

**UNIVERSIDAD DE EL SALVADOR
FACULTAD DE CIENCIAS Y HUMANIDADES
DEPARTAMENTO DE IDIOMAS EXTRANJEROS**



TÍTULO:

THE IMPORTANCE OF VIRTUAL PLATFORMS IN ONLINE EDUCATION

PRESENTADO POR:

ANA GUADALUPE QUEVEDO DE PEREZ

RAQUEL ESMERALDA AMAYA PONCE

EDWIN WILFREDO MORENO AQUINO

CARNET

(QA00001)

(AP14018)

(MA15101)

**INFORME FINAL DEL CURSO DE ESPECIALIZACIÓN “ADMINISTRACIÓN DE
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IDIOMAS EXTRANJEROS” PARA OBTENER EL TITULO DE LICENCIADO EN
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DOCENTE DEL CURSO DE ESPECIALIZACIÓN

MAESTRA SEY DANISIA NAJARRO DE ALVARADO

COORDINADOR DEL PROCESO DE GRADO

MAESTRO MIGUEL ÁNGEL CARRANZA CAMPOS

**CIUDAD UNIVERSITARIA, DR. FABIO CASTILLO FIGUEROA, SAN
SALVADOR, EL SALVADOR, CENTROAMÉRICA, SEPTIEMBRE DEL 2022**

AUTORIDADES DE LA UNIVERSIDAD DE EL SALVADOR

**RECTOR:
MAESTRO ROGER ARMANDO ARIAS ALVARADO**

**VICERRECTOR ACADÉMICO:
PHD. RAÚL ERNESTO AZCÚNAGA LÓPEZ**

**VICERRECTOR ADMINISTRATIVO:
INGENIERO JUAN ROSA QUINTANILLA**

**SECRETARIO GENERAL:
INGENIERO FRANCISCO ANTONIO ALARCÓN SANDOVAL**

**FISCAL GENERAL:
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**AUTORIDADES DE LA FACULTAD DE CIENCIAS
Y HUMANIDADES**

**DECANO:
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**VICEDECANA:
MAESTRA SANDRA LORENA BENAVIDES DE SERRANO**

**SECRETARIO:
MAESTRA YUPILTSINCA ROSALES CASTRO**

AUTORIDADES DEL DEPARTAMENTO DE IDIOMAS EXTRANJEROS

JEFE:

MAESTRA ANA GRACE GÓMEZ ALEGRÍA

DIRECTOR DEL PROCESO DE GRADO:

MAESTRO MIGUEL ÁNGEL CARRANZA CAMPOS

COORDINADOR DEL PROCESO DE GRADO:

MAESTRO MIGUEL ÁNGEL CARRANZA CAMPOS

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RESUMEN

El presente documento permitirá analizar el proceso de aprendizaje en los estudiantes a través del uso de las plataformas virtuales. A consecuencia de la pandemia del Covid -19, la educación en línea ha sido impulsada con mayor énfasis en la enseñanza de idiomas extranjeros, tomando en cuenta las metodologías que los maestros imparten sus clases, por ello la práctica y el aprendizaje de cada estudiante se ha visto más efectivo e interactivo para el proceso de enseñanza-aprendizaje de los últimos 3 años. Por otra parte, es de mucho valor mencionar los múltiples beneficios que se han construido, uno de los más importantes que se puede mencionar es la comunicación ágil entre el docente y estudiante. Enfatizando este punto, este reporte explicará tres módulos que contienen los recursos necesarios para una clase virtual efectiva, a través de las herramientas tecnológicas que han revolucionado y facilitado cómo enseñar y aprender.

Palabras clave: Plataformas virtuales; Proceso de aprendizaje; Educación en línea; Herramientas tecnológicas; Ambientes virtuales.

ABSTRACT

This report allows us to analyze the virtual platforms that have come to change and improve the learning process in students, being very important tools in online education that changed the face of traditional classrooms, making learning more effective and education more accessible than ever. Therefore, virtual platforms have provided many benefits through their use. In addition, traditional education has been modified by a more innovative approach and this implementation expands by being an opportunity to update the support and development of education to facilitate learning in virtual environments in the classroom. Online education has gained prominence in recent years due to the pandemic covid 19 that altered the educational system that performed normally in schools, institutes, colleges, and universities radically and forcibly changing the old methodologies applying the sudden and unexpected change, following a path of new panoramas of improvement despite the distance and the need to continue with the learning of students, promoting academic growth through virtual platforms thus giving way to technology in its maximum expression as a new projection into the future. Therefore, online education forms a key piece for teachers and students to interact in their necessary roles by adding virtual platforms for communication and elaboration of specific activities to be followed.

Keywords: Virtual platforms; Learning process; Online education, Technological tools; Virtual environments.

I. INTRODUCTION

The Covid-19 pandemic taught how important are educational platforms at all levels of education. In fact, during this emergency, traditional education changed drastically, giving way to the need to use technology in order to keep in touch with all the agents that participate in the teaching-learning process. Actually, the technology and the necessity to maintain communication show up on a wide range of virtual platforms that teachers can use in online education.

Even though face-to-face education has not changed at all, online education has obtained relevance in the last few years. But how important is this kind of education at all levels? Well, it depends on the necessity of all students and the possibilities they have. In other words, the use of technology and all virtual platforms has given students and teachers another option to keep in touch between them in the distance.

Regardless of the distance, virtual platforms have given way to online education. Hence, the necessity for teachers to know them and avoid interruptions in the learning process, because with their usage teachers can find a variety of tools within these platforms in order to make their online classes more fun and interactive for their students and easy as well because with the use of technology and its platforms they can learn in a better way.

So, the use of platforms in online education nowadays has become very important for all of them at all levels. Obviously, their use has advantages and disadvantages that all agents involved in the learning process have to take into account at the moment to use them. However, with time they will learn to deal with it in order to take the most advantage, actually, there are a variety of online platforms in order to learn and teachers have to take into account the best for the student's necessity.

On the whole, this report will determine how important are virtual platforms in online education for students and teachers at the moment to develop the learning process. There are many benefits that teachers and students can get at the moment to use them. In this document all these benefits will be addressed and all the activities that were learned within the three different modules studied which help students to get more experience and achieve all their goals in their online classes.

