

## A proposed design for a virtual exhibition for clothing and textile program exhibits

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### **Abstract:**

This research aims to use effectively modern information and communications technology in learning by preparing a proposed virtual exhibition for the exhibits of Clothing and Textile Program - Faculty of Home Economics - Al-Azhar University, this exhibition was evaluated by specialists in the field of clothing and textiles, the field of curricula and teaching methods, and the field of educational technology. Results showed the success of the proposed virtual exhibition as one of the methods for developing and updating academic curricula in a way that suits the requirements of modern age. One of the most important recommendations is to train female students to use virtual reality technologies in displaying their creative works, whether arts, clothing or textiles in order to enhance their skills in design and creativity. Establishing a design academy. Digital to activate virtual design and simulate elements and shapes, creating an Arab interactive display platform concerned with creating virtual exhibitions and sharing them locally and regionally, holding seminars and training programs for faculty members to explain virtual reality technology and how to benefit from it in the educational process.

Research problem: Exhibitions play a vital role in disseminating knowledge and information through (libraries - museums - archives), as there are many problems and restrictions that confront traditional exhibitions, such as space and size. They may also be exposed to some problems that may lead to their cancellation or postponement, such as wars and epidemics, as happened in the period The latter was a result of the spread of the Corona virus, which called on officials to find alternatives to traditional exhibitions, as ideas turned towards virtual electronic exhibitions via the Internet, and from here came the problem of this study, which seeks to envision a proposal to design a virtual exhibition environment that serves the clothing and textile program (for its exhibits) - Faculty of Economics - Al-Azhar University, where through the exhibition we overcome the constraints of time, distance and space, as exhibitions are provided around the clock via the Internet and made available for female students to see the program's exhibits instead of entering the traditional exhibition.

Hence, the research problem can be formulated in the following questions: - What is the possibility of designing a virtual exhibition for the clothing and textile program exhibits? - What is the degree of evaluation of the judges in the field of clothing and textiles, the field of curricula and teaching methods, and the field of educational technology regarding the proposed virtual exhibition?

**Research aims:** The current research aims to: develop a proposed vision for designing a virtual exhibition for female students' exhibits in a new and contemporary way, Clothing and Textile Program - Faculty of Home Economics - Al-Azhar University.

**Research importance:** 1- Finding alternative solutions to provide non-traditional exhibition halls, and rationalizing the financial capabilities to print the students' exhibits in paper form. 2- Motivating female students to acquire information and experience through technological applications.

**Research Methodology:** The descriptive analytical approach was used: describing, analyzing and evaluating the opinions of specialists in the field of clothing, curricula, teaching methods and educational technology for the proposed virtual exhibition of the Clothing and Textile Program exhibits, and measuring the results of the judges towards the proposed virtual exhibition.

**Research hypotheses:** There are statistically significant differences between the opinions of the judges regarding the proposed virtual exhibition.

**Procedurally can be defines as:** a display space on web pages, in which two-dimensional works of art and clothing are displayed, organized in a specific style.

**Virtual learning environments:** It is one of the methods of e-learning in which the learning environment is built on the Internet and consists of a number of elements: the infrastructure of network connection devices, computers and the necessary software for it, as well as educational materials, registration and examination systems, and control systems for providing these materials, in addition to... To tools for communicating with teachers and other learners, whether in a synchronous manner, such as conducting dialogue with them in writing or audio, and in an asynchronous manner, such as using e-mail, chat rooms, dialogue forums, and others. (Azmi, 2014, 449)

### **Keywords:**

Virtual exhibitions, exhibition design, virtual learning environments

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## **Paper History:**

Paper received May 22, 2024, Accepted July 21, 2024, Published on line September 1, 2024.