

The effect of using the Classroom educational platform on the achievement of the College of Fine Arts at the University of Diyala in the subject of school theater
Taha Abdul Wahhab Abdullah and Dr. Sami Ali Hussain
Department of Artistic Education, College of Fine Arts, Wasit University, Iraq

E-mail: tahaa1400@uowasit.edu.iq

E-mail: sami@uowasit.edu

Abstract

The rapid change in all areas of life is the distinguishing feature of our current era, and as a result of these changes it was necessary to respond to them by changing the methods and methods of teaching in line with this era. The study aimed to measure the impact of the use of educational platforms on the achievement of students of the Department of Art Education in the Faculties of Fine Arts in applied theatrical subjects (school theater as a model) In order to achieve the study hypotheses, the following hypotheses were developed: The first hypothesis: There are no significant differences at the level of significance (0.05) between the average scores of the experimental group students about their answers to the items of the cognitive achievement test before and after. The second hypothesis: There are no significant differences at the significance level (0.05) between the mean scores of the experimental group students about their skill performance before and after.

Keywords: the Classroom educational platform , the achievement .

First, the research problem

Distance teaching is a familiar method of study in communicating information to the learner, and it is common in various scientific disciplines, especially with students who live in remote areas. The Corona pandemic, and the disruption and suspension in most universities of the world, including Iraq, has become an urgent necessity that everyone is looking for in changing the form and traditional lifestyle to search for the best new educational means to meet several challenges at the local and global levels and strive to develop teaching methods, and it has increased The need to employ effective modern means and methods in transmitting and communicating information and keeping pace with rapid civilized changes. These methods have imposed on all educational institutions to rely on technologies that support distance learning, hence the importance of educational platforms in using modern communication mechanisms from a computer and its networks and harnessing them for the student's self-learning. Collectively, through which the interaction between the elements of the educational process takes place via the Internet in many areas To provide effective learning similar to on-campus learning, and to maintain the active participation of students, this technology provided live participation through audio and video, which supported the teachers' abilities to deal directly with their students.

Second: The aim of the research:

The current research aims to know the effect of using the Classroom educational platform on the achievement of students of the College of Fine Arts / Department of Art Education / Third Stage / University of Diyala

Third: Research hypotheses:

1. There is no significant difference at the significance level (0.05) in the students' skill achievement according to the method of teaching on the Classroom educational platform between the mean scores of the experimental group students in the two tests (skills) before and after.
2. There is no significant difference at the significance level (0.05) in the students' cognitive achievement according to the method of teaching on the Classroom electronic platform between the mean scores of the experimental group students in the pre and post (cognitive) tests.

Fourth: The importance of research and the need for it:

1. The current research keeps pace with modern trends in the development of teaching methods and methods in terms of employing e-learning.
2. The results of the current research benefit from directing the attention of specialists in university education to the importance of benefiting from the advantages and capabilities offered by electronic educational platforms.

Fifth: Limitations of Research:

1. Time limits: the academic year (2020-2021)
2. Spatial boundaries: Department of Art Education - College of Fine Arts - University of Diyala

Sixth: Defining Terms:**1. Effect:**

He defined it (Ibrahim 1989, 30): as “the ability of the worker on the subject of the study to achieve a positive result, but if this result is transmitted and not achieved, the factor may be one of the direct causes of negative repercussions.

2. Electronic educational platforms:

-Defined by (Katet, 101, 2011): "It is education based on public or private computer networks through the use of networks, capabilities, means and means of communication between individuals in a variety of ways".

3. Collection:

He defined it (Al-Kiswani, 2007, 174): “It is an organized method for determining the level of students in a subject he had learned by answering questions that represent the school subject.

The researcher defined it procedurally: it is the level that the department’s students reach at a certain stage in theatrical subjects, as measured by the final grades obtained by the students (the research sample) in the achievement test prepared by the researcher after completing the study of the courses specified in the experiment.

4. E-Learning:

Arafa (Radi, 2010, 152): “It is the kind of education that depends on the use of electronic media in communication, receiving information, acquiring skills, and interaction between the teacher and the student and the school and perhaps between the school and science”.

5. School theatre:

Arafa (Khalifa, 2007, 7): “It is that theater that uses acting within the educational institution (primary, middle and secondary schools) in order to achieve goals, whether they are public or private goals, and it is supervised by the teacher and targets the intellectual, emotional and sensory aspects.”