To sum up, in this report will be explained to students in order to know more about how important virtual platforms are in online education because with their uses as mentioned above, the learning process will be easier. Finally, all readers can find in this document another perspective to give online classes more enhancement and in that way engage students in a funny way using all these platforms.

II. OBJECTIVES

General Objective

1. To get familiar with the theoretical information on virtual platforms for online education.

Specific objectives

1. To analyze the importance of using virtual platforms for online education.
2. To establish how students can improve their learning with the use of virtual platforms in online education.
3. To describe the methodology applied during the development of this specialization course and all the activities carried out by the students in the three different modules studied.

III. THEORETICAL FRAMEWORK

In recent years, the Internet has become the largest database of information ever created, changing the way people communicate, shop, socialize, do business, and think about knowledge and learning. Much more than a new twist on online education, online learning is changing the face of traditional classrooms and making education more accessible than ever before. Moreover, online education is electronically supported learning that relies on the Internet for teacher-student interaction and distribution of class materials.

Therefore, education via the use of the internet and mobile devices can occur inside a classroom or out of it, and students can be part of online courses by using a mobile device. This form of education can be self-directed, as students control their own styles to reach a learning goal. The environment can be “either part of the learning experience or have a neutral role in the learning experience” (Crompton, 2019).

The Covid-19 pandemic harmed many aspects of life, and the education system was no exception. This meant that schools and universities were closed for more than a year and forced millions of students and teachers to adapt to a new mode of study which involved using virtual platforms for online education. Moreover, during this pandemic, students and teachers learned to use different virtual platforms such as Google Classroom, Zoom, Meet, Teams, etc. Besides, the use of the Internet and mobile devices were a fundamental part of online education using virtual platforms.

Due to the confinement that the government of El Salvador implemented during the COVID-19 pandemic, the authorities of the University of El Salvador took the appropriate measures for the development of academic activities of all careers. This was achieved through the work done by the General Coordination of Online and Distance Education which allowed students to continue with their studies. For this reason, "We want to create a Technology Training Center due to the recurrence of these phenomena, to provide the tools in academic and administrative processes" (Hernandez, 2020).

Online Education

Online education came to give us another perspective to teach during the last two years. This happened with the necessity to maintain and give continuity to education at all levels. Internet services have played an important role in its development because parents have seen the need to hire such services as well as purchase electronic devices to prevent their children from interrupting the learning process. "The increased accessibility of the internet and the World Wide Web has created vast opportunities for non-traditional education through this medium" (Karber, 2003).

Regardless of some limitations students and teachers had in the last two years with the internet connection, online education went through, and it revolutionized the learning process because, with its implementation, the use of other types of resources used in a traditional education has been avoided. So, it is important to ask the following question: What is online education? "Online education

is a type of educational instruction that is delivered via the internet to students using their home computers” (Monroe, 2015).

Nowadays, online education is present in every school and not only there but almost everywhere, because as was mentioned before it avoids the use of more resources. So, what are the advantages of online education? "The primary benefit of an online program is flexibility" (Monroe, 2015). In other words, the time and the accessibility students and teachers have with this modality of education is the most important benefit, there are more benefits that are found here. However, there are disadvantages to deal with that all the agents involved in the learning process take into account.

For that reason, the University of El Salvador takes up online education as another teaching alternative that offers students and teachers a way to maintain the learning process using these advantages although it is important to mention that the disadvantages have existed around all those changes. However, maintaining online education has been a great challenge for the University of El Salvador over the last two years, whose authorities have seen the need to train all of its teaching and administrative staff in the use of technology and technological tools as well in order to give support to students in all the careers that the university offers.

Likewise, the acquisition of licenses was carried out for the development of some online academic activities which made the teaching-learning process easier for teachers and students during the Covid-19 pandemic. As well as, for those students and teachers who for different reasons cannot access traditional education these days. In other words, the online education, and the use of different platforms

for the University of El Salvador was the best option to give continuity to the learning process, because these virtual platforms provide to students another way to learn in a funny way. Thus, among the main platforms that we can find in the next section below.

Virtual platforms in online education

- **Google Classroom**

Google Classroom is a free web-based platform and tool that integrates G suite for education accounts with all G suite services, including Google Documents, Google presentation, Gmail, and Google Calendar. Google Classroom saves time and paper and makes it easy to create classes, distribute assignments, communicate with the students, and provide in real-time feedback and grades for each student. Moreover, this platform is designed for use on any mobile device. "Mobile access to learning materials that are attractive and easy to interact with is critical in today's web-connected learning environments" (Janzen, M 2014).

- **Google Meet**

Google meet is one of the most common platforms used in online education and it became more popular since the covid 19 pandemic invaded the world and affected the education system. Besides, this platform has been very important, interesting, and easy to manage by students and teachers supporting online education in the learning process to this day. "The result showed that using Google Meet in online learning is helpful to assist their learning process" (Hastomo&Zulianti 2021).

Google Meet is a platform to create an online space as a classroom where students and teachers are interacting through video conferencing to communicate with each other making more effective the learning process and also the preference of students due variety of features such as breakout rooms, sharing screens, showing videos and interaction choosing on between other platforms and applications, because “The use of video conference applications such as Google Meet makes it easier for students to understand the material compared to the written explanation given by the teachers through other applications” (Hastomo&Zulianti 2021).

- **Microsoft Teams.**

Microsoft Teams is a very popular and funny tool that gives students and teachers the opportunity to meet virtually and record class sessions. Here, all the agents involved in the learning process can apply collaborative learning, give feedback, and review the latest content. Besides, with Teams students can make small groups in order to increase this collaborative learning anytime anywhere. This is a very useful tool that allows students to have virtual meetings, post images, and keep in touch with other students and teachers. “The Microsoft Teams tool has provided a useful space to improve communication among the teaching staff and the students” (Theron et al., 2021).

- **Zoom**

Zoom is one of the most popular platforms of video conferencing around the world, it was one of the first virtual platforms that teachers used at the beginning of the Covid-19 pandemic in order to give continuity to the learning process. This

platform has different uses like meeting, audio conferencing, webinars, meeting recordings and live chat. In other words, Zoom gives teachers and students the facility to interact with each other. Also, it has many benefits and tools that students can use within it in order to learn in a different way. “The learning process, consisting of synchronous learning, is carried out on the internet (online), namely face to face by video calls/zoom meetings and asynchronous, namely by assignments” (Education Quarterly Reviews, Vol.4 N° 2 2021).

