

# E-LEARNING ENVIRONMENT AND CAMTASIA

Carmen Răduț<sup>1</sup>

*Based on social constructionism teaching/pedagogy, people learn best when they are engaged in a process of social construction of information that can serve to others. "Social process" shows that the study is done in groups, so that learning becomes a process of information exchange within a culture that shares the same symbols and traditions. This exchange of information is becoming a social constructionist process, a process that arises due to the need to incorporate new teaching methods despite existing ones.*

*Key Words:* e-learning, e-pedagogy, e-training, e-skills

*JEL Classification:* L86, L96, M15

## 1. History on E-Learning educational projects

Computers and new technologies (equipment, technology and software) provide tools and ways of forming a new vision on education, research and innovation. The first project about virtual education demonstrates how innovation in education and research is to be valued. Founded in 2003 as a result of challenges from the early 2000s, the information society technologies (ICT), has proposed the following strategic objectives:

- Goal - Implement the Information Society Technologies (IST / FP6 / FP7 / Horizon 2020) to the European Union requirements
- Specific objectives - Develop research projects and applications in the areas of E-Learning, Software and Educational Management (Models and methodologies, technologies, software solutions)

Stages of this project are:

- Phase I - Period 2000-2010: Research, Education and Training - eLearning, Virtual Reality

- Phase II - 2010-2020 period: digital skills in the online, virtual education and Training Procedures

- Phase III - 2020-2030 period: Smart Education, Knowledge Society and Culture Learning

Educational and research projects address both authors of e-Learning products and educational software, specialists, teachers, researchers, students and pupils, all active in the field of educational technologies supported models, methodologies and software solutions. There were meetings of the platform users of e-Learning Moodle addressed environmental education, academia and public institutions with the following areas of interest: e-Learning, e-Pedagogy, e-training, e-Skills, and presented the Moodle in school education - Moodle projects and examples and university education - projects and examples; Moodle training tool).

E-Learning technologies have exploded growing worldwide and the need, effectiveness and benefits of new learning methods are supported by educational specialists. Digital textbook concept is an ongoing concern of the various protagonists in the educational process for the use of ICT in education. Developing a digital manual using the contribution of psychologists, learning specialists in the design, programmers, graphic designers and teachers that are experienced in Romanian education is a necessity. To implement new approaches to learning journey, teachers must have higher education in the field of knowledge; have experience on computer training and ICT for education; to know and be

---

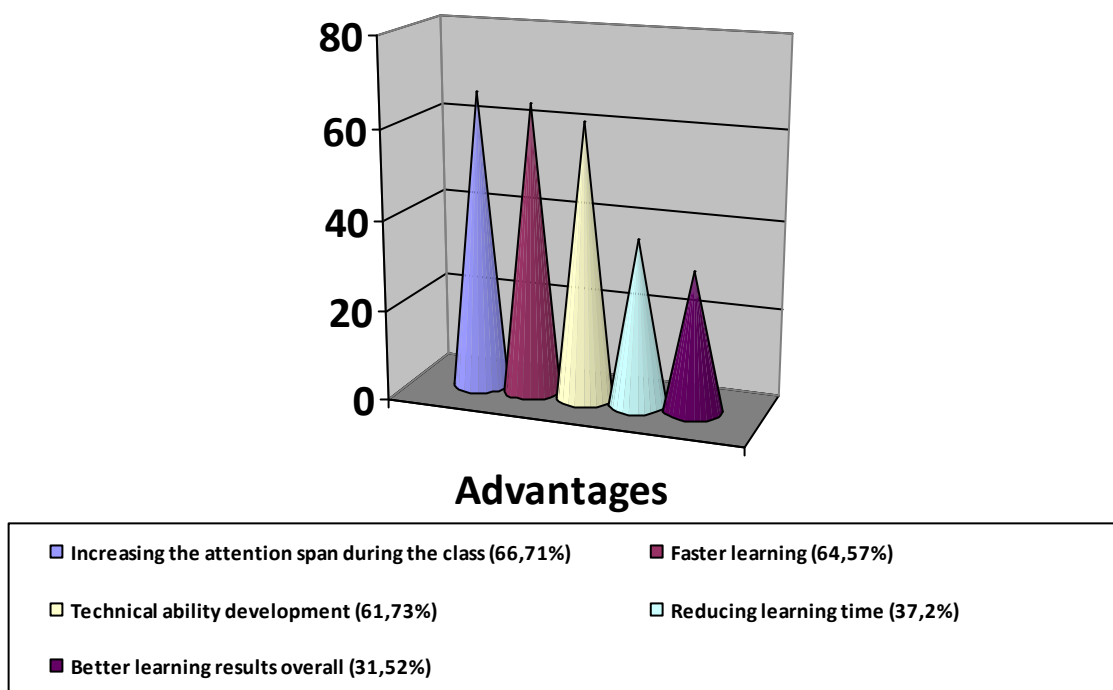
<sup>1</sup> Conf.univ.dr., Universitatea Constantin Brâncoveanu Pitești, F.M.M.A.E. Rm. Vâlcea, c\_radut@yahoo.com

able to implement the methods and modalities offered by modern pedagogy in the use of new technologies.

