

Infocomm Clubs Effectiveness Survey findings

> Methodology

Survey Scope

Teachers and students involved in the Infocomm Clubs Programme

Data Source

All schools involved in the programme were issued an invitation via email to participate in the survey.

Interview Method

Self-administered online survey

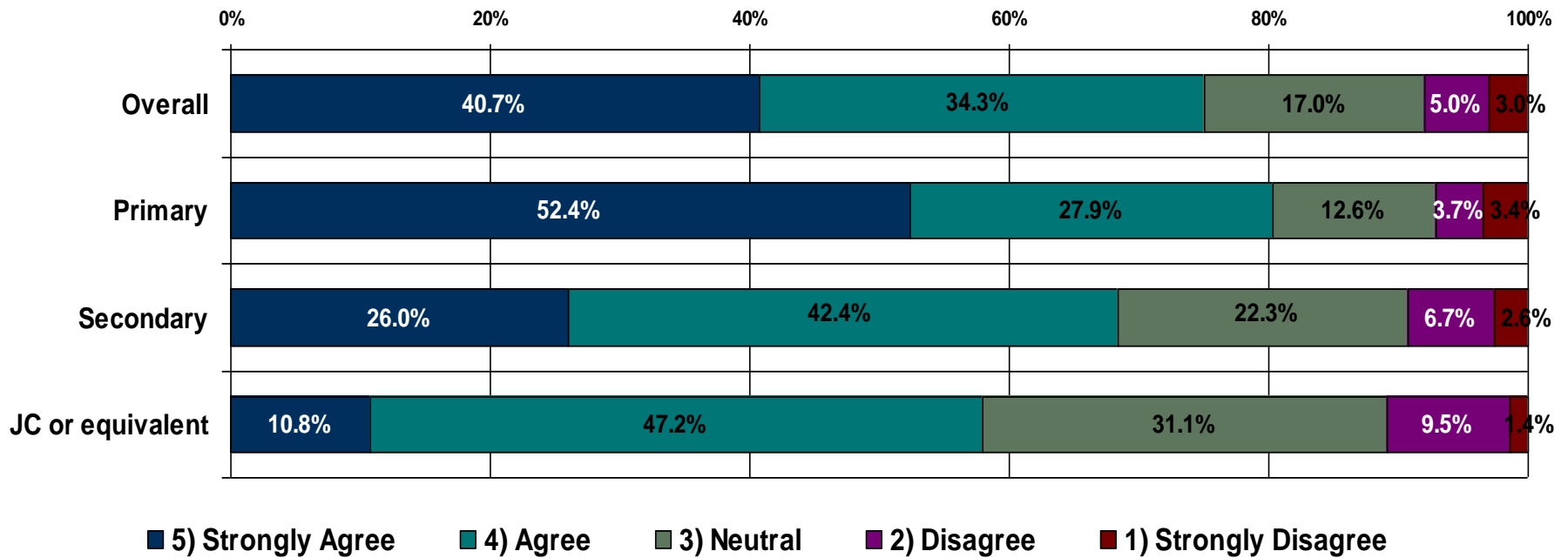