Benefits of using virtual platforms in online education

What is a virtual platform?

It can be defined as: “software that can allow its users to hold events on an online platform” (Junaid, 2020). Is a space on the internet where programs and applications can be managed in the same place depending on necessities. For example, teachers and students connect in the best learning using the right tools in online education. So, it can determine that the benefits of the platforms are multiple, and they are of great importance as tools are very useful. Therefore, the main benefits of using virtual platforms in online education are the following:

- **Flexibility**

This benefit gives the opportunity to always have free access to their use. For that reason, it can be mentioned that “students have access to their assignments, tests, or practice materials any time of the day with virtual learning platforms” (Diaz, 2021). Moreover, these tools offer students flexibility in completing their class

assignments. In addition, teachers can upload, assign, and manage activities for students using the virtual platforms.

- **Immediate Feedback**

In online education, students upload their assignments digitally for review by their teachers. Teachers review students' work online and send their comments electronically. In this way, students receive their comments immediately. Since assessments can be graded much faster using an online tool. "As well, online classrooms offer a time-saving solution for teachers who otherwise have to take their students' assignments home to grade and distribute them the following day" (Arden, 2014).

- **Improved Technology Skills**

The improvement of technological skills is another special benefit to use virtual platforms. By interacting with online tools, students practice their computer skills and acquire muscle memory with the user-friendly platform. In addition, virtual platforms also teach students to better manage their time, as the student takes responsibility for committing to the course rather than just showing up for the class on an assigned day and time. Besides, the learner can expand to more hours and the most appropriate time for their learning and create self-directed learning. "With technology and knowledge constantly evolving, people have to be constantly on their toes to reskill and upskill" (Harman, 2021).

- **Increased Collaboration**

Online students have better opportunities to collaborate with classmates through group work and virtual meetings. One of the advantages of online courses is that students can communicate through the virtual platforms they use to take their classes. Although students are at a distance, it does not preclude collaborative learning but rather uses different platforms to meet that need for communication and divide into small groups to work on a single objective while in class online or offline. For that reason, collaborative learning is essential, it can be defined as “peer-to-peer learning, or student-to-student collaboration, is a type of learning that involves students working in small groups to examine concepts or find solutions to problems” (Student collaboration: What, why and tools! 2020).

Definition of Key Terms

- **Asynchronous:** in general, asynchronous -- pronounced ay-SIHN-kro-nuhs, from Greek asyn-, meaning "not with," and chronos, meaning "time" -- is an adjective describing objects or events that are not coordinated in time.
- **Breakout rooms:** is a space which can be utilized for presentations, team meetings or small-group discussions.
- **Database:** is an organized collection of structured information, or data, typically stored electronically in a computer system. A database is usually controlled by a database management system (DBMS).

- **Mobile device:** a piece of portable electronic equipment that can connect to the internet, especially a smartphone or tablet computer.
- **Preclude:** prevent from happening; make impossible.
- **Reskill:** to learn new skills so that you can do a different job.
- **Synchronous:** refers to events and processes that occur simultaneously or have dependencies relating to time or another event that relies on time.
- **Technology:** is defined as consisting of both hardware and Software (the knowledge required to produce and use technological hardware). Second, the essential feature of technology – its dynamic nature – is outlined.
- **Traditional Education:** means education in which instruction takes place between an instructor and students where all are physically present in the same classroom.
- **Upskill:** to provide (someone, such as an employee) with more advanced skills through additional education and training.

IV. DESCRIPTION OF ACTIVITIES

MODULE 1

ONLINE FOREIGN LANGUAGES TEACHING

This module was about knowing the basics of online teaching and its practice in the English language. An LMS (Learning Management System) was used to focus on virtual or online teaching by creating a virtual classroom and developing asynchronous activities, including Moodle; and platforms such as TEAMS or Meet were used for synchronous activities. Moreover, it provided students the experience of developing virtual classrooms available on the Internet by mastering an LMS.

Taking into consideration that technological tools were used to complement information through infographics by Canva as a useful tool in the classroom where students practiced with effort and dedication to develop their creativity sense and logical knowledge with the information studied. Besides, students had the opportunity to learn and enjoy at the same time taking into account many activities for learning. Therefore, the most important and significant activities will be presented throughout this module.

At the beginning of the module was used the activity of Google Presentations to study the theories of learning, for example, Cognitivism suggests learning takes place when information is getting by the mind; and Behaviorism focuses on observable actions and contends that learning takes place when there is an observable change in behavior; Constructivism is a contextualized process of constructing knowledge rather than acquiring it while Cognitivism is based on the contention that knowledge is distributed across a network of connections.

During the module, the teacher chose Google Meet to give the classes and used breakout rooms to divide students into smaller groups meetings to elaborate activities for practice, for example, discussing and answering questions and elaborating presentations about class points. Moreover, breakout rooms were very useful to work in separate groups, besides this option randomly selected the students to establish harmony and equality.

By means of this module, the teacher used videos as complementary information of the contents explained, students had a better understanding of the ideas explained and the topics taught to apply them when practicing and doing the tasks given in class. One of the most important topics that students learned through videos was " Synchronous and Asynchronous teaching" because the information is very extensive and through videos it could be perceived with explicit examples.

During the module, the students posted their entries in a meaningful forum activity across the University Campus, giving their opinion about learning theories and each student replied to two partners' posts by providing an important opinion. In addition, the exercise was an effective way to visualize the perspective of each student and support his ideas and integrate the commitment to participation by valuing the words of each partner.

Afterward, students learned how to create a quiz in Moodle. This site is an authentic LMS being one of the most important resources in the virtual environment for learning. In addition, to elaborate on an infographic students learned an important tool called "Canva" is a free online graphic design tool. It can be used to create social media posts, presentations, posters, videos, etc. But students created an infographic as an evaluated activity getting a grade. Also, students elaborated by mentioning

different types of LMS and adding their features.

Subsequently, students learned to create a space in Microsoft Team, even though it is not an LMS, but it is a useful platform to upload content. Additionally, students learned to create a virtual class on platforms such as Zoom and Google Meet, studying their features and presenting the main information to their classmates. During the module students in pairs created a course in Google Classroom to teach a class in a short time.

