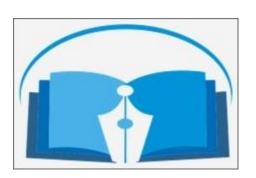
مجلة التربوي



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معامل التأثير العربي 1.63 العدد 23



مجلة التربوي مجلة علمية محكمة تصدر عن كلية التربية جامعة المرقب

المدرد الثالث والمشروخ يوليو 2023م

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 - المجلة تحترم كل الاحترام آراء المحكمين وتعمل بمقتضاها.
- كافة الآراء والأفكار المنشورة تعبر عن آراء أصحابها ولا تتحمل المجلة تبعاتها.
 - يتحمل الباحث مسؤولية الأمانة العلمية وهو المسؤول عما ينشر له .
 - البحوث المقدمة للنشر لا ترد لأصحابها نشرت أو لم تنشر.

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The effect of using electronic mind maps in learning visual programming through e-learning platforms An experimental study of computer departments students at Elmergib University

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Abstract: This research basically aims to defined the effect of using electronic mindmaps in improvement the performance of the learners' who they learning visual programming courses through electronic platforms in the computer departments in five faculties at the Elmergib University. (Faculty of Science in Al-Khums, Faculty of education in Al-Khums, Faculty of Arts and Humanities in Kaser Al-Akhiar, Faculty of education in msallata, Faculty of Information Technology). The number of students was 160. The sample is divided to two groups to examine the effect of electronic mind-maps for this kinds of subjects. The results had shown the increasing in the learners scores due to using electronic mind-map compared with the case which is not using the mind-map.

Key words: Electronic mind-map, E-learning, Visual programming.

1-Introduction:

Recently majority of researches are concentrated on the new techniques in the educational sector especially e-learning (learning through online platforms) in the recent years to follow the advanced country and opening new scales for students. Many tools and strategies are developed in the educational field. For computer programming learning, many learners experience some problems and challenges in learning these courses. They find this subject is complex and require additional efforts as well as specific techniques (Gomes, 2007), there are special skills which is required to learn this course effectively such as solving the problems, good knowledge about mathematics, (Saeli, 2011). (Ismail, 2010) presented the different causes of the difficulties which faced the students in learning this course. For designing e-learning materials for particular educational requirement, mind-map could be used as a method to structure learning materials. The main feature of this concept is the visually intuitive exemplification of knowledge which backing the educational procedures (Jamieson, 2012). This assumption validity has been proven by different practical using cases in learning. (Mey,2010) mind-maps had been implemented successfully as a method to create interaction dictionaries. By means of the benefits of mind-maps, it is easy to join the basic idea with other sub-ideas depending on the meaning and the domain of the problem. In this paper, detailed review had presented to define the principle of mind-maps and the their major features also it concentrated the evolution stages of this concept as well as some previous works had mentioned. The second section is about an experimental study had presented about using electronic mind-map for learners studying visual programming languages on platforms in computer departments at Elmergib University. Finally the results was discussed.



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2-Problem Statement:

According to the literature overview which had been mentioned above, searches which related to apply the of electronic mind-map on studiers from a Libyan University especially for programming visual courses. E-learning is the technology which used to performance evaluation of the learners. Education generally suffer some challenges related to e-learning platform such as the Lack of commitment from some learners, the lack of wireless network, lack of interactive between learners' as well as the interactive between learners' and instructors and other factors impact negatively on the performance of learners online. Programming language generally require special skills in learning process especially for beginners, these kind of sciences need instructional means to prepare the mind of student to accept the received information. Electronic mind —map is an effective tool to improve the performance of students', and increase their skills in designing codes and comprehend the principle of this courses.

3-The objectives:

This study aims to find out the impact of electronic mind-map applying on the performance of studies in the different faculties of Elmergib University in Libya. The study had been carried out for students who they studying in the computer departments in the selected faculties and using e-learning platforms for visual programming teaching.

4- Ouestions related to this search:

- (1) what is the basic principle of the mind-maps and what the benefits could be getting from applying this means?
- (2) what the effect of using electronic mind-map on the Libyan student performance in the visual programming courses through online platform?
- (3) Is the applying of these means solve the problems of e-learning generally or it support only the learners who they are committed and who following their courses and tasks on the platform?

