

Digital skills and Research Method Report

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Introduction

A visual learning environment is a set up web device that's is connected to the internet set that allows teacher to student studies by mainly interacting doing of tasks and getting feeds back from student about their learning they can assign to synchronous and serials of discussions to help develop their learning. Speculative evidence suggests that the use of a Virtual Learning Environment (VLE) has an impact on student fulfilments, encourages independent learning and boost student desire to learn anywhere any time before the developments of VLE learning has being in the normal traditional way of learning the development of VLE has made learning easily accessed as and it's been used presently as used as a blended learning practices{ Hart & Rush, 2007), Virtual learning is an important learning tools as of present its been considered as the easiest means that learning can be convened easily to students whom introduction of VLE to schools and student Has been in a low rise simply because there has being a different opposing opinion if virtual learning environment is good for student learning and this opinion has been divided among students and scholars each having a different view about the infectiveness of virtual learning to student module over a long period of time there has being calls to use VLE in schools to support learning between teachers and students the purpose of the implementation of Virtual learning is to manage ,support and enrich learning in school and students the reason for this is to enhance student interactiveness ,to promotes communications and collaborate pedagogical Model with student and teachers. Synchronous and asynchronous were student can shear passion of collaborating with each other by shearing interactive ideals and knowledge from the interactive discussions and the doing of class task

Aim of this research

This research is to analyse the impact of Virtual Learning Environment (VLE) on University learning Experience at University of Wales trinity saint David

Research objective

- To recognise the impact of (VLE) Module on student learning experience of university student.
- To analyse both primary and secondary data findings of student view on module learning in university
- To find out barriers to virtual learning program

Literature Review

VLE is very beneficial and its advantageous for student learning flexibility were student can learn just anywhere provided they have web connection on either on their digital devices studies has it that VLE gives student more time to digest what they have learnt and also reflect on their learning experiences, Were by allowing leaner to gain confidence and reducing the feeling of isolation from engagement up until now the positivity VLE learning and the improvements on student learning experiences on it has being slight because there has being divided opinions if VLE has really impacts on student learning and if student were

actively involved in learning or if there were just downloading information's without actively participating in the online learning sections and task giving. Moreover studying online has great impacts on student development with supporting materials being provided online forums allows student to learn from each other by exposing them to multiple way of seeing things differently giving them opportunity to learn from their peers. The success of VLE depends whole on teacher to student being engaged both actively committed and participating in the learning section (Sandra lyndron&Beverly Hale 2015).

RESEARCH METHODOLOGY

Research methodology is the a way of gathering data facts analysing it discovering the problems behind and having answers to this problems either by providing solutions in a form of concluding or for certain theory format, research is also a form of discovering a hidden truth which haven't being discovered about a specific study an analytic research has been carried out on student in university of wears trinity saint David on the impact of virtual learning on module learning a primary survey was carried out to analyse the impact of modules on student learning. Applying research is based on find a solution to problems while research itself whereby direct research is finding that has a ground application and thus adds to the already. **A quantitative research** is based on measuring the quantity of the amount of data collected and can be agreed in measurements and quantity while **qualitative** is based on examining the circular reality of quantified information's gathered through computerised investigations. Secondary research here is desk research of gathering informational data already present in books. A primary survey has been applied and the survey has been accomplished among 7 university student of university of wales trinity saint David 7 different survey questions are designed to ask them about their leaning experience on module

Ethical Consideration. The research has many things to consider in order to completing it in an ethical manner. Research ethics have norms as behaviour that must suit there aims the coordination of the activities of this ethics depends on the norms of acting ethically. People that do research needs to observe ethical norms, which help in promoting success in research and avoids faults and promote truths

- Avoiding bias in research survey and data analysis
- Student personal decision was granted
- Full consent was taken from the participant
- Student data information was protected
- Respondents were not demanded or incited to provide any particular Responses
- Credit giving to all contributed

Primary research

In this research study survey has been accomplished among 7 university student of university of wales trinity saint David analyse the impact of VLE (Module) on the learning experience among university student the survey contains 7 survey questions, which were

asked to the respondents to know there experience with module .Collected data has been demonstrated below with a graphical visualization and analysis