Chapter II:

The first topic: Electronic educational platforms:

The rapid developments in the field of technological technologies that led to the emergence of new patterns of education, which further consolidate the concept of e-learning, where the student continues to learn according to his ability, energy and speed of learning and according to his previous skills and experience, and based on that, there has become an urgent educational necessity for the use of educational tools e-mail due to its many advantages and benefits for the student

Electronic educational platforms are an educational program that takes advantage of the resources and characteristics of the World Wide Web and the superior media it provides to create a purposeful learning environment through the application of appropriate educational strategies to achieve supportive and enhanced education, through which the student can be reached anywhere via the Internet to study at the same time. It is appropriate for him, where education can be reached to the student regardless of his place, and through what is called education on demand, which opens to students a wide world of available alternatives that are compatible with their own assimilation and inclinations, and educational platforms do not mean just downloading computer-based education programs, But it works according to demand and can be updated quickly, and access to it can be controlled by the service provider (Kateet, 2011, 102).

It has privacy and a safe environment targeting teachers and learners only, and electronic classes * are created and managed by university and school professors, and professors in universities and schools have full administrative rights regarding student participation in their classes, and only class students can access the innovative educational content in electronic classes by the administration The e-class as long as it constitutes a closed group, and there are many educational platforms that provide educational services, some of which need a cost to use all educational services, and some of

them are free. teachers and learners, while providing safety requirements to enrich communication and learning in the classroom” (Abdul Majid, 200, 442).

As for the sharing of scientific content that supports the achievement of high-quality educational outcomes, through the huge capabilities provided by the Internet, for this purpose, multiple electronic educational platforms have been established, especially interested in applied sciences, contract management, philosophy and law. From some universities and then spread very quickly, it was adopted by many European universities that are concerned with facilitating and modernizing teaching methods, and electronic educational platforms are divided into free educational platforms and non-free educational platforms that often require compensation, and educational platforms interested in the content and lessons they provide, and the other category Of the platforms, the two are combined together as they are classified as they provide organized lectures like traditional lectures or contain training lectures only” (Al-Ajrash, 2017, 93).

Electronic educational platforms have many characteristics, including the ability to use the electronic educational platform at any time and anywhere, and through the tools of the electronic educational platform can access educational content, and thus enable university professors to create courses and educational materials, store and reuse them for this content via the Internet, With the availability of tools and storage capacity necessary to support lectures or lessons, with drawing up a practical plan for education, and providing an education management system through which learners are tracked through assessment tests, students’ attendance dates and schedule can be known, as well as facilitating the communication and communication process.” Its system includes the process of communicating via e-mail, billboards, advertisements, discussion forums, publishing and submitting study materials, following up on students and managing their records, in addition to the possibility of communication between students and professors and between students and each other through special forums provided by the educational platform” (Al-Shawarbeh, 13, 2019).

The second topic: the educational platform Classroom:

Google launched its own educational system to add to educational institutions a distinct option in the e-learning process, and the Google Classroom platform was characterized by its high ease and complete Arabization, and it is available free of charge to all educational institutions around the world, and is available in many international languages, including Arabic, as it can be obtained When you submit an application to Google with the condition that your organization has a specialized website for educational bodies. (Al-Ajrash, 2017, 107.)

The Classroom platform is one of the free educational platforms that any institution or individual can register on and provide educational content. It is a free online educational service provided by Google that provides special services for displaying and managing electronic educational content, and special tools that facilitate teachers to follow their students during the process. educational and facilitating students to achieve their educational goals, as Google announced in 2014 the Google Classroom service and made it available to the public, and it made a qualitative leap towards the development of e-learning” (Abdul Majid, 2020, 443.)

It allows teachers to initiate online dialogues with their students using a number of languages, as well as it allows teachers to integrate technology into education and dispense with paperwork when providing educational materials and student assessment, a means for collaboration, effective educational guidance and continuous follow-up, and enables teachers to interact immediately with students and guide them While completing the tasks entrusted to them, which gives a qualitative addition to the educational process, this service provides an easy to use web interface that makes the jobs of teachers easier, in addition to the Google Classroom platform is an educational service provided by Google that allows teachers to create virtual classrooms for subjects, configure and prepare assignments, and then present them to learners, whether in general education or higher education. The teacher can then collect and arrange assignments, through a beautiful and easy-to-navigate user interface” (Mahmoud et al., 1, 2019).

The Classroom educational platform is characterized by several characteristics and advantages, including the following:

1. The Classroom platform has an application on phones to facilitate access to students and teachers.
2. The Classroom platform does not require any modification, it is ready to work directly on its own site.
3. Using the Classroom platform does not take long and many steps, as it is possible to enter the platform after registering the personal email (Gmail)
4. The Classroom platform is fully available in Arabic.
5. The Classroom platform system provides a large space for all learners to use the different Google Drive services.
6. Classroom platform system is generally free and easy to use.
7. The Classroom system provides all students and teachers with a free e-mail that ends with the name of the student's association (Al-Ajrash, 2017, 108).

