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THE DEVELOPMENT OF MULTICULTURAL TEXTILE INTERACTIVE MULTIMEDIA (MCTIM) BY USING ADDIE MODEL

a chapter by

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Abstract

The awareness in diversity and using art as a medium to infuse multicultural arts education in classroom has gained interests globally and it has yet to be implemented in Malaysian schools. This research attempts to develop a suitable Multicultural Pedagogical Module in teaching Visual Arts Education for upper secondary students. This study focuses on the design and development of a Multicultural Textile Interactive Module (McTIM) for visual art education at the secondary school level. The present research utilized the Design and Development method as suggested by Richey and Klein (2007) focusing on the processes of developing a module which is useful in teaching of Visual Arts Education at the upper secondary level. The three phases in this research are Phase one: Need Analysis, Phase two: Design and Development and Phase three: Implementation and Evaluation. However, in this study, researchers only reported on the design and development process. The research findings highlighted the development of the text module, interactive multimedia presentation, lesson plan and teaching aid for VAE teachers. The results from document analysis and a semi-structured interview conducted with visual art education teacher showed that the module has a high potential to become a new pedagogical approach that is responsive to multicultural education while enhancing communication skills between the teacher and students in a diverse classroom setting.

Keywords: *Visual arts education, Multicultural education, Design and development research (DDR)*

Introduction

Today, education continues to progress with the use of technology in teaching and learning sessions in the classroom. Towards education 5.0, technological elements should be emphasized and applied in the education system in Malaysia. New teaching aids and innovative methods are needed in our teaching and learning process because it can help children to explore new things and make lesson more engaging (Abu, 2008). This research is to build a module called the development of multicultural textile interactive teaching module (McTIM) in Visual Art Education (VAE) in secondary school. This module is also developed as a medium in teaching and learning for VAE teachers with the basis of culture, multicultural students in Malaysia, and students' achievement across different ethnicities to make the learning process more relevant and meaningful. This module is an essential component in multicultural education (Rasool & Curtis, 2000; Gollnick & Chinn, 2009). It is worthy of note that some issues might emerge in the process of developing this module. Based on previous research, there are some restrictions in understanding the multicultural education. On top of that, the lack of interactive multimedia in classroom may also affect the teaching and learning process. Teachers should know how impactful technology is in the classroom as it is largely used as a tool to support knowledge delivery (Barak, 2006). By using interactive multimedia as a teaching aid, it helps teachers and students to gain more knowledge effectively. The use of different multimedia elements like text, video, animation, sound and graphic can engage students to focus more on the learning process. In addition, teachers are able to control the type and

the amount of information they intend to deliver (Graham, 2006). This research aims to design and develop a Multicultural Textile Interactive Module (McTIM) for visual art education at the secondary school level. This research focuses on the design and development process of an interactive multimedia module using PowerPoint as a teaching platform.

away from the chair (Figure 1b). A series of six-hour lectures in introducing organic chemistry to pharmacy learners was planned with practical hours on how to draw chair conformations to represent a three-dimensional representation of closed carbon atoms ring or cyclic structures, as depicted in cyclohexane molecule (Figure 1). These lessons were provided during both face-to-face sessions, and virtual classes when the pandemic semester begun. Examples of the drawing will be shown, here. It is hypothesised that the students could understand the concept of the chair conformer, should their sculptural drawings of the cyclohexane, in a chair form, are accurate.

Research Methodology

This study adopted the ADDIE model as it best represents the sequential steps involved in the development of the Multicultural Textile Interactive Module. ADDIE model normally serves as a guideline for building effective training and instructional tools, including teaching and learning modules. According to McGriff (2000), most of the models in Instructional System Design (ISD) used the basic step in ADDIE Model elements to develop a new model.

In this research, Developmental Research Design by Richey and Klein (2007) was employed in the processes to develop multicultural textile interactive pedagogical module in visual art education. Developmental Design Research (DDR) is suitable to be applied in our education system, as a means of dealing with the existing setbacks and improving the system (Plomp & Nieven, 2007). DDR has three phases that the researcher needs to go through to complete the research. The first phase is need analysis, followed by the design and development phase and lastly is the evaluation phase. In this research,

the researcher only focuses on the second phase, which is design and development.

Findings of Module Development

All the suggestions from the surveys were used in the development of the module. The module was designed with all the data gathered. In order to assist teachers in their teaching and learning process, the researcher has made this module clear, straight forward, and easy to understand.

This module was designed in a complete package and came with a manual book of Multicultural Textile Interactive Multimedia, PowerPoint slide of Textile in Malaysia, Lesson Plan for VAE teachers to assist them in the teaching of textiles, and a teaching aid. The teaching aid is comprised mainly of flashcards with the different motifs being used in the textile arts.

In this section, the development of the Multicultural Textile Interactive Module is described and discussed. This module can help support the VAE teachers in their teaching and learning process:

- a) The development of the Multicultural Textile Interactive Module
- b) The development of Interactive multimedia using PowerPoint (PPT)
- c) The development of daily Lesson Plan for Visual Art Education

The Development of Module

This module is to help Visual Art education teachers provide a comprehensive understanding of textiles in the classroom. The module compiles materials such as lecture notes, websites, anecdotes from practitioners and past research. In order to develop the content of the module, the researcher used the data gathered from the experts.

Discussion

The development of the Multicultural Textile Interactive Module (McTIM) only began after all the contents identified had been approved by the experts. This module includes a manual book of multicultural textiles in Malaysia and focuses on the three major races which are Malay, Chinese and Indian, interactive PowerPoint slide presentation and daily lesson plan for teaching textiles in the classroom. This module adopted the ADDIE model as the basis to develop this module. All the contents in this module were based on the survey from the 11 expert panels. The same data was also used in the development of the Multicultural Textile Interactive Module. The development of the manual book of Multicultural Textile Interactive Module (McTIM) incorporated all the elements of teaching aids and equipment as real craft objects (OBL), video and audio, printed visuals, and PowerPoint slides. These are all the elements that can be offered in this phase (Siti Zuraida M., 2013).

The researcher also used PowerPoint presentation slide as one of the delivery methods in order to achieve the learning objectives. Microsoft PowerPoint is a reliable software program to be utilised in the classroom; it is because most teachers are already familiar with it especially those who are used to providing course material online. Hence, this is an ideal software for them to carry out the learning session in the classroom (Lari, 2014). Teachers indirectly can be a 'co-designer' to improve the materials shared and add new information in the PowerPoint slides (Siti Zuraida, 2013).

For the development of the daily lesson plan for McTIM, the researcher adopted Product Oriented Teaching Model (POTM) by Bates (2000). This model places emphasis on art production and activity in the classroom. Students can also enhance their communication skills with the reviews and comments given at the end of the class.

Summary

This study introduced the Multicultural Textile Interactive module in visual art education in secondary school that was developed based on the data gathered from phase one by using in-depth interview followed by second phase using Delphi technique where eleven experts were involved. This module also used a combination of theory and models to make sure the flow of the research run smoothly. Vygotsky theory and instructional models from the ADDIE model and Bates were employed. Multicultural Textile Interactive Module for secondary school is a successful invention with a complete package that contains a manual book for Multicultural Textile Interactive Module, Interactive PowerPoint slides presentation and daily lesson plan for Visual Art Education teachers. These items are developed for VAE teachers, and they will be of great help to them in the teaching and learning process. Based on the data collected, this research can be improvised for future purposes.

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