

Development and Validation of e-module on Creativity for Agricultural Students

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ABSTRACT

Creativity plays an important role in development of science and technology. The main purpose of the study was to develop and validate an e-learning module on creativity for agricultural students. Hence, the researcher developed an e-learning module by using content management software "Course Lab (version 2.4)". Topics related to creativity of students were included in the e-learning module based on comprehensive review of the available literature in an online as well as offline mode and educationist's suggestions. Data on seven validation parameters *wix*, content, visual design, learning & support, motivation to learn, perceived utility and navigation, accessibility, interactivity were collected from agricultural students and analysed. Simple random sampling procedure was used for the selection of respondents. The results of the study showed that applicability of the e-learning module ranked first according to the students while learning and support, content, visual design, motivation to learn, perceived utility and navigation, accessibility, interactivity etc. ranked second, third, fourth, fifth, sixth and seventh respectively. The overall mean of 2.75 indicated moderately high liking/validity of the e-learning module by the students. Therefore, this study suggests that the developed e-module can be a useful tool for effective learning and enhances the knowledge and skills of the students.

Keywords: e-module and creativity, Development, Validation