The Classroom platform allows teachers to interact immediately with their students and direct them during the completion of the tasks assigned to them, which gives a qualitative addition to the educational learning process. In addition, the Google Drive cloud provides teachers with the ability to attach different documents (texts, tables, presentations, videos) with Assignments and educational projects and send them to all concerned students" (Ministry of Education, 2021, 1).

The third topic: School theater:

The school theater is an artistic activity that has a "specificity represented in presenting the various educational issues and curricula that interest the student during the school stages, and it is considered a window for the student to those around him, as it works to refine the student's personality and teach her positive behaviors, integration and involvement in society, as it is the first nucleus Which provided the theatrical movement with artistic cadres that transferred this art to a high degree of prosperity and development, and the evidence for this is that most of the artists in all countries of the world had their beginnings through school theaters" (Al-Nawasra, 2012, 44).

The school theater is one of the main and modern educational pillars in the school and an important part of the cultural activity that aims to develop the new generation and ultimately constitutes a harmonious and useful artistic form in the educational process. The typical reason is due to the school activity represented by the school theater, which spends its spatial presence in the school, where the work team consists of the teacher and students as one team to produce the play and the topics are usually from the curricula, educational, religious, historical through the use of simple theatrical techniques such as decoration, clothing and lighting (Harf, 2010 40).

This does not mean that school theater was not only a means of entertainment and entertainment for viewers and workers, but the school theater was able to draw inspiration from the Arab heritage and history and embody it as situations, biographies, topics, events and indications in order to bring them closer to the minds of students so that they can understand this history and benefit from its ideas, and its great meanings in their lives and for the sake of Analyzing man's past to guide him in his present and orientate the future in its light, establish self-confidence, and preserve the Arabic language as a means of expression in the school theater. This confirms the ability of the school theater to build and refine the personality of the individual in order to be aware of the movement of society and realize ways to adapt to reality and life.

Chapter Three: Research Procedures

First: Research Methodology:

defines the experimental method as "a deliberate and controlled change of the specific conditions of the reality and phenomenon that are the subject of the study, and the observation of the effects of this change resulting from this phenomenon" (Obeidat and others, 1998, 280).

Since the research aims to reveal the impact of the use of educational platforms on the achievement of students of the Department of Art Education in the Faculties of Fine Arts in applied theatrical subjects, so the researcher adopted the experimental approach in designing his research procedures because it is more appropriate to achieve the goal of his research.

Second: the research community:

The research community consists of third-grade students - art education departments, morning studies, in the colleges of fine arts of the Ministry of Higher Education and Scientific Research in Iraq for the academic year 2020-2021, and their number is (1846) students, according to the statistics of the colleges of fine arts.

Third: The research sample:

The research sample was selected from the third grade students in the Department of Art Education, the morning study of the College of Fine Arts, University of Diyala, which numbered (20) male and female students, and the sample was adopted as an experimental group to apply the research procedures to it by the researcher

Fourth: Experimental Design:

The researcher used the experimental design with a single sample and the pre and post tests, as the independent variable for the research is the electronic educational platforms. The researcher adopted this design as it fits the requirements of the research.

And the benefit of the pre-test is that it measures the state of the dependent variable before entering the state of the independent variable, while the case of the post-test is to measure the dependent variable after the independent variable is entered. (Al-Zoba'i, 1981, 103).

Table (3)

Pretest	independent variable	post test	The effect of the independent variable
Skill test for school theater	e-learning platforms	Skill test for school theater	The difference between the two tests

Fifth: Determine the search variables:

The researcher identified the research variables in relation to the experimental design adopted in the research procedures and the following:

1.The independent variable:

The effect of using the platforms adopted in the current research for teaching the experimental group the subject of school theater.

2.The dependent variable:

Students' achievement in applied theatrical subjects, as it was measured by subjecting students (the research sample) to answer the paragraphs of the cognitive achievement test, before and after, which was designed by the researcher in his research.

Sixth: The search tool:

In view of the lack of ready-made tools or scale to measure the cognitive achievement of applied theatrical materials among students of the third stage of the Department of Art Education, the researcher built a tool to measure students' cognitive achievement in the subject of school theater. It is characterized by accuracy, objectivity, ease of implementation, and does not cost the corrector a great effort, and is economical at the same time" (Samara, 1972, 32).