5-Literature review about e-learning and electronic map mind & related works:

The concept of map mind is presented as a technique depending on the graphics to illustrate the concepts, the terms, words, or connected matters related to specific idea or topic. It includes information in its main-structure and its nodes and the linkedobjects. Building a mind map not depending on specific rules, in order to show the ability of mind to create. Furthermore, there is freedom to build and design several models also there is diversity of software supporting the mind-map implementation. It is necessary to form a model to specific exactly the components of this mind-map, the aim of this process is applying algorithms of information recovery on mind-map. Mind-map depends basically on the creativity and imaginary of human which working to extract links between studied ideas. (Nast,2012) defined the mind-map as a tool to summarize the information by using paper. However (Khoo, 2014) described it as a diagram which explaining interrelation and connection between multiple concepts. A huge amount of studies had been found the good outputs by using the mind-maps based on paper in various fields such as science(Balim, 2013), music(Selcuk, 2017), mathematics (Ozdemir, 2017), Language (Gomleksiz, 2012). Nowadays, Students prefer to use the modern digital means. This made it is necessary to work hard to development the mind-maps to be electronic and get rid of the using paper for them. This could simplify the review and update as well as it supports store



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the mind-maps additionally creating process visually more attractive mind-map(Tungparpa,2015). Rather than the relation between two concepts for example is drawn on board or paper manually, it could be drawn automatically by software based on computer (Aljaser,2017).

According to (Ayoub,2015) an advanced concept of mind-map is called electronic mind-map, this mind-maps are designed and implemented using applications of desktop or android. The output of electronic mind-map is an electronic file such as (html, image, pdf, ...), It has the ability for linking with other electronic files such as (hyperlinks, office-files,...). Briefly, electronic mind-map is a mind-map which established by computers or smartphones through specific applications. (Dipak,2020), by this way both learners and instructors could use several kinds of software to create this map.

(Akinoglu, 2007) presented the differences between traditional mind-map and electronic one, such as (a) electronic mind-map used for IT fields, (b) the quality of electronic mind-map is controllable due to the existence of various standards related to color of image, clarity, contrast..., also, (c) it was mentioned that there is no difference between traditional and electronic education using traditional and electronic mind-map, (d) additionally, traditional and electronic mind-map are similar for the main-objective, (e) tools which required for designing process are available and supported by applications on smart-phones. Another concept which could be integrated with mind-map is e-learning, e-learning represents the educational process implementation online through electronic platforms. Many countries followed this technique to improve the learning on platforms which supporting exchange information and electronic courses especially after corona pandemic. Mind-map could be a tool which structuring and formulating the educational materials. (Norman, 2012) mentioned that mind-map could serve different functions. It could be used for describing the data presented in multi forms such as presentation (informative text), organization (provide a categorizing framework for the textual information), interpretation (explain abstract thoughts by describing them), transformation(making the text more reality and meaningful to supply mnemonics which help the readers to remember this text)

(Sarah et al. 2013) created electronic educational software for helping IT students in programming field, (Mohammad, 2018) investegated the effect of using electronic mind-map on reading comprehension improvement, this study implemented in Jordan to investigate the mind-map applying effect on teaching skills related to reading. (Ibrahim, 2013) Investegated the effect of using electronic mind-map for learners of sixth-grade. The study is implemented in Saudi Arabia, the results presented that using electronic mind-map had an important impact on learners. (Nguyen, 2020), Implemented mind-map for reviewing the previous knowledge depending on changing the tests methods as well as the evolution of learner awareness. Additionally, It should be concentrated on the comprehension part as well as the memory part. The study presented a method to prevent the rote-learning. (Amany, 2022), Presented study about learners from Saudi Arabia universities, the courses is related to physics, the main purpose of this study is used the nonintervention principle, this study implemented to improve the e-learning technology after corona pandemic. (Murat, 2020), aimed to establish digital mind-map and compared the performance with paper mind-maps. According to this study, digital