To sum up, students added four resources in total for the class (videos from YouTube, links from web pages, etc.). Finally, every student showed up the content elaborated by doing each activity in the virtual environment through the Google Meet platform for videoconference and presenting all learned as a teacher interacting with classmates doing a demo-class in the last evaluation of the module.

MODULE 2

EDUCATIONAL APPLICATIONS FOR LEARNING A FOREIGN LANGUAGE

What is the importance of educational applications for learning a foreign language? It was the best question students asked themselves during this specialization. Because of this, throughout the first module, students learned about the importance of all the tools and techniques that they can use in a virtual classroom. In other words, online education has changed our minds about how teachers should implement other methodologies to teach in another way using all the technology.

Taking this into consideration, in the second module called EDUCATIONAL APPLICATIONS FOR LEARNING A FOREIGN LANGUAGE, students learned different kinds of applications to teach a foreign language. Even though, this was a little bit complicated at the beginning because several difficulties were presented at the moment to learn them. However, at the end, students could notice that there are many ways to teach in a funny way in an online classroom.

Whereas the old methodology was left behind, the necessity to stay safe at home gave way to new tools to teach in the distance; this was a challenge to teachers. That is why in this module students developed many activities within the applications learned, all in order to apply this knowledge in their future classes as teachers and give their virtual classroom another perspective and make the synchronous class more interesting and funnier in the distance.

For this reason, technological tools are very important at the moment to teach synchronous classes because in this kind of learning teachers have a very big

challenge to keep students engaged in a virtual classroom. But, in an asynchronous class the learning process is face-to-face, teachers have a variety of tools to make the class easy for students, in a synchronous class, it is too difficult to do that. So, for students can apply a different methodology in a virtual environment, the following tools were learned in this module.

In this module, students created a video with the characteristics of the technological tools studied previously which were Edppuzzle, Flippity, and Liveworksheets. These online tools provided the student and the teacher the opportunity to keep in touch with and give feedback to each other. Moreover, these tools were essential for the development of the module activities which the students learned to use effectively in the classroom.

Another tool to teach is Powtoon. It is an online platform that allows the creation of animations with a fun and intuitive approach. During the development of this module, students recorded a video about the advantages and disadvantages of technological tools when teaching English. Here, platforms like Nearpod, Padlet, Kahoot, and Classroomscreen were studied as well. It is important to mention that these platforms give the opportunity to teach in a funny way for students and encourage them to use their creativity.

Finally, at the end of this module, students had the opportunity to perform a demo class using a different tool studied and with this activity, the module finished. It is important to mention that during the development of these activities, different kinds of videos, tutorials, and many other resources were used to give to students

all the necessary elements to perform each asynchronous activity the best possible and then apply these tools and all their online activities.

To sum up, this module was developed in students' knowledge about all these technological tools with the main objective of teaching within another era, in which students, teachers, and parents as well work together in a collaborative learning environment, because all these activities made online classes allow to all agents involved, interact with each other keeping close contact. It is important to mention that there are advantages and disadvantages which could be better managed in the future.

Finally, this module was interesting and funny for all students, because they learned mainly in a collaborative environment and formative assessment and summative evaluation were implemented. Thus, at the end of the module the objectives were accomplished, and in the future students will be able to apply all this knowledge about all these tools in their future classes having a variety of ways to teach through these applications giving another direction to the old methodology

MODULE 3

DESIGN OF DIDACTIC MATERIALS FOR VIRTUAL ENVIRONMENTS

In this final module, students learned to use four important tools for the design of educational materials such as podcasts, google presentations, interactive images, and videos, among others. However, for the development of this final module, the students completed the different activities using the technological tools that they learned during the specialization. The first activity carried out was the creation of a Podcast which is a useful digital tool for creating content. Therefore, it is a very convenient way of communication, especially for students.

The second tool that was developed in the module was to create an interactive image in an interesting technological tool Genially. Genially, is an interesting online tool for creating all kinds of visual and interactive content in an infographic or presentation easily and quickly for individual or team use. For the development of this activity, students had to choose appropriate images according to the subtopic and use four different features provided in Genially such as audios, interactive elements, text, pages to present the content, and others.

In the third activity of the module, students had to record and edit an educational video using the Open Shot tool. To perform this activity, students had to make a plan and write a script using images and background music. The use of educational videos creates a personalized learning experience, allowing students to learn at their own pace. In fact, Open Shot is a free digital tool that allows teachers to create videos with different animations.

In this final activity of the module, students had to create a Google Site linked to Google Classroom. In these tools, the students integrated the activities and contents previously done in the module using three technological tools that they learned in module II. Therefore, Google Sites and Google classrooms are appropriate technological tools for teaching and learning foreign languages. To summarize, during this module and activities, students acquired experience using technological tools with interactive elements such as audiovisuals, videos, and images.

V. ACHIEVEMENTS

Nowadays, technology plays a very important role in education and during this specialization, the team learned how to use different technological tools for teaching and learning foreign languages virtually. Also, the team gained experience with technological tools through different asynchronous activities to create more interactive content and all these tools make a difference in the learning process for students and give to their virtual classes more enhancement.

To begin, in the development of the first module, the team learned the basics of online education and its applications in English language teaching. The activities of this module were developed through forums, infographics, and the creation of a virtual classroom in google classroom. Also, they learned how important is to prepare the virtual classroom to engage students and to get a complete understanding of the topics that are going to be taught.

In the same way, module two was very interesting because in here students deepened their knowledge related to technological tools and synchronous learning was applied through the usage of platforms like Edpuzzle, Flipgrid, Flippity, Liveworksheets, Nearpod, Padlet, Kahoot, Classroomscreen, Powtoon. Furthermore, students learned to create online activities in Flipgrid, Powtoon, and they learned to get familiar with theoretical information related to all these tools getting the correct knowledge in order to create their own virtual classrooms.

On the other hand, in module three which was carried out in eight weeks as well, students learned how to design didactic material for a virtual environment. Therefore, during this module was very important to use the technology to teach in another way

and make a difference in the learning process. So, in this last module, all the technological tools were included to present content in a virtual learning environment.

Another important aspect of this module was the experience students had to create a Podcast where students learned how to include a picture in a video and present virtual information. Also, another tool that was included was Genially, it was a very interesting tool because with this application students learned how to create an interactive image and to give to their online classes in the future more interaction.