QUESTION 1

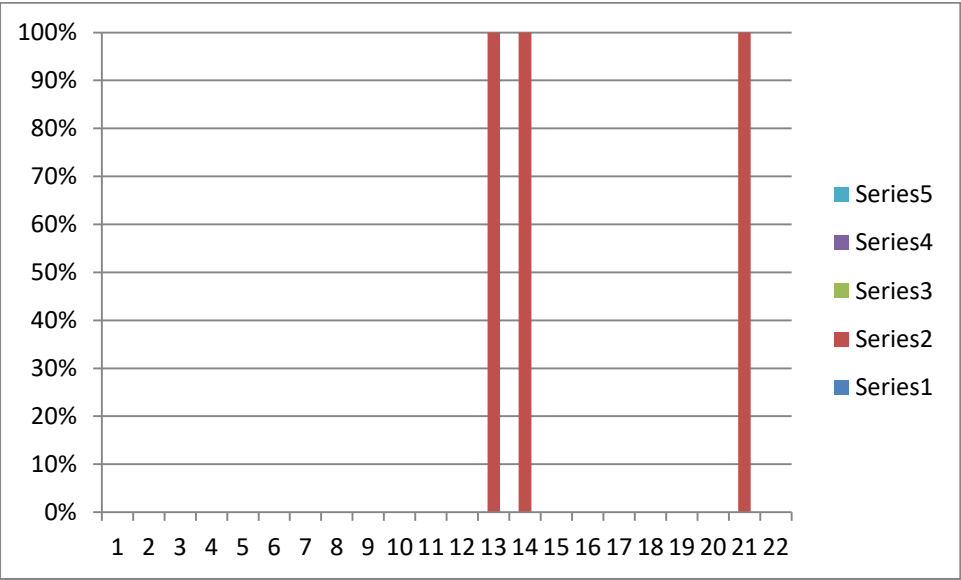
What’s the impact of module to your learning?

Very satisfied

Neither satisfied nor satisfied.

Dissatisfied

Very dissatisfied



In the graph above there were 4 questions asked about the impact of module to student learning

ANSWER CHOICES–RESPONSES— Very satisfied0.00% 0– Satisfied100.00% 4– Neither satisfied nor dissatisfied0.00% 0– Dissatisfied0.00% 0– Very dissatisfied0.00%

QUETION 2

DOSE MODULE ENCOURAGE YOU TO LEARN

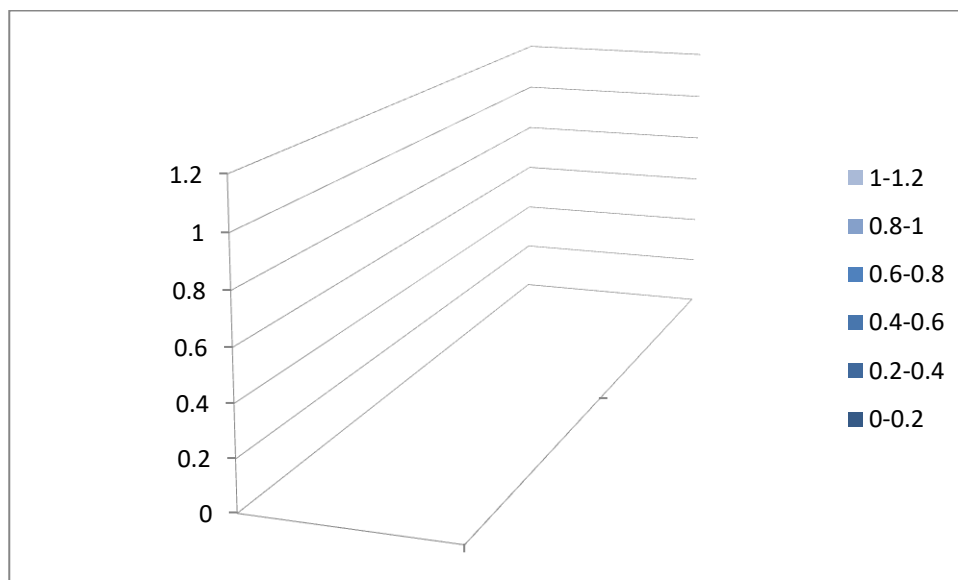
ANSWER CHOICE

RESPONSE

YES

50.00%

		2
		50%
NO		2
TOTAL		4



Question 2. Above analysing the choices of question asked to students about Module encourage them to learn