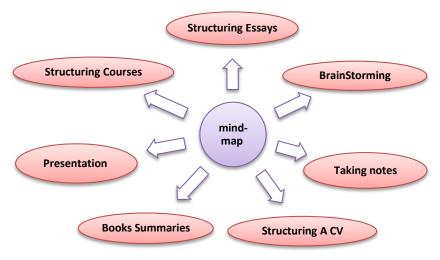


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mind-map give considerable innovations in the technological domain, such as reducing the need for multiple tools, it is easy to share, visible richness, the experimental study had been implemented using coggle tool. (Zdena, 2014), presented teaching pattern of visual programming courses through an electronic platform, through presentations based on power point, the training process of data and getting the solutions had been done. The tested the possibility to use this platform to submission multiple home-works. This platform also enable to be used to do the finaltests. E-learning had been proved the affectivity in acquiring deeply extra skills related to visual programming compared to the traditional way. (Chun-Yen, 2018) discussed comprehensive improvement of the main principles of programming using visual programming language. (Yizhen et al., 2018) ,adopted a method for teaching based on designing and transforming the abstract as well as the unseen thinking into seen thinking according to the educational contents. (Fahd et al., 2021) studied enhancement the performance of students in writing English by using mind-map as a brainstorming-tool to achieve interactivity. The studied samples had been selected from Oassim University in Saudi Arabia. (Sukirman, 2022), Investigated a tool for visual programming based on blocks to learn the programming principles. The result had presented that the students' scores was higher with the proposed tool.

Features of electronic mad-map:

- 1- Possibility to edit easily through drag & drop the topics according to the user's idea.
- 2-Possibility to add multi types of files such as, images, videos, links, audio files, ...
- 3- The applications which used to implement the map-mind offer several ready templates of mind-maps.
- 4-Possibility of sharing and collaborating with other learners in real-time.
- 5- After creating the mind-map online, it has been stored through cloud-stored and the user could access this maps anywhere and anytime.
- 6- Possibility to modify the colors, forms, sizes of the elements.
- 7- There are many applications on the computers or mobile-phones to achieve creating this maps and it is very easy to use.



fig(1): Some uses of Mind-Maps for various purposes



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Basic Types of Mind-Map:

- (a) **Circule mind-map**: It is a good tool to define and display the details related to any type of concept, it helps to format the ideas of brainstorming and linking them in a logical-flow.
- (b)**Flow mind-map**: It is a powerful tool which used to formulate a suitable sequence for data groups and different procedures. It is useful to improve the learners' skills at different levels. It could be vertically or horizontally. This kind is very desired from scientific learners.
- (c)**Bupple mind-map:** this type serve the basic purpose of illustration the whole idea briefly, it describe any type of phenomena by using specific adjectives, that is very important to select the required adjectives carefully. This type enable in using a perfect wordlist.
- (d) **Doubly Bubble mind-map**: This type is extracted from the previous type (Bubble). It is used to characterize bigger amount of data with less words. Double Bubble enables the comparison between two things and help the learners to have a more cohesive way for analyzing different situations.
- (e) **Multi-flow mind-map**: This map could take out rapidly the purposes related to concept and how it could affect surrounding.
- (f) **Tree Mind-map:** This kind is powerful for big amount of data which require to settle out, but there is difficulty to categorize this data.
- (g): **Bride mind-map:** This kind is useful to reduce the interference between two concepts and define two various concepts and specifiy the relation between them.
- (h) **Brace mind-map:** It could analyze and estimate portions of information. It is used basically for the big amount data which is conceptual.
- (i) **fishbond mind-map**: It shows the processes regarding to the presented concept, It enables to conptualize the potential causes of a problem and arrange the concepts into categories.

