The Effectiveness Of An Educational Program In Developing The Skills Of Drawing The "Men's Shirt" Model Using Multimedia

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Abstract:

Teaching practical skills is one of the problems faced by university education and is interested in solving it, especially with the increase in the number of students and the lack of available capabilities. The traditional practical statement is not sufficient to teach or train students the skills of building and designing models, especially with the use of different methods for building models, the speed of displaying the skill steps and their sequence makes some students helpless Refrain from following this sequence with the large number of students in one lecture or within small groups, which results in the difficulty of watching or following up the performance of the skill, And since multimedia is one of the modern means that is characterized by dividing the material into a series from easy to difficult, and each step is placed in a framework that contains information, skills and activities, so it is a form of learning in which the faculty member works to lead the student and direct him towards the goal to be achieved. In light of modern challenges and technological developments, there is a necessity to use modern means in education and training, From this standpoint, it is better to follow a method that differs from the method currently used in learning "building and designing models and moving to modern methods using multimedia to simulate the skill of building and designing models and studying their effectiveness with its characteristics to improve the educational process, and raise the level of cognitive achievement and skill performance of students This prompted the two researcher to use it in preparing a program to develop the skills of drawing the "men's shirt" model using multimedia. The research problem was formulated in the main question: What is the possibility of building a proposed program using multimedia in developing the skills of drawing the "men's shirt" model? **The research aims** to prepare a multimedia educational program to develop the skills of drawing the model (the men's shirt) as one of the self-learning methods and to measure its effectiveness in providing the students with the knowledge and skills for drawing the pattern (the men's shirt) included in the proposed educational program, measuring the views of the students' attitudes towards the learning method using the proposed program. **The importance of research** lies in the development of the teaching performance of the faculty member and the supporting body through modern technological developments, and the program improves teaching methods taking into account the individual differences of the students, and the program contributes to its use of distance learning through the international information network (Internet), and the development of student's skills to keep pace with the technological development in the field of the clothing industry, and develop the level of knowledge attainment of female students in relation to the information necessary to prepare the "men's shirt" model, and the program provides an effective self-education method in developing the student's skills to draw the "men's shirt" model, and build cadres capable of saving time and effort in preparing the "men's shirt" model of the highest quality. Methodology: the study used the quasi-experimental approach, where the Abdul Latif Al-Jazzar educational model was applied according to its methodological procedures in the design of the multimedia educational program, Then conducting an exploratory experiment, then the basic, and then conducting the achievement test beforehand on the two groups (the control and experimental), then teaching the control group, which is represented by (20) students by the method of practical statement and teaching for the experimental group, which is represented by (20) students using the educational program and using the observation card to measure the skill performance of the two groups, then Applying the post-achievement test for the two groups, then calculating the earning scores in the students' achievement of the cognitive and skill side, and performing the statistical treatment using the (spss.v.26) program. **The results** of the research proved that there is a statistically significant difference at the significance level (0.01) between the mean scores of the experimental group students in the pre and post application of the achievement test in favor of the post application, and there is a statistically significant difference at the significance level (0.01) between the mean scores of the students of the

control and experimental groups in the post application. (for the achievement test, for the note card) for the benefit of the experimental group, and the students' opinions about learning using the program were positive. Based on the results, the two researcher **recommended** converting the curricula specializing in clothing and textiles in the faculties of home economics and faculties of specific education into multi-media educational programs, And to benefit from the proposed program of the current research, with a copy on CDs, distributed through educational institutions and training centers specialized in the field of clothing, Conducting training courses for the teaching staff of the Department of Clothing and Textiles on how to prepare educational programs using multimedia in the teaching courses in the same specialty, Training and qualifying students to use multimedia through courses and activities, developing students' attitudes towards e-learning while studying.

Keywords:

Effectiveness, Program, Pattern, Basic Pattern, Shirt, Multimedia

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