At the end of the specialization, students learned different aspects about how to deal with virtual environments, the most important thing being the creation of the google site where students can develop their own virtual class in a funny way. To sum up, during this course was implemented collaborative learning and students learned together the importance to work in order to give their virtual environments more entertaining. Another important aspect learned was the importance of gaining experience and the use of the most important technological tools.

VI. CONCLUSIONS

1. Nowadays, the use of virtual platforms in online education has become very important, as the platforms support students' learning and foster their academic growth giving way to the need to use technology. Therefore, some of the most popular platforms used by teachers and students are: Google Classroom, a free web-based platform that links other sites such as Google documents, Gmail, Calendar, etc.; Google meet, considered one of the most common platforms used in online education to create virtual conferences to communicate with each other and being popular since the covid 19 pandemic; Microsoft Teams gives the opportunity to meet virtually and record class sessions; while Zoom, offers different uses such as meetings, audio conferences, webinars, meeting recordings and live chat.
2. Online education has changed the face of traditional classrooms and makes learning more effective and education more accessible than ever. Although face-to-face education has not disappeared, online education has gained prominence in recent years due to the need to learn despite the distance and the covid 19 pandemic. In addition, online education has revolutionized and modernized the learning process with its implementation, the use of other types of resources used in traditional education has been avoided. Therefore, you can educate yourself from technological tools without leaving home. "Online education is a type of educational instruction that is delivered over the Internet to students using their home computers" (Monroe, 2015).

3. Virtual platforms have given way to online education and have become one of the most relevant options for the learning process of students. In the last two years, the pandemic of covid 19 invaded the entire world and affected the educational system in schools, colleges, and also included the University of El Salvador replacing face-to-face classes to virtual classes in online education, however, despite of situation face to face modality do not disappeared totally, but virtual platforms became more popular and necessary for both teachers and students choosing online education and avoiding to follow the traditional method of classes of the past and giving opportunity to a new more advanced modality.

4. Virtual platforms have given multiple benefits being very useful for online education for learning process in students, for example: first, to acquire flexibility obtaining the opportunity to have free access to use the platforms at all times; second, to receive immediate feedback, because teachers review students' work online and send their comments electronically; Third, to get improved technology skills in the process learning interacting with virtual platforms, practicing and gaining muscle memory with the easy-to-use platform; finally, to develop an increased collaboration in students through virtual platforms communicating each other and creating small groups to work in a specific activity.

VII. RECOMMENDATIONS

- To promote and make use of different virtual platforms to maintain communication between the student and the teacher. In other words, do not limit yourself to a single platform or a single methodology. The learning process could become tedious or monotonous, causing students to lose interest. For this reason, it is very important to know each virtual platform for online education to improve and generate a quality educational environment.
- To consider the necessities and limitations of students and teachers as well, at the moment choose one specific technological platform to develop the class. Because sometimes they lead with unknown situations for both sides that make the learning process impossible or limit their access to online education. Also, both students and teachers need to be aware of their strengths and weaknesses at the moment to work with the online platforms and on base to choose the best platform for them.
- To provide constant training to all teachers, from schools and higher education institutions, in the use of virtual platforms. Likewise, motivate them by providing them with all the necessary technological tools to continue connectivity to the online learning process, such as cellphones, tables, computers and the most important thing is good access to the internet in order to they can develop an interesting class and engage to students to all contents that will be develop in all courses.

VIII. BIBLIOGRAPHY

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IX. APPENDICES

- ❖ Activities carried out during the Specialization Course in the Administration of Virtual Environments for Foreign Languages Teaching and Learning.

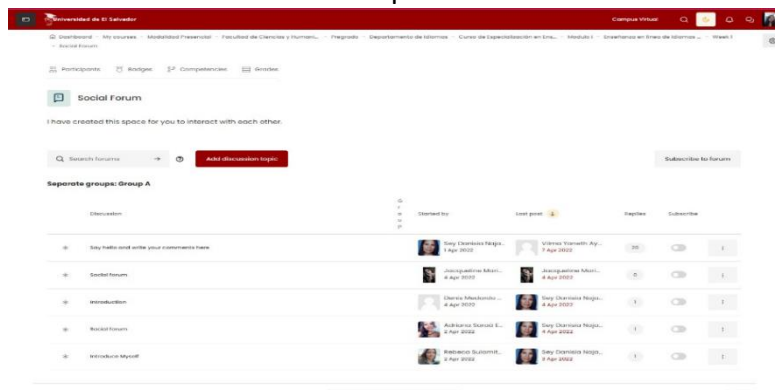
Modulo I



5. CONTENTS

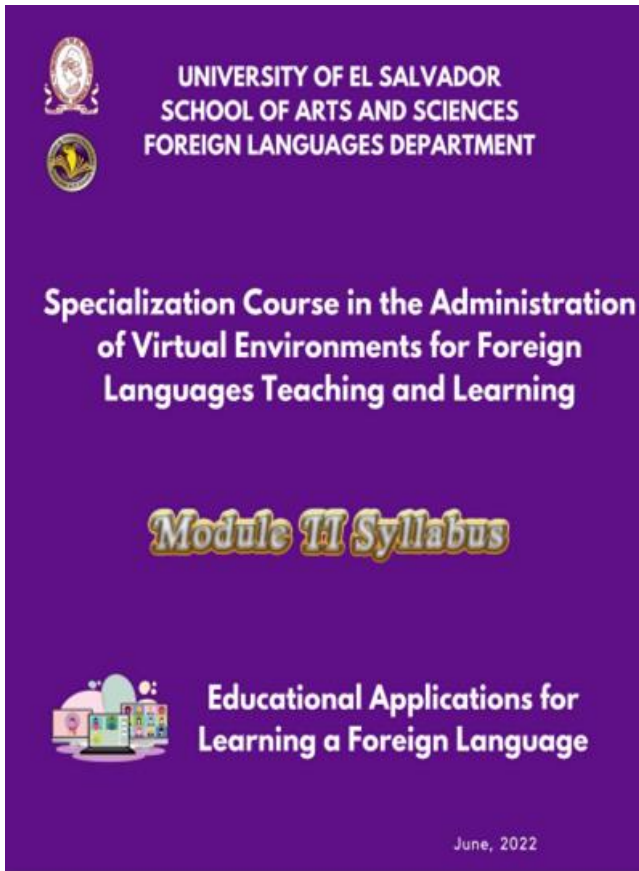
WEEK	CONTENTS	RESOURCES	EVALUATION
Weeks 1 & 2	Virtual teaching (online) and its application in teaching English language.	-Readings of learning theories - Discussion Questions	Discussion Forum (20%).
Weeks 3 & 4	Learning Management Systems (SAA-LMS in English) for the creation, feeding and use of online courses. Asynchronous activities.	Multimedia Material, tutorials, readings.	Infographics (20%)
Weeks 5 & 6	Educational platforms and their applications and their use for online asynchronous classes: Google Classroom.	Multimedia Material, tutorials, readings.	Create a Virtual Classroom (30%)
Weeks 7 & 8	Presentation of educational products: virtual classroom and videos of work sessions in TEAMS or MEET.	Multimedia Material	Demonstrative class on MEET (Groups of 5) (30%)

