# Paper Submission for ICLIST 2024

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### Title and Abstract

The title and the abstract should be entered as plain text, they should not contain HTML elements.

Title: *		
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Type a list of keywords (also known as key phrases or key terms), **one per line** to characterize your submission. You should specify at least three keywords.

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## ICLIST2024 Submission 3

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Submission 3										
Title	Cre	Creation of Web-based Learning Materials with Google Sites on the Content of Photobook Production Process								
Paper:	<b></b>	💣 (Sep 30, 02:10 GMT)								
Author keywor	ds Goo Pho	Web-based Learning Google Sites Photobook Production Process								
Abstract	Lea mot the Goo crea exa who pos scor (4.3 incr	Learning or training from paper-based manuals could be unclear and inconvenient, and the documents require safekeeping. Nowadays, mobile electronic devices make it easy to access online learning at any time. The objective of this study was to create a website to enhance the learning and training of operators in a photobook production company. The web-based learning materials were therefore created with Google Sites providing the multimedia using the Capcut program for video editing and audio inserting. The Canva application was used to create the graphics and illustrations. The qualities of the website were evaluated by 3 experts in content and 3 experts in learning media. To examine the effectiveness in learning and motivation, the link of Google Sites or the QR code was sent to the sample group of 30 learners who started by taking the quiz as a pre-test before learning. After watching the video of 7 episodes, including the introduction of the photobook, pre-press process (file preparation), printing process, and post-press process (finishing and binding), the sample group took the post-test and questionnaire for their satisfaction through an online questionnaire of 5-rating scale. The qualities showed that the average scores were 4.37 in content (good) and 4.59 in learning media (very good). The satisfaction of samples showed that the content was good (4.37), the design was very good (4.51), and the website access was good (4.4.77). The learning achievement of the sample group was increased to 68.5% (determined by the difference in average scores between the post-test and pre-tox of 20 multihole-choice aucetions.								
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