

## Online public health course to facilitate self-directed learning with original making videos

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## Abstract:

The recent surge in online learning has necessitated a greater emphasis on self-directed learning (SDL), a shift that has presented challenges for numerous students (Kim et al., 2021; Pokryszko-Dragan et al., 2021). Online SDL, particularly within public health education, has emerged as an effective pedagogical approach, demonstrating potential for fostering independent knowledge acquisition.

Online pedagogies underscore students' central roles in learning, promoting independent cognitive processes over rote memorization. They offer students the flexibility to revisit complex concepts and control their learning pace. During the COVID-19 pandemic, online learning environments, which transcend geographical barriers, have reported moderate student satisfaction (Bdair, 2021).

The use of curated video and virtual reality (VR) content in online courses has proven efficacious in enhancing engagement, comprehension, and retention of complex public health concepts. Videos uphold curricular objectives and introduce flexibility for self-paced learning (Campos-Sánchez et al., 2014). They also augment learning performance by directing student focus towards critical instructional content (Chiu et al., 2018).

Consequently, we propose the development of an online SDL and VR public health course, incorporating original video content to prepare undergraduate students for their academic careers in public health. We intend to produce videos exploring fundamental public health concepts, communicable and non-communicable diseases, and the principles of One Health. All materials will be integrated into the CityU's Canvas system, thus contributing to the university's knowledge repository and promoting independent learning.