It can be concluded that the term "virtual education" is not replacing traditional education forms and ways to eliminate the role of teachers in the teaching process, but on the contrary should represent shapes and modern ways to achieve a higher level of teaching and learning by ICT-evaluation.

Almost 40% of urban schools in Romania do not use electronic equipment in teaching the class, according to the study "The role of electronic equipment in the educational process", requested by Epson and conducted online, between 3 to 8 June 2015.

According to the study, more than 6 in 10 said the main advantages of using electronic equipment in the educational process are to increase student attention and learning faster and developing technical skills.



**Figure 1. The electronic equipment advantages**

In order to implement new approaches to learning journey, teachers must have higher education in the field of knowledge; have experience on computer training and ICT for education; to know and be able to implement the methods and modalities offered by modern pedagogy in the use of new technologies.

It can be concluded that the term "virtual education" is not replacing traditional education forms and ways to eliminate the role of teachers in the teaching process, but on the contrary should represent shapes and modern ways to achieve a higher level of teaching and learning by ICT-evaluation.

About 90% of parents believe that the use of such devices in classes is required. Type of electronic equipment used in education - computer desktop (the 72.59%), video (69.38%), the printer (51.98%), audio (39,13%), laptops (37.62% ).

Types of electronic equipment to exposed children in the family - TV (87.19%), tablet (71.53%), computer desktop (70.94%), laptops (69.75%), the printer (52 19%), audio (46.26%), DVD player (38,55%), video (5.46%).

## 2. About Moodle

People live in a virtual world, virtual communities, working in cyberspace and even learn in a virtual space. Basically, a virtual human life is increasingly more common. There is a problem: the virtual learning (eLearning) is not to be considered a step towards robotic humanity. What are the implications of using such learning? Can the need of people discovering themselves be fulfilled in such a world? What advantages involves eLearning?

The advantages that eLearning has are considered from the perspective of individual and institutional:

- Paced learning, people planning their own agenda
- Applications are flexible in space and time
- Their performance can be corrected easily
- Education still means responsibility even if it's virtual
- Practice repetitions are possible

Using e-learning platforms in the future will increase, however, keep in mind that eLearning will never remove human interaction. Social construction philosophy promoted by Moodle has given and will always give results given the fact that it relies on communication and collaboration between teacher and student and between student and student, so learning is both ways. Students will benefit from a new approach to the didactic script to learning and assessment, improve their skills to collect, select and present information through project work and teamwork Moodle platform.

In this context required training and professional development of teachers is a must.

- Improve both vocational competences and language development – building teaching process facilities using Moodle (lessons, files, hiperlinks, forums, questionnaires)
- Identify new techniques for transforming theory into practice by installing platform resource for students.

The basic principle in Moodle is social construction, which involves collaborative learning, project-based and individual and group tasks.

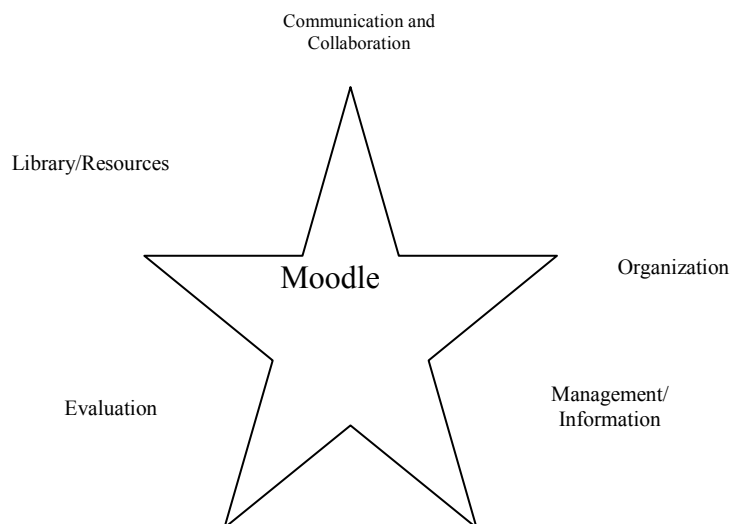
Teaching innovation requires creativity, design, invention. The teaching-learning-assessment resulted from the execution of creative activities. They are pleasant and increases the feeling of self-worth of the student. We cannot ignore the effect they have in motivating the teaching hours. From the student, the usually expectation is to embrace new skills, knowledge, techniques and views created by others. Creative work is important because each teacher develops students' ability to think creatively and solve problems, increase motivation, creates the opportunity to explore their feelings and to develop skills of personal expression. Education means more than the accumulation of knowledge and skills work. Students need to practice their imagination and explore feelings and perceptions.

With Moodle, the teacher can propose the following activities:

- Posting lessons, bibliography, themes
- Revision sheets, worksheets, tests knowledge assessment
- Evaluation and self-knowledge;
- The creation of virtual classrooms collaboration between schools;
- Organizing competitions;
- Common virtual classroom courses;
- Preparation for national testing;
- Communication and socialization;
- Development of projects between schools;
- Surveys.