The basic steps to build an electronic mind-map:

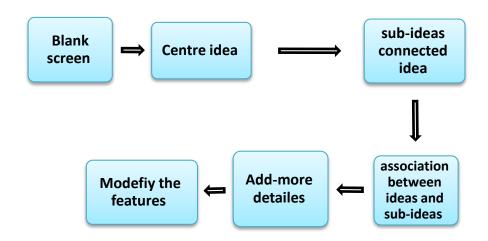
The basic steps to build an electronic mind-map:

The electronic mind-map is generally an activity which is described by imaginative so the way to design this map could be varying according to the personal benefits, projects as well as resources. If the user use a technology tool to construct the electronic mind-map, It should be following a systematic method:

- 1- starting when the screen is blank.
- 2-It should fill the central theme or idea and write in the middle the theme of brainstorming.
- 3-Sub-ideas of brainstorm should add them to screen and write the reflections of brainstorm-ideas on branches which originated from the center
- 4- then drawing the lines for the connection between ideas and the sub-ideas through drop/drag the required elements to rearrange the thoughts. It should apply multi facts to every idea,
- 5-the tools of formatting should also used to modify the colors, size, forms as well as adding pictures or icons



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Fig(2) The basic steps to design an electronic mind-map

Visual programming:

Visual programming include programming language which enable users to create their programs through graphical elements rather than textual way, visual programming is easier and simpler than textual one especially for beginners. The visual language program is based on graphical-editor. The graphic elements are joined by connectors with arrows in a way to present the direction of dataflow.

6-Method:

The sample studied consists of 160 undergraduate learners of (department of Computer) in the Elmergib University in these faculties: Faculty of Science in Al-Khums, Faculty of education in Al-Khums, Faculty of Arts and Humanities in Kaser Al-Akhiar, Faculty of education in msallata, Faculty of Information Technology.

The sample is selected randomly, and distributed to two groups: first group is an experimental (blocks-based group) and the second group is an electronic mind-map(blocks-based group), e-learning sessions of each group were implemented according to the requirement of experimental study. Visual programming language courses is used in the experimental study, the time period to do the experience was one week, another four day workshop on electronic mind-map was implemented for the second group. It has been developed self-tutorial program for electronic mind-map and given to learners groups. To evaluate the problem of solving-skills, It has been assigned the same problem of computing to every group as a next test.

7-Results:

A null assumption starting had been constructed which implies that

there is no difference in results. This assumption was examined, The confidence-intervals had been calculated to note the statistical meaning for the true assumption. The results arranged in table 1 presented the learners scores with and without electronic mind-map.

To compare the performance improvement, it had been applied the T-test: the confidence-interval had been kept at (99%) which resulted in:

$$t = -7.382$$
, $df = 59$, $P_{value} = 6.049e - 10$



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It could be seen that the real difference in the proposed means is not zero, while the percent value of the confidence interval (-0.8406021 - 0.8476062). The mean of the result differences was: -0.8490547

The null assumption with high value of confidence had been rejected due to the very low value of P_{value} as well as the confidence-interval not contain 0, the results had shown that there is a close relation between learners' scores and the instructional means. This study presented the effectiveness of using educational tools in learning programming through by e-learning platform. The skills of issue solving are the basic factors had been focused in this study Firstly, the impact of blocks-based programming on the students' ability of solving problems of the studied groups had investigated, it had found that there is no considerable difference between the studied group, Secondly, electronic mind-map had used as an interactive tool. The examined groups had been received the instructions of electronic mind-map. After the electronic mind-map had been applied, it had found some differences and the performance of group with the electronic mind-map was better than the group without this map. The weakness of the group that did not receive the electronic mind-map directives due to the starting directly in the code building. The results of this study had presented that the use of electronic mind-map before starting of code helps learners to think better. This had been emphasized the need of brainstorm tool. The performance of beginners is better when the electronic mind-map was used, this help effectively to enhance learners' abilities to solve problems.

Table(1)

	E-Mind-Map	Scores	Variance
1 st group	0	1.03	0.86
2 nd group	1	1.72	0.29

8-Conclusion:

Despite beginner programmers experience many challenges when they starting to learn programming but the lack of Skills related to problem solving is one of the basic reasons of the low level of their performance. The results extracted from the experimental study had shown that the using of various strategies to solve the problems related to programming languages especially visual type which depending on blocks could be more powerful in teaching this subject, electronic mind-map had been proved its powerful as a solving and thinking of problems tool to perform the activates related to programming. Electronic mind-map improve the performance of the learners especially in learning programming materials. The results had proved the enhancement in improving the skills related to study this programming languages online.