Yes or No

0%10%20%30%40%50%60%70%80%90%100%

ANSWER CHOICES-RESPONSES

—

Yes 50.00%

2

—

No 50.00%

2

TOTAL4

QUESTION 3

DOSE STUDING OF MODULE LEARNING HELP YOU TO STUDY ANYWERE AT ANY TIME

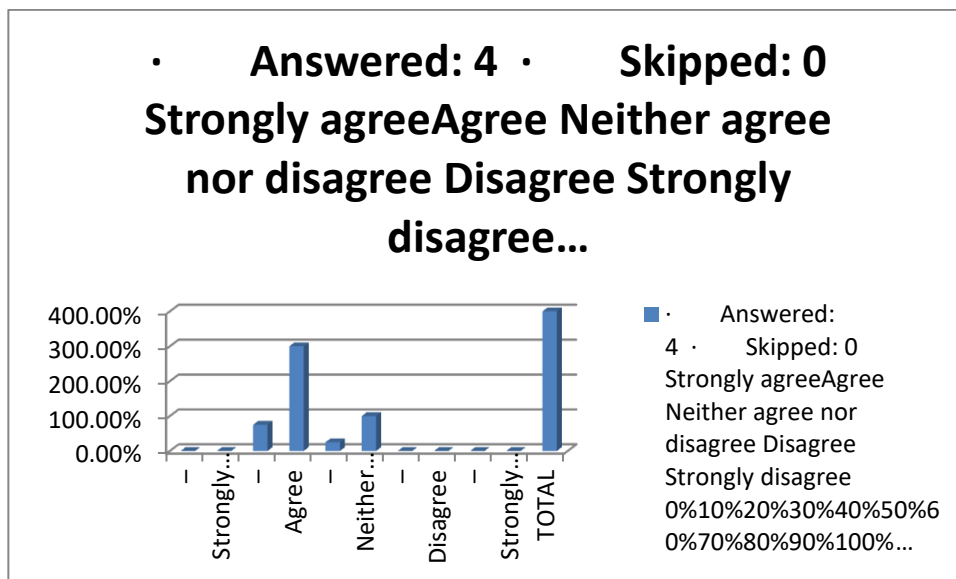
Strongly agree	0.00%
	0
Agree	75.0%
	3
Neither agree no disagree	25.00%
	1
Strongly disagree	0.00%

