

Pros and cons of drawing e-learning

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Summary Research:

The e-learning is a field in progress that continues to evolve. Researchers in this field confirm that e-learning is still in its infancy, and that implementation strategies will significantly improve in the future. This research explores the state of e-learning in art. It also provides an overview of the process of drawing e-learning. The primary purpose of this research is to shed light on the latest developments in educational institutions worldwide. And it presents a method, which has already been implemented regarding teaching drawing e-learning in one of the Egyptian universities. Finally, this research examines the positive and negative changes brought by applying the e-learning on art educational system, regarding the teaching process, educational institutions and students.

The most important now is what is the next step that will develop art e-learning? Are we finally moving from different experiences and techniques to a more coherent virtual reality? How close are we to seeing the semantic educational web? The key to enabling the development of e-learning is confined to building unified and common e-learning systems enabling the student to interact in a manner comparable to traditional learning. Whereas, the essence of the e-learning upgrade will mainly focus on creating study content that is consistent with electronic interaction tools that depend on addressing most of the students' mental patterns to serve the most challenging educational systems which are practical educational systems such as drawing.

Key words:

E-learning - drawing - educational institutions - semantic educational web.

Introduction:

The global trend not long ago is taking steady steps towards adopting the e-learning system to meet the educational and training needs. Realize the importance of communications technology and its role in linking the learners and teachers. Meanwhile, this technology is accessible to contemporary generations; the available Educational materials on the internet will always be a questionable matter. E-learning has countless advantages; especially the easiness of obtaining the educational materials, this easiness formed a burden on the educational institutions, and made them must catch up with this development. Therefore, all educational institutions should be constantly searching for new ways to communicate science to its students by flexible, inexpensive, and constantly updating means consistent with theoretical and practical subjects, allowing for the possibility of individual communication and guidance that is the most prominent challenges of practical subjects such as drawing. E-learning would meet all the needs of the learner in the event that a meaningful web is available for educational institutions.

Research problem:

Drawing e-learning is one of the challenges facing both the professor and the students, in light of the rapid development of technologies in today's world; Learning resources for drawing became multiple and not related to the trusted reference. A better alternative to these random

materials is a trustworthy educational material linked to academic institutions, to meet the needs of teachers and learners alike. It provides them with the information they need with academic reference. How to communicate practical skills through e-learning is one of the most important challenges that will be addressed in the research.

Research aims:

This research aims to identify the pros and cons of e-learning in general and drawing e-learning in particular, by presenting the capabilities that e-learning offers and the extent of its effectiveness, especially in practical approaches such as drawing.

Research Methodology:

The content analysis methodology and the comparative approach.

Research importance:

This research gains its importance from the importance of e-learning, whether in the current period (COVID 19 virus crises) where e-learning became the only alternative solution to formal education or before that, where e-learning became one of the ways to obtain educational certificates outside the learner's spatial ponders.

Reasons for art e-learning: E-learning has become a parallel tool for formal education in many international universities, as there are many learners who want to obtain knowledge regardless of where its experts. There are three main types (synchronous E- Learning, asynchronous E-Learning, and blended E-Learning).

Requirements for teaching electronic drawing: Internet is the largest database in the world, so it was natural for it to have this vast and diverse amount of educational materials, whether textual or visual, we can say that what is currently available on the Internet in the field of drawing education is advertising and marketing material for many institutions and Individuals, either for the purpose of marketing their teaching programs or for the purpose of fame. The real problem with those materials, that it does not give complete beneficial information. Also, most of the sites, which have these materials, lack a semantic structure that maintains the interconnection between its components and makes it easier for the serious learner to find the exact information he wishes to access. Scientists believe that searching on the Internet at the present time depends on semantic words, meaning that information is retrieved based on the text search available for all available links and addresses. And here we are talking about the semantic web as the third generation of the World Wide Web, which gives you information more coherently than the first and second generations.

Techniques and media used in teaching electronic drawing globally: Although research in teaching has begun to focus on military training reasons, this interest has focused on the importance of skills, which did not go into military skills to the extent that it focused on a lot of creative skills such as drawing, music, and writing, where the drawing is one of the most important arts that humans accept, as it is an art that has beneficial psychological dimensions, as it shows the ability to imagine, control the hand, and employ the artistic elements together, so the learner is a person who is able to integrate his artistic properties with each other, in order to produce an artwork Cultural, aesthetic, social and human dimensions. He is also a person with a great deal of sensitivity beneficial to society. Before we start talking about the techniques

and media used in learning to draw electronically, we must first talk about ways to prepare courses for drawing electronically.

Methods of preparing electronic courses: The most important element in the process of preparing electronic course materials is the hierarchy of converting the hard copy material to the e-material form. the process starting with the material Subjects Expert and then in cooperation with the Instructional Designer and the graphic designer, this team will achieve the best design, and then the role of the IT (Information Technology) start with uploading the material on the site, and doing the follow up regarding any potential technical problems, this process should end with an evaluation to maintain the good quality service.

Technologies and media used in e-learning:

Multimedia systems: the development of multimedia systems, which are characterized by their ability to store information in its various forms, including sound, image, movement, written text, etc., and the ability to retrieve that information easily and conveniently, which increases its educational effectiveness.

