

Avatar Creation for E-Learning

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Abstract : Avatar was used as user's symbol of identity in online communications such as Facebook, Twitter, online game, and portal community between unknown people. The development of this symbol is the use of animated character or avatar, which can engage learners in a way that draws them into the e-Learning experience. Immersive learning is one of the most effective learning techniques, and animated characters can help create an immersive environment. E-learning is an ideal learning environment using modern means of information technology, through the effective integration of information technology and the curriculum to achieve, a new learning style which can fully reflect the main role of the students to reform the traditional teaching structure thoroughly. Essential in any e-learning is the degree of interactivity for the learner, and whether the learner is able to study at any time, or whether there is a need for the learner to be online or in a classroom with other learners at the same time (synchronous learning). Ideally, e-learning should engage the learners, allowing them to interact with the course materials, obtaining feedback on their progress and assistance whenever it is required. However, the degree of interactivity in e-learning depends on how the course has been developed and is dependent on the software used for its development, and the way the material is delivered to the learner. Therefore, users' accessibility that allows access to information at any time and places and their positive attitude towards e-learning such as having interacting with a good teacher and the creation of a more natural and friendly environment for e-learning should be enhanced. This is to motivate their learning enthusiasm and it has been the responsibility of educators to incorporate new technology into their ways of teaching.

Keywords : avatar, e-learning, higher education, students' perception

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