ANSWERS CHOICES

RESPONSES

TOTAL

4



QUESTION 4

HAS YOUR LEARNING ENHANCED BY THE USE OF MODULE

ANSWER CHOICES

RESPONSE

YES

75%

3

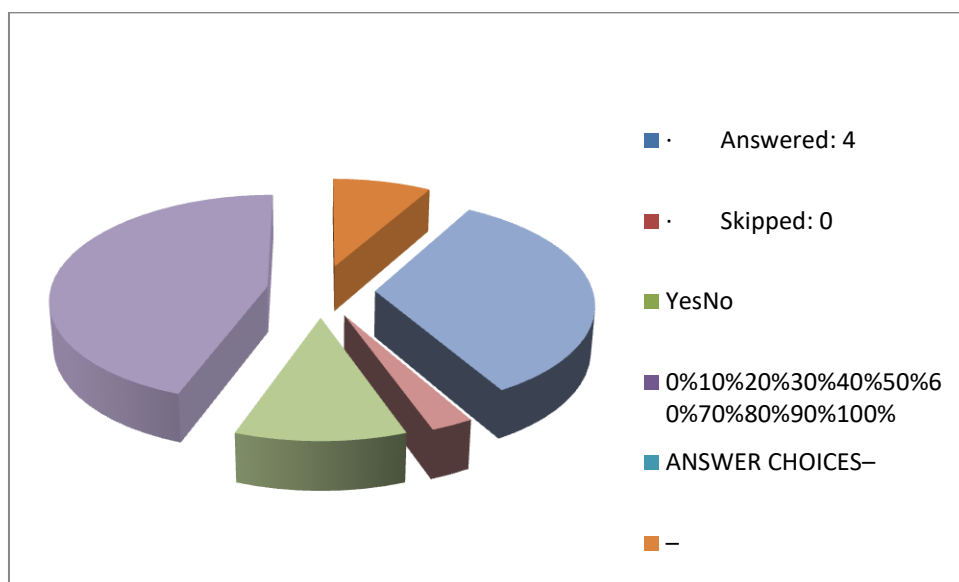
NO

25%00

1

TOTAL

4



The graph above presents a response from students about if learning has enhanced by the use of module Yes or No

0%10%20%30%40%50%60%70%80%90%100%

ANSWER CHOICES-RESPONSES-

-

Yes 75.00%

3

-

No 25.00%

1

TOTAL4

HOW HAS YOUR MODULE BEING

QUESTION 5

Satisfied

Neither

satisfied no...

Dissatisfied

Very

Dissatisfied

—

Very satisfied

0.00%

0

—

Satisfied

100.%

4

0.00%

Neither satisfied nor dissatisfied

0

—

Dissatisfied

0.00%

0

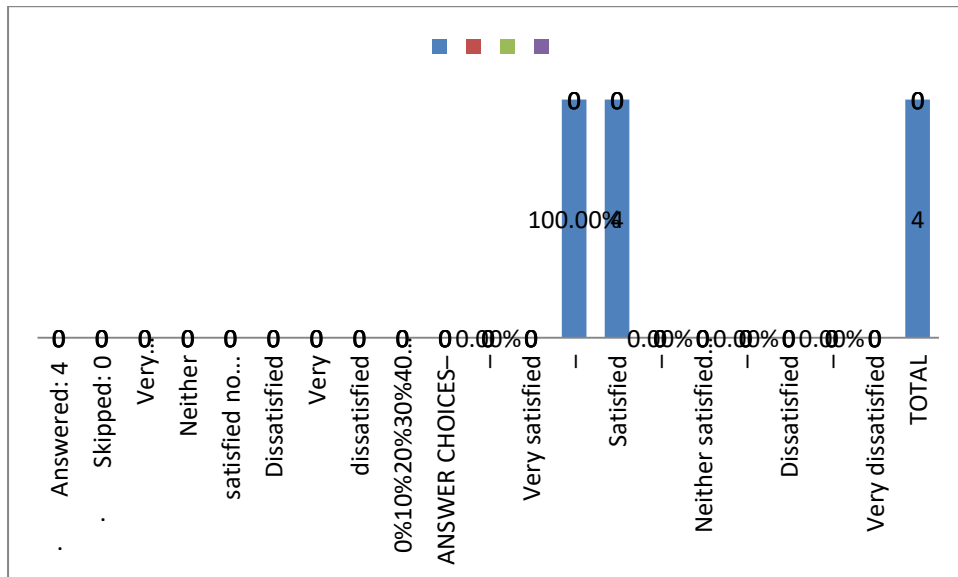
—

Very dissatisfied

0.00%

TOTAL

4



Q above about how module has being on student learning

0%10%20%30%40%50%60%70%80%90%100%

ANSWER CHOICES--	RESPONSES--
—	0.00%
Very satisfied	0
—	100.00%
Satisfied	4
—	0.00%
Neither satisfied nor dissatisfied	0
—	0.00%
Dissatisfied	0
—	0.00%

