of data transfer capacity and obstruction – so the instructor might carry out an approach of single individual voice broadcast with crowd reaction in text. While broadcasting webcam can add an individual touch, it not the slightest bit adds to intellectual advancement in software engineering thus a teacher might decide to let loose transmission capacity by freezing their image (with a grinning face, obviously).

Additionally, mentioning that understudies broadcast their work area might be inhibitive due to the transfer transmission capacity required. College web associations for the most part transfer at far more prominent rates than private associations so work area sharing might be best worked with on the teacher's PC (broadcasting from nearby) rather than understudies' machines (assuming that they are telecommuting). Understudies ought to be urged to report correspondence concerns quickly, and the moderators speed and way of talking might need to be changed appropriately. Luckily the climate being utilized for this situation study had a scope of streaming and transmission capacity settings to provide food for various association speeds. Educators can utilize the meeting recording abilities to permit students to survey segments of the illustration they didn't comprehend. This is a basic procedure to execute, yet the remediation opportunity it bears has a strong effect after learning. The ability to leave classrooms open after the meeting has completed permits understudies to get to example antiques, (for example, documents or the text-visit record) after the illustration had wrapped up. The educator need not set up a different asset site after the class. Giving super durable admittance to the internet based study hall additionally furnishes understudies with the office to meet for virtual joint effort meetings with their friends or educator on occasion fitting their personal preference. This is especially valuable thinking about the way in which troublesome the present time ruined understudies track down it to intersecting.

Group work

Virtual classrooms are ideal spaces for working with "Electronic Collaborative Learning Groups" [7] on the grounds that they take into consideration fast simultaneous trades of data like text, outlines and documents. For this situation concentrate on a few benefits of directing groupwork exercises online when contrasted with an up close and personal climate were noticed:

- The teacher can move amongst the various groupwork rooms instantaneously by simply switching between browser windows.
- The teacher can ascertain the progress of a particular group by reviewing the messages posted to the chat window.
- Groupwork sessions can be recorded for later inspection, allowing importance to be placed upon the process, not just the final product.
- Students can be prompted to compare and contrast with the work of other teams by visiting their rooms and inspecting their chat, whiteboard, files and so on, or by reviewing their recordings at a later stage.
- There are no frictions caused by students or teachers having to physically relocate – students can communicate with any person easily, without having to move across a room or interrupt others.

A room can be planned ahead of time and afterward copied for the quantity of gatherings required.

Since rooms can be made in under sixty seconds it is feasible to suddenly choose to direct a gathering work action.

A well, there are a large number of cooperative exercises that can be endorsed in a virtual study hall climate.

Examples include:

- groups debugging sessions
- Brainstorming program designs using text and/or whiteboarding.
- exchanging programs (such as applet drawings) and then combine them
- Solving lecturer-prepared code sequencing puzzles using the drag-and-drop capacity of the whiteboard.

The domain of virtual classroom learning activity design is an area waiting to be explored.

Approaches to Developing Students' Virtual Classroom Competencies

For understudies to work successfully in a web-based homeroom it is vital for them to secure a few key virtual study hall capabilities. These incorporate having the option to: logon, change their setup to suit their transmission capacity, show their status, utilize the text visit, utilize the whiteboard instruments, broadcast their voice/webcam, document download, record transfer, share their screen, and controller the screen of others. Nonetheless, attempting to foster these abilities in understudies' first web-based example would diminish learning real course content as well as spot intellectual over-burden upon the

understudies. Rather, a steady and normal way to deal with creating virtual homeroom skills is suggested. In the initial not many examples the facilitator might stay away from exercises that expect understudies to use undeniable degrees of virtual study hall capability. For example, the instructor might choose not to have understudies communicated sound in the main illustration, as this can ingest significant showing time on the off chance that specialized issues emerge and understudies may not at first ability to utilize this apparatus delicately. All things being equal, the principal example/s may just consolidate uninvolved degrees of understudy association (getting data, noticing, downloading, and lower request interchanges, for example, text talk and reacting to surveys). Notwithstanding, as understudies secure rudimentary virtual study hall capabilities and foster trust in their new climate they can normally develop to utilizing different instruments. Performing activities, for example, sharing thoughts over the whiteboard, utilizing VoIP, sharing their work area and remote controlling the work area of others are probably going to happen with negligible help whenever endeavored at an understudy chosen phase of their virtual study hall capability advancement. The significant point is that powerful utilization of the instruments by understudies starts with fruitful educator displaying – assuming the class facilitator can show fitting determination and utilization of apparatuses then understudy take-up can happen normally. To additional upgrade the advancement of virtual study hall abilities, the teacher can offer an express way to deal with apparatus determination and use, depicting how a specific unit is being utilized and why. This assists with fostering understudies' met comprehension concerning virtual homeroom use, which can improve their ability to use the climate successfully. Fostering understudy's virtual study hall capabilities not just further develops their ability to learn temporarily, yet in addition creates conventional web-based abilities in haggle to mean, sharing data, and cooperative issue settle on the web. This can further develop their ability to take part in "networks of training" [14] once in the labor force. Having the option to successfully use "disseminated perception" [8] permits them to determine the advantages of a developed locus of information and more noteworthy admittance to help.