An e-learning solution should be viewed as an application customized for every beneficiary, offering the following benefits:

- consultancy on e-learning solution;
- platform e-learning;
- custom design platforms variations
- resources management;
- training and documentation for users



**Figure 2. The platform functionality**

**The benefits of Moodle** are: Moodle enables networking through a communication channel that can be used with ease; Very important is the platform functionality that comes to pre-meet future needs - to store and analyse information on student performance. Thus, it provides a tool that can measure and subsequently improve educational processes administered.

The most important functionalities of the platform are summarized in Fig. 2.

### 3. About Camtasia

Camtasia is a program to be used on a desktop. It can capture the activity on screen and assign final video product overlap voice. Besides video capture software has a very good editor that can model the video. The final product can be saved screencast.com (storage service offered by TechSmith), where we have 2 GB of storage for free, or we may want to use to add to our list YouTube. For integration into a platform for e-learning, Camtasia provides a function extremely useful to wrap the video with a web player, so whoever wants to post the movie online simply point at the html file in the folder. It is mainly used by professionals for creating tutorials for software applications and educational environment because it gives both the student and the teacher's ability to rapidly access the content presented. Like eLearning software solution does not replace the teaching, but becomes a real aid in its deployment.

Camtasia Studio component comes with a series of props: MenuMaker, Player, Recorder, Theatre, and the software package (separate installation) comes along and Snagit - complex solution for image capture. When we open (Welcome) window appears choice of the activities that we want to conduct:

- \* Record the screen - creating a video capture
- \* Record voice narration - creating a voice support
- \* Record PowerPoint - creating a snapshot of PowerPoint Import Media - adding media Recent projects - open an existing project Mainly using the application Camtasia

Studio to pursue a video tutorial assumes the completion of steps: recording (Record), editing (Edit), production (Produce) and sharing (Share).

\* **Record** what we want, in any size and decide how we want to use it later **Capture** records of screens in high quality **Edit** faster with tools intelligent and add various effects **Add audio** now or later **Convert PowerPoint** to video login with our audience by webcam **Registered** podcasts

\* **Edit** to fine and improve to clarify and amplify our message to be completed viewing the result before publishing to perfection **Take** control zoom and image shift **Add images** and music **Add subtitles** add interactivity **Flash**, without requiring programming skills Measure the impact through questionnaires

\* **Share** our creations anywhere, in multiple formats **Save Environmentally** desirable - Web, CD, blog, iPod ExpressShow - create a file SWF Flash that can be included in any website, blog or multimedia project Produce a variety of formats (MP3 , AVI, RealMedia, iPod video, animated GIF, Flash, QuickTime MOV, executable EXE) Include a table of contents Share oScreencast.com or YouTube.com

Functions Camtasia are: **HD video quality for web** • Edit independent audio and video • Hotkeys for editing • (re) use of video elements from various sources - **MOV files, movies** • Jing and other 3D effect Tilt • Control improved effects • pre-sets for Screencast .com • Library - store notes, securities or even an entire introductory sequence • Copy and paste - **reuse transitions, zoom effects and other effects** • You Tube Upload - produce and upload videos in HD on YouTube without leaving • Camtasia Studio Callout sites improved - **new styles and an easy way to create your own** • types Callout sites for keystrokes - **can show the public keys** • Press during recording Callout sites type sketch - captured attention with callout sites that appear to be • drawn by hand precise control volume • Effects editable cursor • SmartFocus improved • new interface, improved • Motor recording improved - increasing rate images captured • up to 50% media elements available in the library comics professionally since • Digital Juice TechSmith Camtasia Studio allows you to easily record your screen, PowerPoint presentations, voice, and web camera to create video tutorials, presentations for lectures and demonstrations rich sales delivered on the web or CD-ROM. In this study I present my project “ Database”<sup>1</sup>, used TechSmith Camtasia Studio.

## Conclusion

In Romania in early April 2015 a total of 286 sites were registered as Moodle sites. Moodle is used in Romania mainly in universities and schools, but is also used by other public or private institutions such as: ANPCDEFP, Institute of Educational Sciences, ON (g) LINE etc.

Learning becomes effective when the teacher builds a learning material for her/his students to interact with the learning material and build the experience to understand the curriculum. In this context, the student is part of a learning community, it is able to understand what to do and to explain to others and do it together.

## Bibliography

1. [www.moodle.org](http://www.moodle.org)
2. <http://www.tesglobal.com/news>
3. <http://www.csrmedia.ro/epson-40-dintre-scolile-de-la-oras-nu-folosesc-echipamente-electronice/>
4. <https://intranet.uaic.ro/asigma/uaic/Shared%20Documents/Ghid%20Camtasia%20cadre%20didactice.pdf>
5. <http://www.csrmedia.ro/epson-40-dintre-scolile-de-la-oras-nu-folosesc-echipamente-electronice/>

---

<sup>1</sup> In PowerPoint Presentation