Sample Size

	Targeted	Achieved
Students	2510	4140
Teachers	238	263

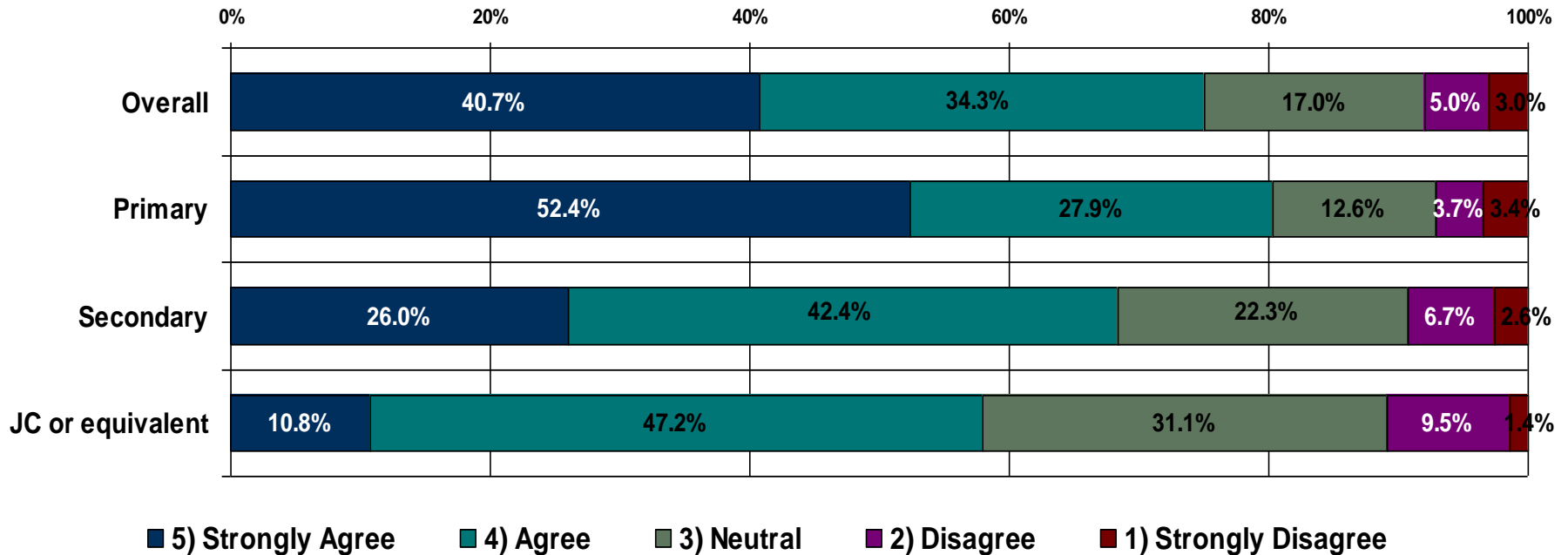
Data Collection Period

27 Oct – 20 Nov, 2010

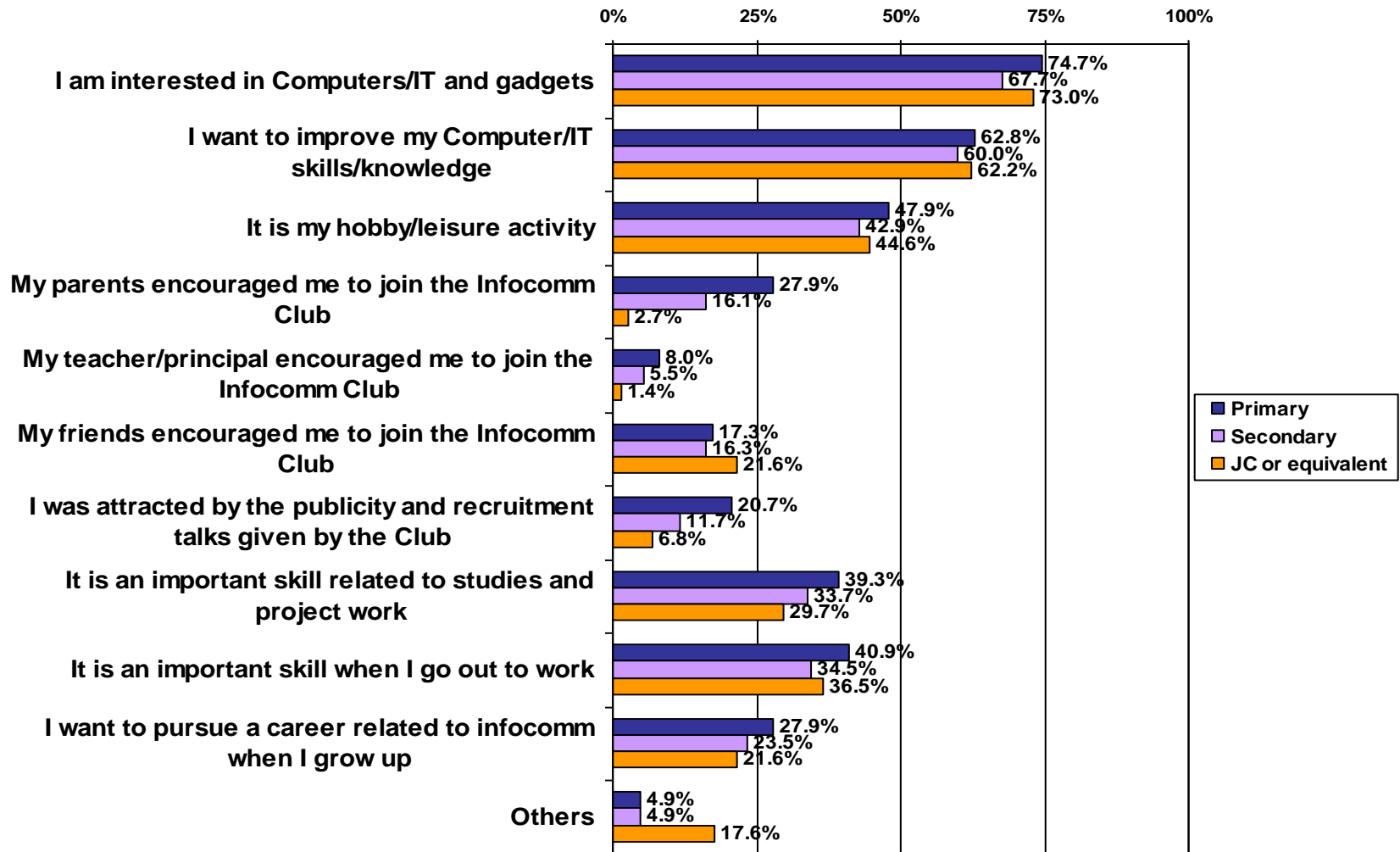
1) On the whole, 75.0% of students agreed and strongly agreed that they are satisfied with the Infocomm Clubs Programme.



