INTERACTIVE E-BOOK BUSINESS LAW

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Peer-review under responsibility of 4th Asia International Multidisciplinary Conference 2020 Scientific Committee

<http://connectingasia.org/scientific-committee/>

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Office # 6, First Floor, A & K Plaza, Near D Watson, F-10 Markaz, Islamabad. Pakistan,

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Abstract

The use of Internet and digital technology as a medium for the delivery of content and a platform to interact is a challenge for students and educators. Digital learning is becoming alternative learning route to face to face learning especially during this pandemic situation whereby face to face learning needs to be minimized. Interactive e-book would be one of the solution for students to learn interactively. The subject of Business law was chosen as it one of the dry subject which often students find it difficult to study as it requires understanding of statutes, cases and the application these to the real life scenario. The uniqueness of this interactive e-book is the researcher had design and customized the interactive e-book to suit the different learning styles of students. The e-book contains short notes which help the students read and understand the topic. Thirdly it is embedded with short videos and background music which the content was developed by the researcher, to enable the students to watch practical real life scenario in order to understand the given topic. Fourthly the pop out video is converted to augment reality whereby students need all scan the to watch the video. Next, the e-book also contains comic learning material to capture the students interest to continue reading. Lastly the e-book contains e-quiz at the end of the topic as an assessment to measure students understanding of the topic. In future other subject could also use this design to develop content which suits the intended subjects.

Research Highlights

1. Whether interactive e-book would help to enhance students interest in law subject?
2. Whether interactive e-book would help in student's understanding of the learning topic?
3. Has the e-book helped students with different learning method with different learning material?

Objective of the study

1. To enhance student's interest in law
2. To increase student's understanding of the leaning topic
3. To develop learning material with different learning methods.

Research Methodology

Firstly , the researchers produces (i) short notes with every sub topic (ii) develop short video with content match with the sub topic to enhance students understandings, (iii) convert the video into augmented reality format (iv) embed the 'marker' in to the interactive e-book for

students scanning (v) testing the embedded ‘marker’ scanning which will produce pop out video, (vi) comic illustration was added into the interactive e-book to pull interest on applying the facts into real life scenario, (viii) at the end of topic, a simple quiz was added to test the students’ knowledge of the learned topic.(x) background music was added to encourage students to continue reading until the end of the topic. According to Krejcie and Morgan the population of 100 students, 80 were selected randomly. Open ended questionnaire were distributed.

Result shows that

1. Students finds it is interesting to study with the ‘pop out’ video
2. It helps them to understand the topic better
3. The different material helps them to study on their own learning styles.
4. It would be helpful if other law topics are designed in the same manner.

Suggestions

1. It would be helpful if there were audio for the given notes
2. Case study questions should be embedded

Conclusion

Technology in education had played major roles in digital learning the embedded function such augmented realty has beneficial effect towards students (M Frydenberg, D Andone (2018): J Garzon, J Acevedo , 2019) While the embedded video would help students in active learning during distance learning(J Wachtler, M Hubmann (2016);D Dellagiacoma, P Busetta, A Gabbasov, 2020) The future researcher should embed audio for the short notes and also embed case study questions with sample answer for the students understanding of the topic. It will also be helpful if the augmented reality is embedded with better resolution and larger marker for ‘pop out’ video which will increase students interest with the technology.

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