

An interactive self-learning tool using advanced digital technologies

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Anstract

There are multiple difficulties impeding the adaptation of teachers and students to interactive learning using digital technologies, due to their familiarity with traditional education and fear of change. In what some call refusing resistance, as man by nature does not like to change what he has become accustomed to, and resists that in various ways, as this clearly shows a negative attitude towards this change. This is due to the adherence to the old methods, or the unwillingness to adapt to modern technologies, and it may also be due to a feeling of disinterest in the new changes. All this has resulted in accumulated various difficulties in the use of computer programs, especially with regard to learning practical skills as well as the difficulty of interactive assessment of skills. The main research problem focuses on difficulty in determining the skills that can be transferred and measured using the computer. The problem also relates to the ability to build an interactive self-learning program by employing innovative digital technologies? The study dealt with the elements of interactive computer software, the technical challenges involved in building interactive computer software, and how to build a set of lessons via interactive computer software. Thus the study aimed to employ interactive programming and digital computer technologies in building a group of lessons for teaching crochet, as it aims to formulate a virtual training program to hone the skills of Crochet as well as defining the scientific content of previous skills and including them in the program, which must be followed to perform each of these skills in addition to specifying procedural steps to design and produce an interactive program for self-learning of crochet. Statistical treatments for an opinion poll on the validity of the program have demonstrated that there is a clear agreement between the arbitrators on the program's ability to achieve its target.

Keywords:

Self-Learning - Interactive Programming - Crochet