In building the tool, the researcher benefited from the theoretical literature on the subject. The tool consists of two areas:

1. Cognitive domain: this test was built in light of the vocabulary of the school theater subject. The researcher built a tool to measure the students' cognitive achievement in the subject of school theater. In this aspect, the researcher used the objective test, and (5 points) were given for each correct answer and (zero) for each wrong answer. Thus, the total score obtained by the student during his answer to the test items becomes (100 degrees).

2. The skill domain and it consists of (10 items) to measure the skill side of the third stage students of the Art Education Department. (And very good is five degrees), and thus the lowest score a student gets is (ten degrees) and the highest score a student gets is (fifty degrees.)

A - Validity of the tool:

In order to ascertain the validity of the tool's paragraphs in measuring students' achievement in school theater, the researcher presented the paragraphs to a group of (experts and specialists in the field of art education and theatrical arts) to show the validity of the paragraphs in measuring educational goals and the clarity of their formulation. That is the degree to which the test measures what it is intended to measure. (Al-Rushadat, 1997, 325)

b- Stability of the tool:

The stability of the tool was extracted by the method of applying the test and reapplying it, as the test was applied to a first exploratory sample consisting of (20) male and female students of the third stage \ Department of Art Education \ College of Fine Arts \ University of Diyala (from outside the original sample) on Sunday (4) \4\2021) and the test was re-applied on the same sample after (7) days on (11\4\2011). It was taken into account that the conditions of applying the first test are the same as in the second test as much as possible, and the correlation coefficient was calculated using the Pearson correlation coefficient. Between the application of the two tests to extract the stability coefficient, as the stability coefficient reached (0.81), which is a good indicator, "as the test is good if its stability coefficient is (0.75) or more" (Al-Najjar, 2010, 300).

the fourth chapter

Findings, conclusions, recommendations and suggestions

First: Presentation and discussion of the search results:

This chapter includes a presentation of the research results and their discussion and a review of the conclusions reached by the researcher and identifying the most important recommendations and proposals, and since the current research aims to identify the impact of educational platforms on the achievement of students of the Department of Art Education in applied theatrical materials (school theater as a model), so the results will be presented according to the assumptions Search as follows:

The first null hypothesis:

There is no significant difference at the significance level (0.05) in the achievement of students according to the method of teaching on the Classroom educational platform, between the mean scores of the experimental group students in the pre and post skill tests, and to verify the hypothesis, the researcher used the T-test - test) for two interrelated samples (pre- and post-test) on the research sample, which amounted to (20) individuals for each, to extract the calculated (t) as shown in the following table:

Table No. (4) shows the differences between the mean scores of the students' t-test scores between the pre- and post-test for the skill test:

Table. (4)

the test	Sample volume	Arithmetic mean	standard deviation	degree of freedom	computed value (t)	tabular value(t)	Indication level
tribal	20	16.6	3.25	19	28.228	1.729	Significantly

It is clear to the researcher from Table No. (4) that the average scores of the experimental group in the pre-test (before applying the experiment) amounted to (16.6) degrees and with a standard deviation of (3.25) degrees, while the average scores of the experimental group in the post-test (after applying the experiment) reached The experiment) has (34,25) degrees with a standard deviation of (3.4 degrees), and it appears that the calculated t-value is (28,278) at a significance level of (0.05) with a degree of freedom (19), and the tabular (t) value amounted to (1,729).) that is, the calculated t value is greater than the tabular t value, which indicates the existence of a significant difference and thus rejects the null hypothesis and accepts the alternative hypothesis, which means (there is a significant difference between the results of the pre-test and the post-test in favor of the post-test, and thus it becomes clear There is a clear impact of educational platforms on

the achievement of students of the Department of Art Education in the subject of school theater in the practical aspect.

The second null hypothesis:

There is no significant difference at the level of significance (0.05) in the achievement of students according to the teaching method on the Classroom electronic platform between the mean scores of the experimental group students in the two cognitive tests (pre and post, and to verify the hypothesis, the researcher used the T-test (t. - test) for two interrelated samples (pre and post) on the research sample, which amounted to (20) individuals for each, to extract the calculated (t) as shown in the following table:

Table No. (5)

The difference between mean test "t-test" between the pre- and post-test for the cognitive test

Table (5)

the test	Sample volume	Arithmetic mean	standard deviation	degree of freedom	computed value(t)	tabular value (t)	Indication level
tribal	20	9.25	1.943	19	31.389	1.729	Significantly
dimensional	20	15.85	2.207				

It is clear to the researcher from Table No. (5) that the average scores of the experimental group in the pre-test (before applying the experiment) reached (9.25) degrees, with a standard deviation of (1,943) degrees, while the average scores of the experimental group in the post-test (after applying the experiment) (15,85) degrees with a standard deviation of (2,207) degrees, and it appeared that the calculated t-value was (31,389) at a significance level of (0.05) with a degree of freedom (19), and the tabular (t) value amounted to (1,729), meaning that the value of The calculated t is greater than the tabular t value, which indicates the existence of a significant difference, and thus rejects the null hypothesis and accepts the alternative hypothesis. Educational room in the achievement of students of the Department of Art Education, in the subject of school theater in the cognitive aspect.

