

EFFECTS OF LEARNING OBJECTS IN TEACHING REALTIME SYSTEM

Daniel D. Dasig, Jr.

College of Computer Studies and Engineering

The study presented the Realtime System learning objects model and aimed to determine its effect on teaching Realtime System. The descriptive-developmental design was used during the development stage. An interest inventory was used as instrument in determining topics and types of learning objects to be used in the development of materials for the course. The experimental method of research was employed using randomized pretest and posttest design during the validation stage. The respondents consisted of 50 students who were divided into experimental and control groups. Twenty-five students comprised the experimental group using the developed model. The other twenty-five students were taught in a blended learning approach. The study revealed the effectiveness of the new model in teaching Realtime System, hence it is recommended that learning facilitators should make use of learning objects in other courses and that further studies be done by conducting experimental validation and empirical investigation.