ANSWER CHOICES–	RESPONSES–
Very dissatisfied	0
TOTAL	4

QUESTION 6

DO YOU FIND ALL THE NESSARY NEEDED FUTURES IN MODULE

Very likely

Neither likely

nor unlikely

Unlikely Very unlikely

–

Very likely

0.00%

0

–

Likely

100.00%

4

–

Neither likely nor unlikely

0.00%

0

–

Unlikely

0.00%

0

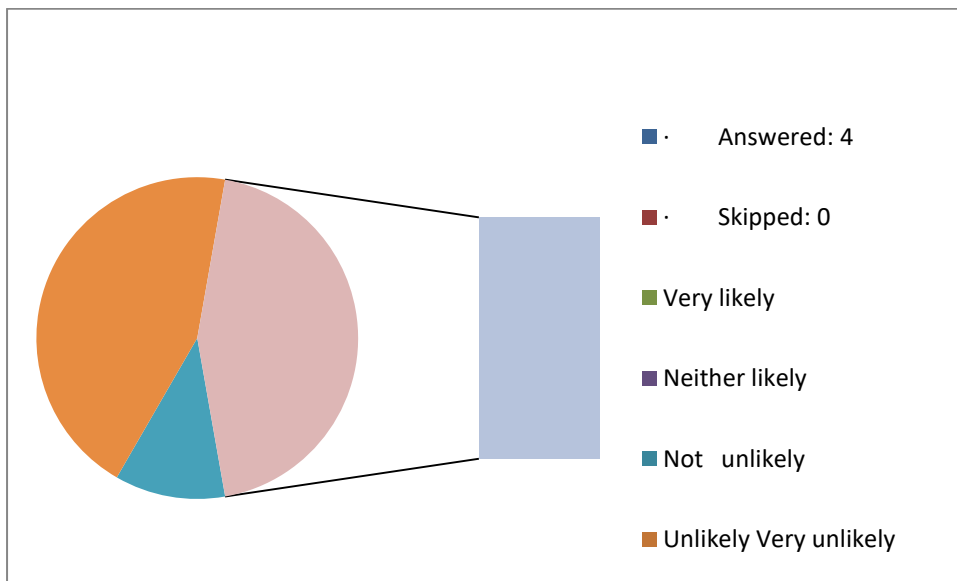
—

Very unlikely
0.00%

0

TOTAL

4

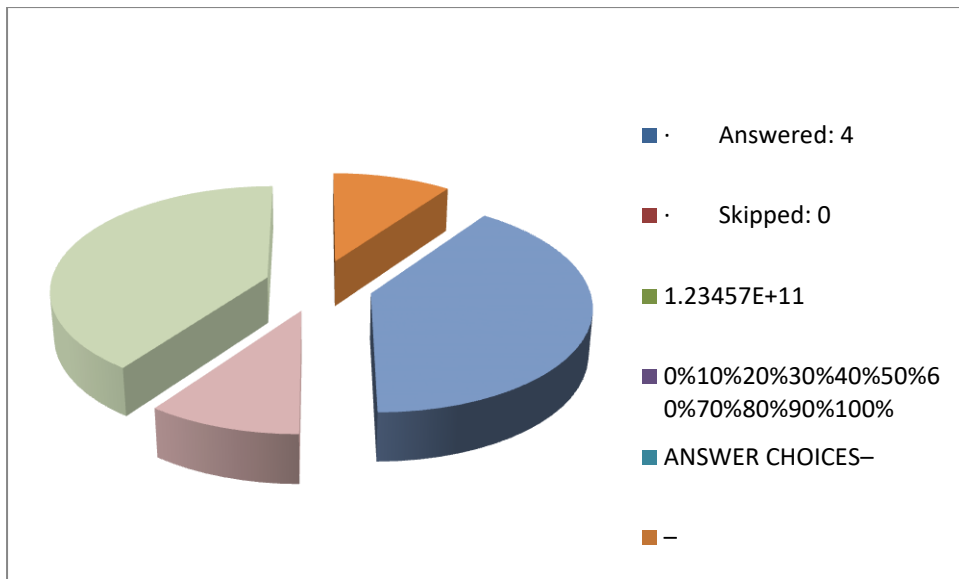


QUATION 6

Q above was about if students find all the needed futures' in module

QUESTION 7

On the scale of one to 10 what's your rating in Moodle learning



0%10%20%30%40%50%60%70%80%90%100%

ANSWER CHOICES-	RESPONSES-
—	0.00%
1	0
—	0.00%
2	0
—	0.00%
3	0
—	25.00%
4	1
—	0.00%
5	0
—	0.00%
6	0
—	0.00%
7	0

ANSWER CHOICES–	RESPONSES–
–	25.00%
8	1
–	25.00%
9	1
–	0.00%
9	0
	25.00%
	1

Secondary Research

Herrera Mosquera (2017) conducted a qualitative study to determine the impact of the "virtual learning environment" (VLE) on "English as a Foreign Language" (EFL) courses at Columbia State University. In this study, he has chosen 210 students along with 5 teachers as the participant in this study. The use of rapid survey and teacher's statements as research tools, questionnaires, and classroom observation notes was performed to collect information on student attitude and perceptions towards the implementation of this program in the classroom and current conditions for this type of use. Research shows that students are motivated and influenced to use VLEs, and they recommend that all teachers comprise them in their lessons. Students also believe that while they are part of the digital age in which the use of personal digital devices is widespread, they sometimes find it difficult to access certain types of educational technology. On the opposite hand, the results show that laboratory and computing capabilities, as well as Internet connectivity, remain the main barrier to VLE implementation. However, once these obstacles were overcome, technology based will satisfy the learners.

Investing and implementing a variety of virtual learning environments (VLEs) to support teaching and learning. Can be unsuccessful and lots of objectives will not be achieved without an effective implementation strategy. Therefore, a well-designed strategy is very important to implement it successfully. Very little attention has been paid to the literature to support and stimulate change for the successful implementation of such methods. The researcher gave an overview of VLE implementation planning in higher education in this study. The discussion will focus on the need for an effective approach to change management and will change rapidly according to the learner's needs. The system was

developed based on a review of the e-learning change management literature and the literature that explores the experience of the VLE program of many universities around the world. This research also provides an overview and an explanation of the main reasons for the resilience changes related to the adoption and implementation of VLE in higher education.