Second: Conclusions:

In light of the results of the current research, the researcher reached the following conclusions:

- 1.A new method of teaching that depends on the services provided by modern technological technologies, which helps the student to acquire more knowledge from a variety of places.
- 2.The Classroom platform is more positive in student achievement in the cognitive aspect than the applied aspect in the school theater subject.

Third: Recommendations:

- 1.The necessity of providing the infrastructure for e-learning, which is to prepare a qualified faculty capable of interacting with information and communication technologies.
- 2.Organizing training courses for art education teachers in their scientific departments to train them on how to deal with this technology in teaching and how to prepare it.

Fourth: Suggestions:

In light of the results of the current research and to complete what the researcher started with, he suggests the following:

- 1.Conducting a study showing the impact of electronic educational platforms on the achievement of students of the Art Education Department of the Faculties of Fine Arts in plastic subjects.
- 2.Conducting a study to determine how to build electronic educational courses over the Internet.

Sources:

1. Ibrahim, Ahed and others: Principles of Measurement and Evaluation in Education, 2nd Edition, Amman Publishing and Distribution House, Amman 1989.
2. Quteit, Ghassan Youssef: Computerization of Teaching, House of Culture for Publishing and Distribution, 1st Edition, Jordan, 2011.

Philosophical Readings XIII.4 (2021), pp. 1959-1968. 1965

Info@philosophicalreadings.org

3. Al-Kiswani, Mustafa Khalil: The Basics of Teaching Design, 1st Edition, House of Culture, Amman 2007.
4. Radi, Ahmed Ali: E-learning, Osama House for Publishing and Distribution, Amman, 2010.
5. Khalifa, Mahmoud: School Theater, Iqra for Publishing and Distribution, Cairo, 2007
6. Al-Halfawi, Walid Salem: E-learning: New Applications, Dar Al-Fikr Al-Arabi, 1st Edition, Egypt 2011.
7. Mohamed, Haitham Abdel-Majid, and Rasha Najeh Ali: The effect of teaching using the Classroom Google platform on cognitive achievement (immediate and delayed) and its relationship to positive thinking among students of the Faculty of Physical Education, Minia University, Scientific Journal of Physical Education and Sports Sciences, Issue 90, Part 2, Egypt, 2020
8. Al-Ajrash, Haider Hatem Faleh: E-learning, a contemporary vision 2017. ,
9. Al-Shawarbeh, Dalia Khalil Abdel-Karim: The degree of graduate students' use of electronic educational platforms in private Jordanian universities and their attitudes towards them, published Master's thesis, Middle East University, College of Educational Sciences, Jordan, 2019.
10. Mahmoud, Shakir Mahmoud, and others: A guide to using the Google classroom e-learning platform for teachers, Department of Information and Communications Technology, Baghdad, 2019.
11. Google Classroom, Teacher's Guide, Sultanate of Oman, Ministry of Education. Available at: <https://home.moe.gov.om/images/library/file/Book877509.pdf> {AM<2<5/19/ 2021 .
12. Nawasra, Jamal Muhammad: Lights on School Theater and Child Drama, a previous source.
13. Karumi, Awni: School Theatre, Directorate of the Ministry of Education Press, Iraq, 1983.
14. Obeidat, Thouqan and others: Scientific research: its concept, tools and methods, Dar Al-Fikr for printing and publishing, Jordan, 1998.
15. Al-Zoba'i, Abdul-Jalil, and Muhammad Ahmad Al-Ghannam: Research Methods in Education, Baghdad University Press, Iraq, 1981.
16. Samara, Aziz and others: Principles of Measurement and Evaluation in Education, 2nd Edition, Dar Al-Maysara Publishing, Jordan, 1972.
17. Al-Rushdat, Abdullah and Naim Juaimi: The Introduction to Education, Dar Al-Shorouk for Publishing and Distribution, 2nd Edition, Jordan, 1997.
18. Al-Najjar, Nabil Jumaa Saleh, Measurement and Evaluation: An Applied Perspective with SPSS Programming Applications, Dar Al-Hamid for Publishing and Distribution, Jordan, 2010.