The effectiveness of an E-Learning program on acquiring some skills of CLO 3D software among clothing students

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Abstract:

The research aims to develop an E-learning program to enhance the acquisition of specific skills related to the CLO 3D software among fashion students. It also seeks to measure the effectiveness of this program in terms of cognitive achievement and skill acquisition within the software. Additionally, the research aims to assess the students' opinions regarding the proposed E-learning program. The research employed a quasi-experimental approach to evaluate the effectiveness of the E-learning program in acquiring CLO 3D skills, as well as a descriptive approach to design the proposed educational content, tests, and theoretical framework. The research included tools such as the proposed E-learning program, a program validity assessment form, a pre-post cognitive achievement test to measure students' knowledge acquisition, a pre-post skills performance test to measure the skills covered in the program, an assessment scale for the outcomes of the skills test, and a questionnaire to gather students' feedback on the educational program. The research sample consisted of (10) from fourth year (Level 5) students in the Department of Apparel and Fashion at the Faculty of Applied Arts, Badr University in Cairo, during the academic year 2022/2023, 2nd term.

The results confirmed the research hypotheses, indicating statistically significant differences between the average scores of students in the pre- and post-application test of the E-learning program for acquiring CLO 3D skills. Similarly, significant differences were observed between the average scores of students in the pre- and post-application test of the cognitive achievement test in favor of the post-application test. The results also revealed statistically significant differences in the average scores of students in the pre- and post-application test of the skills performance assessment in favor of the post-application test. Furthermore, the students expressed positive attitudes toward the E-learning program for acquiring CLO 3D skills.

Keywords:

E-Learning, 3D Simulation, CLO 3D

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