Virtual Classrooms as Professional Development and Research Tools

The limit with regards to scholastics to rapidly and effectively record their online classes offers them new open doors for proficient turn of events and exploration. Initially, educators can replay their introductions and self-ponder their show abilities to check how their tone, musicality, addressing style, pace, etc impact their nature of conveyance. Furthermore, instructors can notice the acts of their associates in a non-nosy way. While enduring another instructor's class can be for some awkward, investigating a recording is a straightforward method for gathering helpful showing systems and procedures from peers. Also, instructing in a virtual homeroom gives a significant chance to extract those parts of teaching method that are needed in each instructive setting. Looking at fruitful showing rehearses in a virtual climate to those of face-toface conveyance permits speakers to see the value in the distinction between the significant parts of instructive conveyance and the context oriented methodologies used to execute those viewpoints. Virtual classrooms offer instructors a brilliant climate to lead educational investigation into the impact of medicines (distinctive learning undertakings, verbal signs, interface plans). The capacity to record meetings empowers scholastics to brilliantly dissect web based learning episodes, and the genuine idea of online correspondences takes into account simpler coding of connections. Also, a few of the meddling factors that are knowledgeable about eye to eye

homeroom research (like size, area, and nature of the room) are taken out. The learning climate is effectively replicable between medicines. These elements can prompt more prominent trust in research ends and furthermore permit contrasts between different preliminaries to be all the more precisely drawn.

CONCLUSION

Fortunately the overall standards fundamental viable internet instructing seem, by all accounts, to be principally equivalent to those for conveying up close and personal. Instructors actually need to configuration fittingly pitched undertakings with reasonable grouping and extension, execute an all around coordinated conveyance, give proper inspiration, work with connection, etc. Notwithstanding, the manner by which those standards are carried out in a virtual study hall is completely unique, because of the affordances and restrictions of the medium.

REFERENCES

- [1] Bower, M., and Richards, D. The Impact of Virtual Classroom Laboratories in Computer Science Education. In Thirty-Sixth SIGCSE Technical Symposium of Computer Science Education. (St. Louis, Missouri, USA). ACM Press 2005, 292-296.
- [2] Bransford, J. D., Stein, B. S., Vye, N. J., Franks, J. J., Auble, P. M., Mezynski, K. J., and Perfetto, G. A., Differences in approaches to learning: An overview. *Journal of Experimental Psychology: General*, 3, (1982), 390-398.
- [3] Clark, J. M., and Paivio, A., Dual coding theory and education. *Educational Psychology Review*, 3, 3 (1991), 149-170.
- [4] Cobb, T., Cognitive Efficiency: Toward a Revised Theory of Media. *Educational Technology Research and Development*, 45, 4 (1997), 21-35.
- [5] Collins, A., Brown, J., and Holum, A., Cognitive apprenticeship: Making thinking visible. *American Educator*, 6, 11 (1991), 38-46.
- [6] Craik, F. I. M., and Lockhart, R. S., Levels of processing: A framework for memory research. *Journal of Verbal Thinking and Verbal Behaviour*, 11, (1972), 671-684.
- [7] Fåhræus, E. R., Bridgeman, N., Rugelj, J., Chamberlain, B., and Fuller, U. Teaching with Electronic Collaborative Learning Groups: Report of the ITiCSE'99 Working Group on Creative Teaching of Electronic Collaborative Learning Groups. In Annual Joint Conference Integrating Technology into Computer Science Education. (Cracow, Poland). ACM, NY, USA 1999, 121-128.
- [8] Fisher, G. (1996) Making Learning a Part of Life - Beyond the "Gift Wrapping" approach to Technology. Last accessed [Available at: <http://www.cs.colorado.edu/~l3d/presentations/gf-wlf/>]
- [9] Hatcher, S. Reading between the lines: Metacommunicative aspects of online education. In 111th Annual Conference of the American Psychological Association. (Toronto, Canada). 2003, 1-11.
- [10] Knowles, the Adult Learner: A Neglected Species. 3rd ed. Gulf Publishing. Houston, 1984.
- [11] Macromedia (2004) Breeze Live Overview. Last accessed Nov 25th 2004 [Available at: <http://www.macromedia.com/software/breeze/overview/live/>]
- [12] Salomon, G., Interaction of Media, Cognition, and Learning. LEA. New Jersey, 1994.

[13] Vygotsky, L. S., Mind in Society. Cambridge, MA: Harvard University Press.1978.