Source: Campus ues



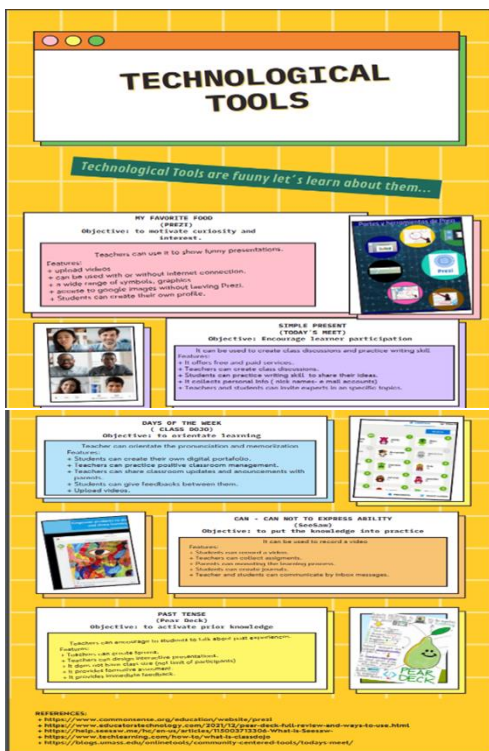
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Modulo II

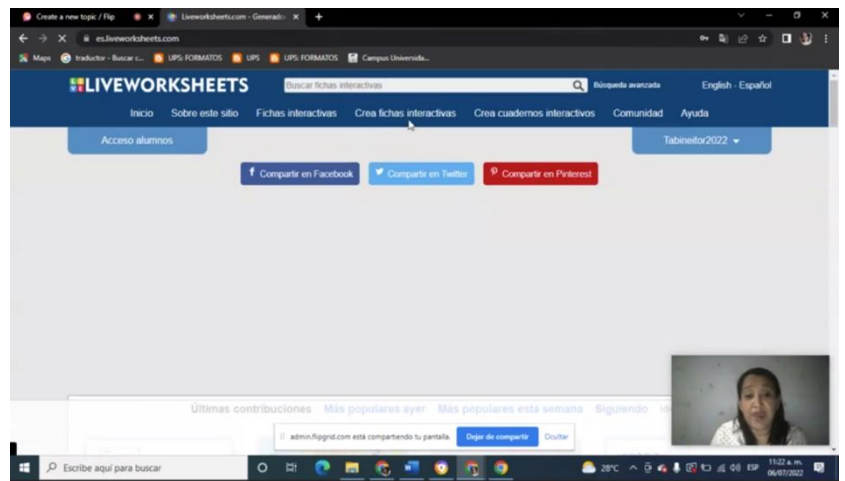


4. Contents

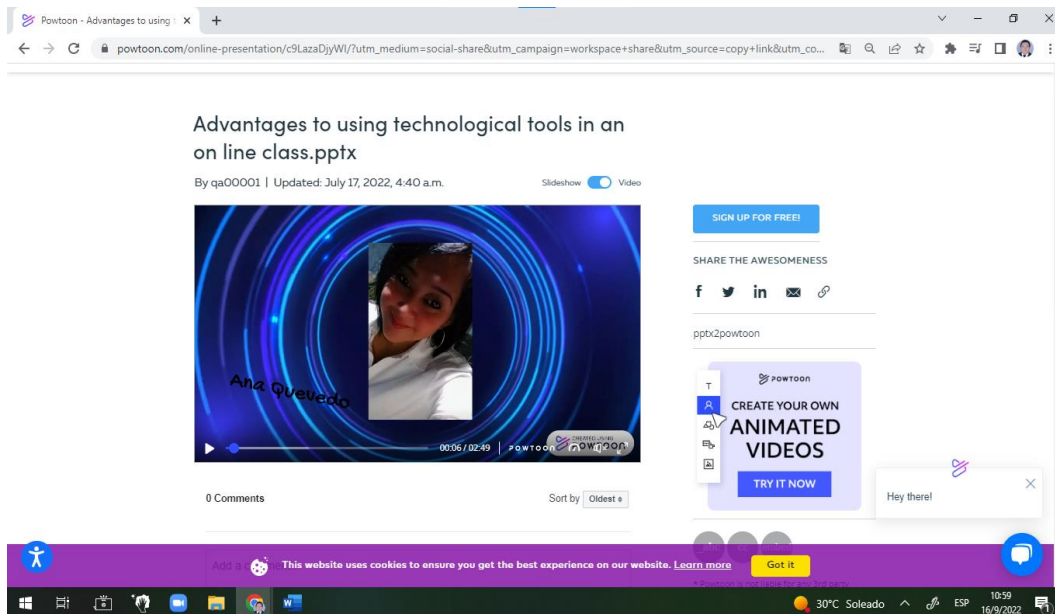
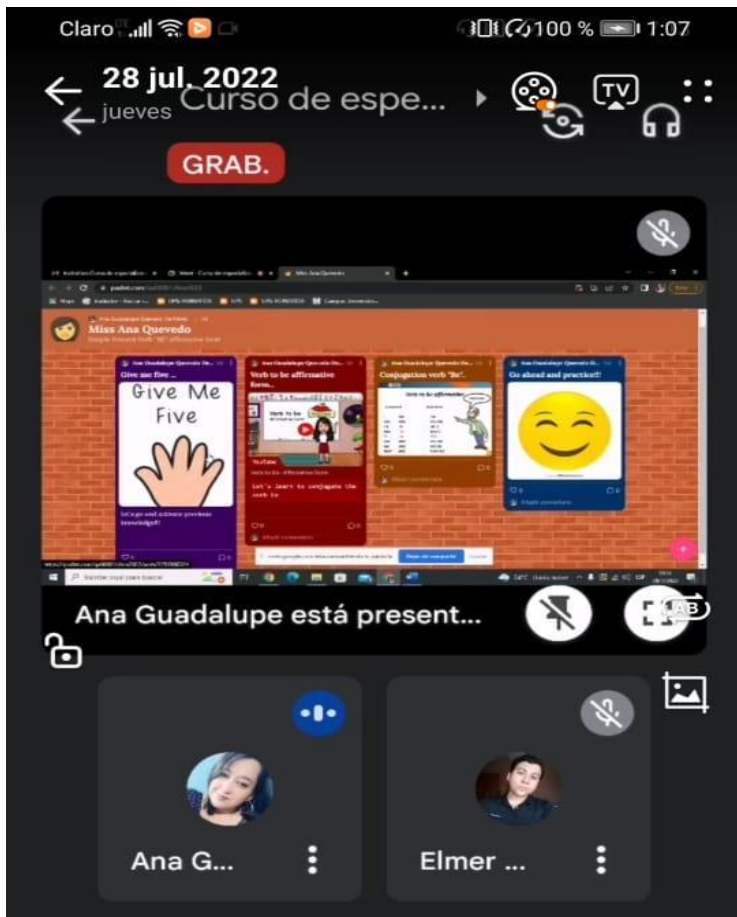
WEEK	CONTENTS	RESOURCES	EVALUATIONS
Weeks 1 & 2	- Presentation of a list of technological tools for educational purposes and their foundations and principles.	Reading about technological tools for educational purposes when teaching a foreign language. Infographics Guideline Discussion Questions	Infographics based on the fundamentals of technological tools when teaching a foreign language (20%)
Weeks 3 & 4	Use of the following educational tools: Edpuzzle, Flipgrid, Flippity, Liveworksheets.	Multimedia material, tutorials, demonstrations. Guideline for a video in Flipgrid with the characteristics of the technological tools studied.	Video in Flipgrid about Technological Tools (25%)
Weeks 5 & 6	Use of the following technological tools: Nearpod, Padlet, Kahoot, Powtoon Classroomscreen.	Multimedia material, tutorials, demonstrations. Video (Powtoon) about advantages and disadvantages in the use of technological tools when teaching English.	Create a video in Powtoon about advantages and disadvantages in the use of technological tools when teaching English. (25%)
Weeks 7 & 8	Presentation of educational products by students: Students will do a demo class using technological tools in the development of a	Multimedia material Guidelines for the demo class using technological tools to teach a language	Demo class using technological tools (30%)



Source: Canva



Source: Liveworksheets



Source: Powtoon

Modulo III

UNIVERSITY OF EL SALVADOR
SCHOOL OF ARTS AND SCIENCES
FOREIGN LANGUAGES DEPARTMENT

Specialization Course in the Administration
of Virtual Environments for Foreign
