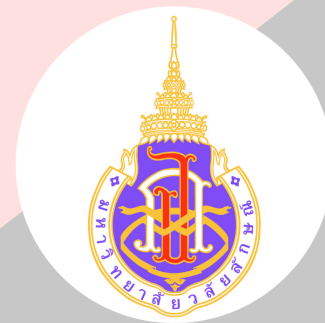


# VIRTUAL COLLABORATIVE LEARNING

SUKSAN CHANGLEK, [csuksun@gmail.com](mailto:csuksun@gmail.com)

JUNIOR LECTURERSHIP, SCHOOL OF ALLIED HEALTH SCIENCES

2 Years of Experience

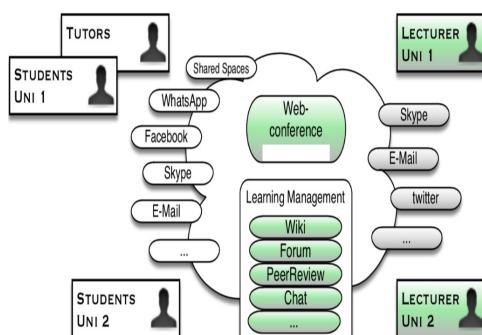


## BACKGROUND

Nowaday, studying in the classroom is more difficult to find the matched time between learners and instructors. So studying outside classroom is more preferable. Especially, homework proofread and editing is more effective in virtual web conference than in classroom.

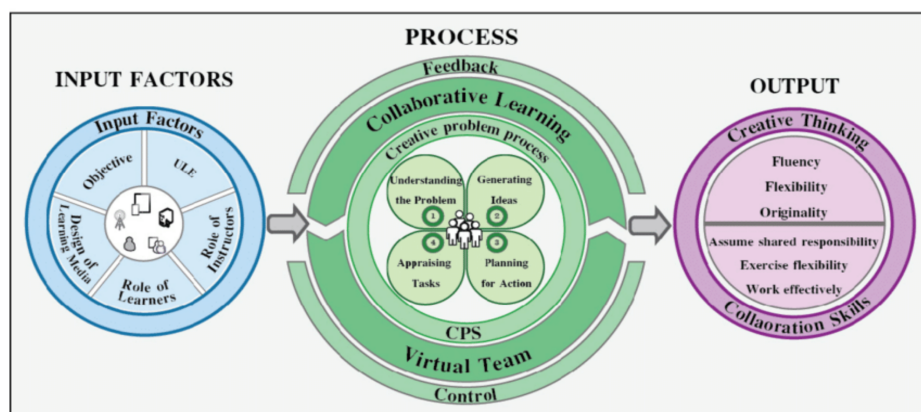
## OBJECTIVES

- Improve consultation
- Strengthen collaboration
- Enhance creative thinking



Use of social medias to connect with students, or Google Docs for proofread and editing their homeworks and PeerReview for assessing their feedback.

## MATERIALS & METHOD



Using collaborative learning model with Virtual Learning Environment to enhance creative thinking and collaboration skills.

## INPUT FACTORS

four components as followed:

- 1) Objectives of Model,
- 2) Roles of Instructors,
- 3) Roles of learners and
- 4) Design of learning media.

## OUTPUT

The learning outcomes, creative thinking, and collaboration skills will be measured after collaborative learning with virtual team activities using creative problem-solving process in ubiquitous learning environment.

## PROCESS

The process consisted of two components as followed:

- 1) Preparation before learning,
- 2) Instructional management process.

## FEEDBACK

- ★★★★★ Excellent 5
- ★★★★☆ Good 4
- ★★★☆☆ Satisfactory 3
- ★★★☆☆ Fine 2