9-Future work:

Visual programming language teaching online proved its affectivity in increasing the comprehensive of these materials. However this method probably experience some difficulties like the lake of Lack of commitment of some student as well as the lack of wireless and other factors which impact on the efficiency of e-learning, so future work should be concentrated on study the effects of these challenges on the performance of learners through platforms and using electronic mind-maps.

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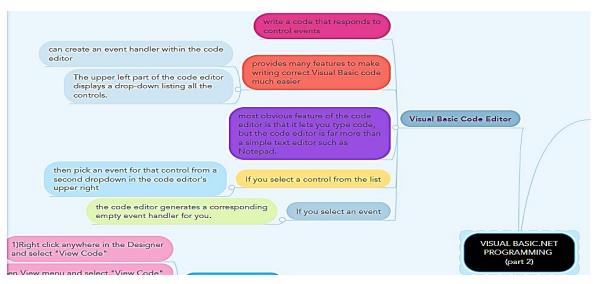
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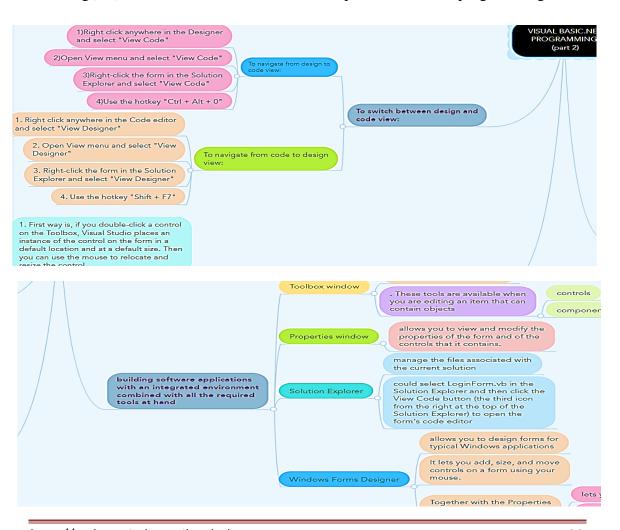
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Appendix: The electronic mind-map designed to teach the visual programming course

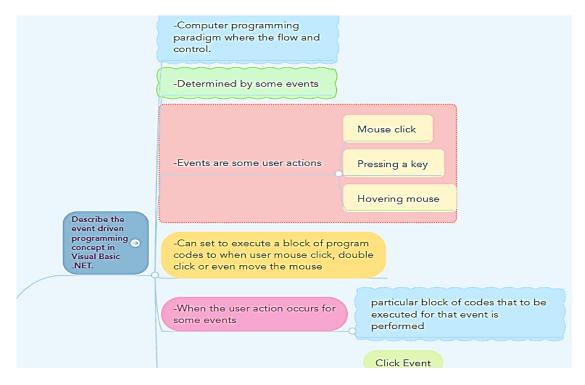


Fig(3-a): Parts of basic electronic mind-map used for Visual programming





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Fig(3-b): Parts of basic electronic mind-map used for Visual programming

From fig(3) in the Appendix, it could be seen the components of the electronic mindmap, this map is flow mind-map flow it explain obviously these main cores:

(1) Visual programming language code editor and this includes:

- a. write a code responding to the control event.
- b. provide features to make writing correct code much easier.
- c. most obvious feature of the code editor that lets you type code,
- d. If you select control from a list then pick up an event for that control from a second dropdown in the code editor's upper right.
- g. if you select an event: the code editor generate a corresponding empty event handler for you.

(2) Describe the event driven programming concept:

- a. events are some user action
- b. Can set to execute a block of program codes to when user mouse click, double click or even move the mouse.
- c. when the user action occurs for some events.

(3) building software applications with an integrated environment combined with all the required tools at hand

- a. toolbox window.
- b. Properties of window
- c. solution explorer
- d. windows forms designer

(4) To switch between design and code view

- a. to navigate from design to cod view.
- b. to navigate from code to design view.



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(5) How to add controls to a form:

Windows forms designer allows you to add controls to a form in as several different ways.

Mind-map using software could be designed in several ways. There is no particular form. It is only necessary to define to center of the map and the branches. It is also necessary to connect between the center and its branches. This require the deep understanding the relation between the main idea as a center and the branches.



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