Languages Teaching and Learning

Module III Syllabus

Design of Didactic Materials
for Virtual Environments

August, 2022

5. CONTENTS

Week	Content	Resources	Evaluation
Week 1 y 2	<ul style="list-style-type: none"> Fundamentals of Using Multimedia Resources in a Virtual Learning Environment Use and creation of Podcasts Using Audacity Using SoundCloud 	<ul style="list-style-type: none"> Readings Tutorials Guidelines for the elaboration of activities 	Elaboration of a Podcast
Week 3 y 4	<ul style="list-style-type: none"> The Fundamentals of image selection Using and Creating a Google Site Using Genially 	<ul style="list-style-type: none"> Presentations tutorials Guidelines for the elaboration of evaluated activities 	<ul style="list-style-type: none"> Elaboration of an interactive image Creation of a Google Site
Week 5 y 6	<ul style="list-style-type: none"> Fundamentals of Creating Presentations Using Google Presentations 	<ul style="list-style-type: none"> Readings, tutorials Guidelines for the elaboration of evaluated activities 	<ul style="list-style-type: none"> Written Report about the specialization including the 3 Modules (first draft) Creation of a Google Presentation
Week 7 y 8	<ul style="list-style-type: none"> Fundamentals of video creation OpenShot working environment. 	<ul style="list-style-type: none"> Readings, tutorials Software for videos Guidelines for elaboration of evaluated activities 	<ul style="list-style-type: none"> Elaboration of a video Written Report about the specialization including the 3 Modules (Final version) Live defense of Integrative Task

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Edwin Aquino

hace 24 días

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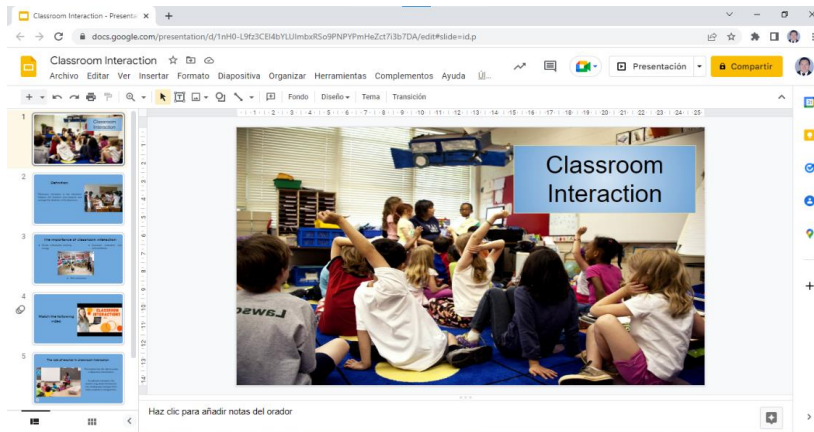
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Edwin Aquino
Introduction of Classroom Interaction

