

Integrating Meeting Point Application for Ateneo Moodle System



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Abstract:

E-Learning has been the new curricula and trend in embodying education on today's students, and with this, learning has become more accessible and more interactive for different people having different materials and module tutorials that are available over the World Wide Web. The proponents decided to integrate a program on Ateneo's Moodle site that would enhance the curricula and learning process of the students by which who are using the site. By this whiteboard feature students and teachers can interact using two mediums either by chat and posting or writing it on the whiteboard, it would also help teachers illustrate their figures, tables, charts, circuits and the like. This would give them the better pacing of learning capacity in a very short span of time. The proponents decided to apply this self-directed training to assess the capacity of the student in learning new adoptive curricula.

Respectively, the study aims to improve the Moodle site for it to serve its best to the students. The application being enhanced will help the students take the new interactive learning to its heights.

Keywords:

E-learning, Whiteboard, Moodle Application

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CHAPTER 1

INTRODUCTION

1.1 Background of the Study

With the existing technologies around us, especially in the field of education teachers tend to shift from one teaching method to the other, but a lot of these teachers are already adopting the new style of teaching and this is with the use of computer-supported educational tools and with that; computer-supported collaborative learning is an approach wherein learning takes place via social interaction using a computer or through the internet. This kind of learning is characterized by the sharing and construction of knowledge among students using the technology as their primary means of communication or as a common resource. One of the tools that are using this approach is Moodle, that interested us on pursuing this study of integrating an application for the Ateneo Moodle system.

This study aims to focus on integrating Meeting Point application for the Ateneo Moodle system and with the integration, next will be customizing it to be used specifically by Ateneo students.

1.2 Technology Application Context

For this study the group has chosen Moodle as the technology to be used for this thesis project, because it is widely used in schools and universities. Specifically Ateneo uses Moodle as a computer-support educational tool that helps teachers in reaching out to students, it also helps to monitor the overall performance of a student, and it gives the teacher less effort in evaluating the performance of a student.

The study discusses the integration of MeetingPoint application for Ateneo Moodle system, in which the group will integrate the said application to the Ateneo Moodle system and can be used as a whiteboard and chat application, which the teacher can draw or illustrate figures, to further explain a particular concept to the students. The chat feature will enhance teacher-student interaction.

1.3 Objectives of the Study

The general objectives of this study are to develop a dual interaction space for Moodle users.

The specific objectives are:

- To adapt a whiteboard feature for Moodle users.
- To incorporate the white board with Moodle's chat feature.
- To enable one-one or one-to-many interaction made by teachers.

1.4 Significance of the Study

This study is significant for Ateneo Moodle users, through this integrated application, teachers can illustrate figures, highlight texts and many more can be illustrated on the whiteboard, it can be enhanced without using 3rd party software. By incorporating MeetingPoint application, users can point directly to illustrations from the chat window and improve online discussions where pointing to illustrations help.

1.5 Scope and Limitations of the Study

The study will focus on customizing Ateneo Moodle site by integrating MeetingPoint application for the whiteboard and chat feature. This will not use any proprietary software, and will use only Open Source tools. Our group will only integrate and customize meeting point application for it to work for the Ateneo moodle system. By using meeting point's whiteboard and chat feature and integrating it with the Ateneo Moodle system, dual interaction is achieved for both students and instructors. The limitation of the study is that our group will only integrate and customize the chat and whiteboard feature of the said application, thus some features of MeetingPoint may not work on Moodle. Another limitation is that only the teacher can resize the chat window and the whiteboard application, students are only allowed to interact but are not given privileges to resize.

1.6 Definition of Terms

- **E-Learning** - is a term that encompasses all forms of Technology-Enhanced Learning (TEL) or very specific types of TEL such as online or Web-based learning.
- **Moodle - Modular Object-Oriented Dynamic Learning Environment** is a free and open-source e-learning software platform, also known as a Course Management System, Learning Management System, or Virtual Learning Environment. It is designed to help educators create online courses with a focus on interaction and collaborative construction of content.
- **HTML (Hyper-Text Markup Language)** - is the predominant markup language for web pages. It provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists etc as well as for links, quotes, and other items. It allows images and objects to be embedded and can be used to create interactive forms. It is written in the form of HTML elements consisting of "tags" surrounded by angle brackets within the web page content. It can include or can load scripts in languages such as JavaScript which affect the behavior of HTML processors like Web browsers; and Cascading Style Sheets (CSS) to define the appearance and layout of text and other material. The W3C, maintainer of both HTML and CSS standards, encourages the use of CSS over explicit presentational markup.
- **Computer software/ software** - is a general term primarily used for digitally stored *data* such as computer programs and other kinds of

information read and written by computers. Today, this includes data that has not traditionally been associated with computers, such as film, tapes and records.

- **MySQL** – is relational database management systems (RDBMS) based on SQL (Structured Query Language). First released on January, 1998, MySQL is now one component of parent company MySQL AB's product line database servers and development tools. It runs on virtually all platforms including Linux, UNIX, and Windows. It is full multi-threaded using kernel threads and provides application program interfaces (API's) for many programming languages, including C, C++, Eiffel, Java, Perl, PHP, Python and Tcl.

- **PHP Hypertext Preprocessor** (the name being a recursive acronym) – is a widely used, general-purpose script language that was originally designed for web development to produce dynamic web pages.

Linux (commonly pronounced /'lɪnəks/ *LIN-əks* in English, also pronounced /'lɪnʊks/, *LIN-ooks*¹) - is a generic term referring to Unix-like computer operating systems based on the Linux kernel. Their development is one of the most prominent examples of free and open source software collaboration; typically all the underlying source code can be used, freely modified, and redistributed, both commercially and non-commercially, by anyone under licenses such as the GNU General Public License