HOROBET and BELAŞCU (2015) examined that the use of online platforms is beneficial for learning and how important the e-learning experience is for students. This research appreciated the potential of online platforms, which motivate students to learn more about what they study and interact with the platform, allowing them to share ideas with batch mates and teachers while attending the course, which is acceptable for discussion. Also, using an eLearning platform is valuable for students in terms of time management because the way courses are delivered online allows them to learn when they take the time and feel inspired, so it's the best fit, effective and adaptable as well for their learning style and speed. They examined that the platform needs to be improved to offer more effective learning features.

As per the above data, it is clarified that the “Virtual Learning Environment” (Module) has a positive impact on students learning experience. It can enhance learning intentions among university students and motivates them towards their education. Module effectively improved the learning skills of students and they can now learn better by the use of Module. Except that the online library facility through the VLE (Module) can motivate university students to study better than offline however, the above data showed that there is inefficiency in the integrated library facility that is required to improve. The major findings of this study show that an easily accessible and user-friendly VLE platform that consists of necessary and enough features is the contributor to the success of the VLE (Module). This study shows that there is a serious need for up-gradation in Moodle as per the student's need. However, another optimistic part of this study is it proves that besides learning, VLE can improve the teaching efficiency which further improves the learning experience of the university students.

Conclusions

The virtual learning environment is a crucial aspect of online education in today's generation. The study concludes that Virtual Learning Environment (Module) has a positive impact on the learning experience among university students. It can improve the learning enhances teaching efficiency on students also can drive students towards their education. However, even as Module has a positive impact on university students, more also it's essential that the administration of the university improve the accessibility of the platform, to add more

student-friendly features, and integrate a better efficient library facility with its portal. Besides that recognizing the students' needs as per the changing behaviour day by day is necessary.

Recommendations

According to the above discussion, this study recommends few necessary steps that should be implemented.

- An effective change management strategy requires the implementation of an effective VLE program. The administration always needs to seek the dynamic necessity of the students. To recognize the student's requirement, a quick survey can be obtained when required.
- The study recommends recognizing the changing needs of students and fulfills them by implementing them on the Module
- The library facility should be user friendly and accessible by students with futures that help in finding useful information's by the student in this making it user friendly

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