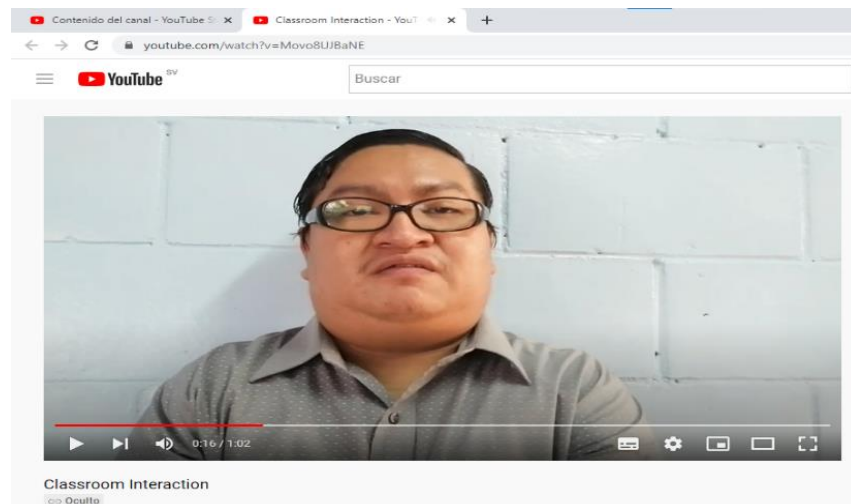
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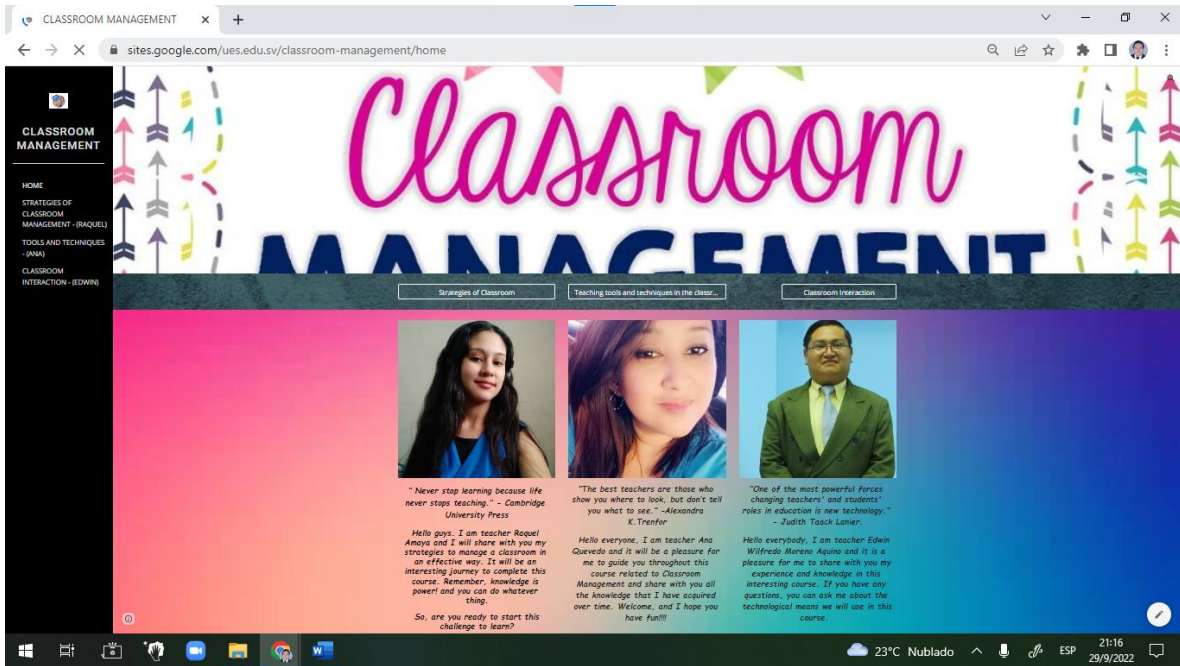
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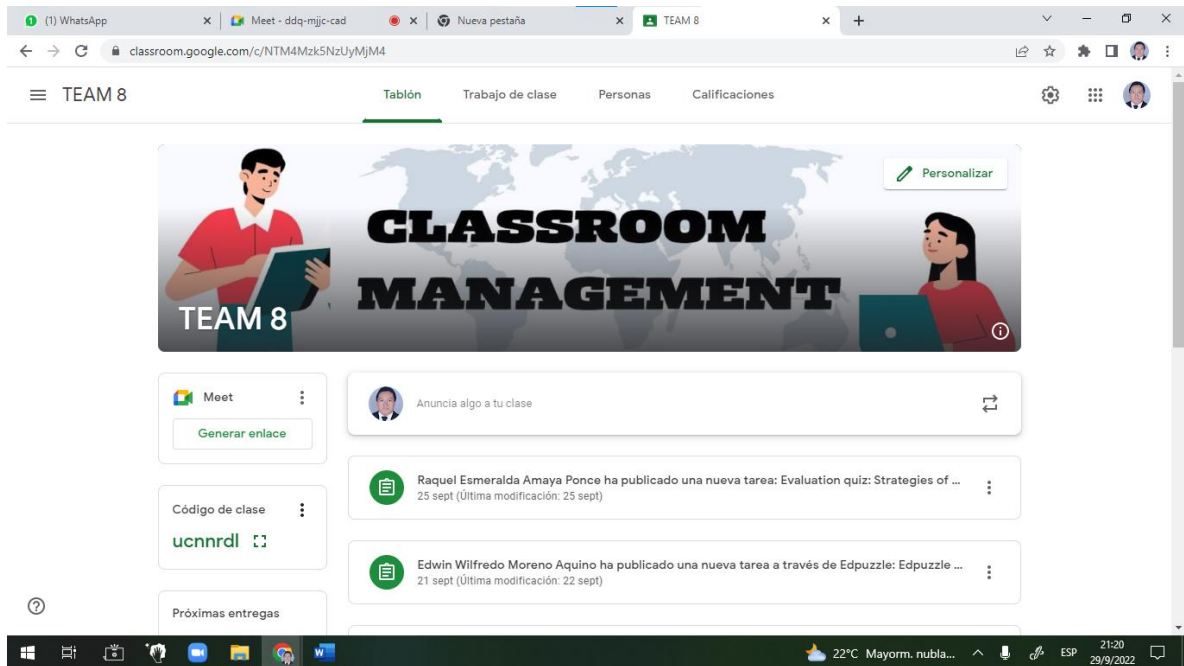
Source: Google Presentations



Source: YouTube



Source: Google sites



Source: Google Classroom