Computer educational programs: The educational programs have two forms: the first one is simple, as this type of program aims to provide detailed basic information about the knowledge and concepts that the student must acquire, here the interaction between learners and the computer is at its minimum, and there is the second form of the programs, which designed for interactive purposes that builds on practicing exercises and skills that the learner is required to master in order to acquire and install information and skills the student has received on certain topics like drawing.

Semantic Web: The semantic web is the effective and optimal solution for e-learning, compared to what happened under the circumstances of the crisis of the spread of the Covid 19 virus, and formal education turned into electronic education overnight, as teachers used all available electronic means to deliver scientific materials to their students; All of these methods are available on the semantic web.

Semantic Web Goals: One of the main goals of Semantic Web Design and Technologies is to help create maps of data and information on the Internet to sincenrize the key words entry in a beneficial way for the researcher

Electronic library: The electronic library is considered one of the main elements in the success of e-learning, as it supports the decisions and material provided to learners. It is one of the most e-learning tools that benefit from the research capabilities of the semantic web,

An actual experience that has been practiced in teaching electronic drawing: In light of the crisis of COVID 19 virus, and the necessity of transferring all decisions electronically. The course of the natural elements of the first group at the Canadian University of Al-Ahram was converted into an electronic format, it was necessary to look at this electronic transformation on several axes (material, learning strategies, follow-up, and transfer of practical experiences, evaluation, and tests). Below you will find some examples of students' assignments made using e-learning and en e- exam.



Figures (3) (4) - Directing Students Using asynchronous e-learning.



Figures (5) (6) - Directing students using Synchronous E- Learning.



Figures No. (7) (8) - the final project for Some students.

	
University: Ibrahim Casadeian Faculty: design and innovative art Syllabus: Natural elements Code : B51B3	Time: 2 hours From to : Date: 12/11/20 Grades: 60
Student name	
National id	
Collage id	
Digital signature	

Choose the right answer by drawing a circle on one of the choices (a, b or c):

1) A tertiary color is made by mixing an

a. equal quantity of a secondary color with color with the tertiary next to it on the color wheel.
 b. equal quantity of a primary color with color with the tertiary next to it on the color wheel.
 c. equal quantity of a primary color with color with the secondary next to it on the color wheel.

2) It is an arrangement of the primary colors (red, yellow and blue) and the secondary colors (orange, green and violet), from which all others, including the greys, browns and neutral colors, are mixed), the previous definition is the definition of

a. The color wheel.
 b. secondary colors.
 c. Tertiary colors.

8) This art work was created by



a. Paul Cezanne.
 b. Georges Braque.
 c. Pablo Picasso.

9) This art work belongs to



a. analytic cubism.
 b. Synthetic Cubism.
 c. Constructive cubism .

10) (An artistic context refers to the light and dark values used to render a realistic object, or to create an abstract composition.), the previous definition is the definition of

a. Tone.
 b. Value.
 c. Tint.

Figures No. (9) (10) – Multiple choice electronic test.

Pros of learning to draw in general : Learning to draw is considered one of the learning art basics. It is one of the most essential activities used in childhood to prepare the child for the educational process. Drawing is an automatic action that most people do in leisure and during busyness. It is one of the most popular practices that help a person to enter into a flow state. There is a huge amount of drawing benefits as a personal analysis tool, and drawing can be beneficial for the health of the mind. Just by watching art you will release all the tension and Overcomes and defeats any feeling of stress. The Benefits of drawing in fighting some diseases like Alzheimer's are remarkable.

The pros of e-learning in general and drawing e-learning in particular: E-learning made learning more enjoyable through using educational applications over tablets, video, while the visual and audio effects accompanying them, a lot of drawing applications and drawing art tutorials are available in a very professional and enjoyable way over these apps. As a result of the availability of having some of the educational applications on the learners' phones, the learning process becomes easier and somehow this easiness increased their motivation towards learning-learning increased the ability of learners to reach a large and qualitative amount of information-learning contributes to overcoming the barriers of space and time obstacle, as technology contributes to the continuity of the education process, and this is what appeared in the crisis of the spread of COVID 19 virus, where all the traditional curricula were converted into electronic ones.

The cons of e-learning in general and drawing e-learning in particular: One of the most noticeable weaknesses in e-learning is the weakness of direct interaction between teachers and learners. This point will strongly influence the focus of learners while receiving knowledge and skills during the learning process. , learners learn a lot, throughout discussions, and listening especially on practical materials like drawing. The tendency of isolation is the second most obvious negative effect of e-learning. Much of the learning pleasure lies in communicating with peers and making friends. E-learning affects life experiences in general, and it affects the idea of social intelligence as a result of the individual's limited interaction with other people. The use of e-learning may lead to a weak motivation towards learning, as there is no positive competition spirit due to lack of contact with peers. Finally, it provides information to students

in a fragmented manner so that the student cannot have an integrated understanding of the educational subject.

Recommendations:

Each educational institution creates a committee for e-learning. This committee works to coordinate between the concerned institutions to produce electronic content that meets the needs of learners. Work on international cooperation between regional and international educational institutions to facilitate learners' receiving of educational services locally and internationally. Work to develop, prepare and qualify human competencies that are concerned with everything related to the electronic system, from computer labs to developing e-learning software programs.

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