APPENDIX III

Dear Students,

I wish to approach you with an assignment, which is part of my doctoral research at the Department of Education (CASE), Faculty of Education & Psychology, The M. S. University of Baroda, Vadodara. Kindly respond to the set of statements according to the instructions provided above them. The statements are with regard to your attitude towards different aspects of the Computer Based Art Education you have just gone through. These statements do not have right or wrong answers, these statements aim only at finding out your belief for the developed package. Your belief may be different than your friends who are sitting next to you so do not copy. You respond to these statements according to what you believe and not according to what you are supposed to believe.

Your truthfulness in answering to the statements would be valued and your cooperation highly appreciated. I would like to assure you that your responses will be treated as confidential and be used exclusively for the purpose of this research study only.

Thanking you for your cooperation,

Deepak Mahakul
Investigator

REACTION SCALE FOR THE STUDENTS

Instructions: *The following statements are pertaining to the computer based art education. Twenty items are given, on which your views are invited. These statements are put under a 5-point scale, ranking from Strongly Agree (SA), Agree (A), Un Decided (UD), Disagree (D) and Strongly Disagree (SD). Please read each statement carefully and judge it whether you are agree with it or not. Indicate your response by putting a tick mark (√) against the appropriate level of satisfaction as you perceive.*

Sr. No.	Items	SA	A	UD	D	SD
1	I like the art education package presented through the computer.					
2	The way the content presented was interesting.					
3	The instruction given for each content was clear and easy to understand.					
4	The language used in the package was easy to understand.					
5	The testing and subsequent feedback was useful.					
6	Each topic became easier while learning through the package.					
7	Combination of text and graphics made our learning interesting for each topic.					
8	The use of paint brush, photo shop, coral draw, flash, power point, photography, scanner, electronic slate and internet was appropriate.					
9	The use of paint brush, photo shop, coral draw, flash, power point, photography, scanner, electronic slate and internet made our learning interesting on each topic.					
10	The use of paint brush, photo shop, coral draw, flash, power point, photography, scanner, electronic slate and internet made our learning understandable.					
11	The package is user friendly.					
12	Contents are logically sequenced.					
13	Content covered in each unit of the package is sufficient.					
14	The package material prepared helped me in self study.					
15	Feedback provided helped in understanding the visual art.					
16	Examples given in the package helped in understanding the concepts.					
17	Materials covered in the package are adequate to the package purpose.					
18	We can now apply paint brush, photo shop, coral draw, flash, power point, photography, scanner, electronic slate, internet in creating art.					
19	Other topics should also be taught by the packages.					
20	Use of 2D, 3D images made our learning interesting for visual art related topics.					
21	Use of new technologies helped us to communicate ideas.					

Sr. No.	Items	SA	A	UD	D	SD
22	Use of technology such as the Internet, blogs and social networking increased our ability to experience different cultures and stories.					
23	Use of digital software made us able to identify characteristics and expressive features of art.					
24	Visual art allowed us to compare and contrast the style, design characteristics, and expressive features of historical and cultural works of art through traditional and mass media.					
25	Visual art embodies the inner quest for self-knowledge and reflects relationships between humans and nature.					
26	Digital media can communicate various ideas through art.					
27	The developed package allowed us for the development of skills to work within the commercial art environment.					
28	Through the use of new technologies in developed package, studio skills have evolved beyond the traditional skills, and yet can still rely on the foundational structures to create new skills.					
29	The developed package enabled the purpose of art to expand.					
30	Use of photography, neon lights, paint, and computer and digitally generated art given us more opportunities to preserve and capture aspects of present-day art.					
31	Technology can be a tool in creating two- or three-dimensional art and provide infinite possibilities to manipulate characteristics and expressive features in works of art.					
32	Technology and the World Wide Web facilitate the research of cultures.					
33	Digital media and computer technology can help to identify components in art.					
34	The developed package showed the connection between storytelling with words and with images.					
35	Computer package used to explore works of art by providing opportunities to experience a myriad of diverse works of art as well as information on the artists.					