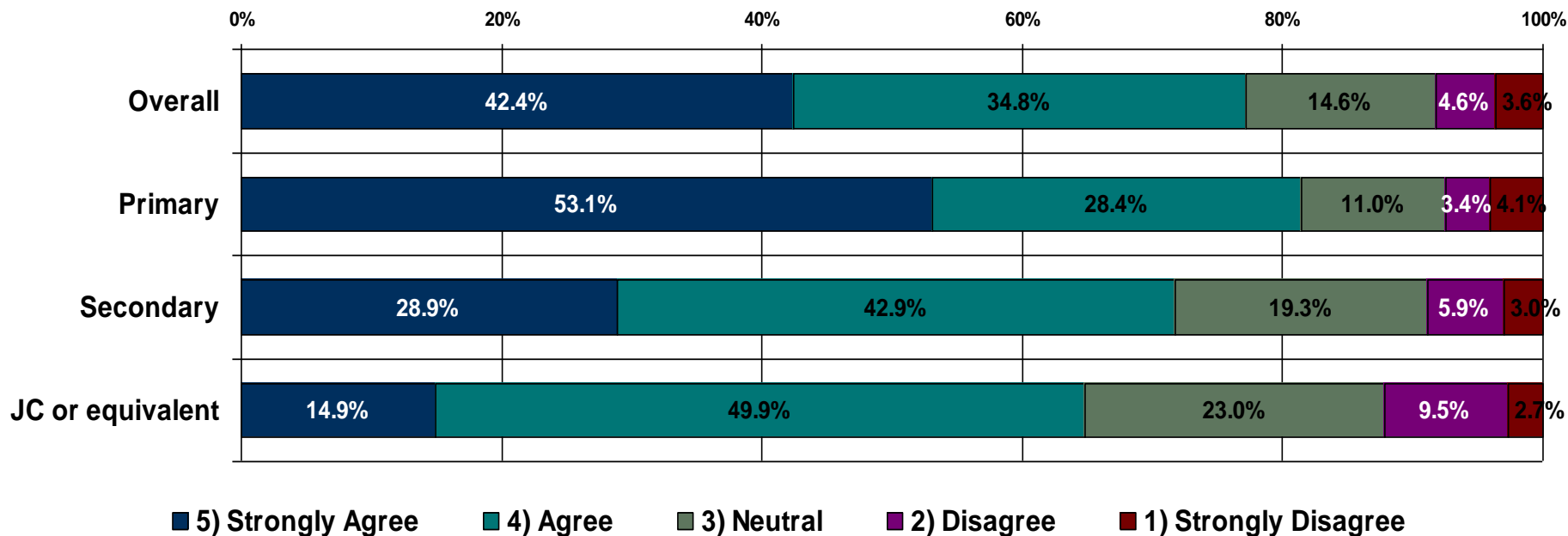
2) 93.5% of students would encourage their schoolmates to join the Infocomm Club.



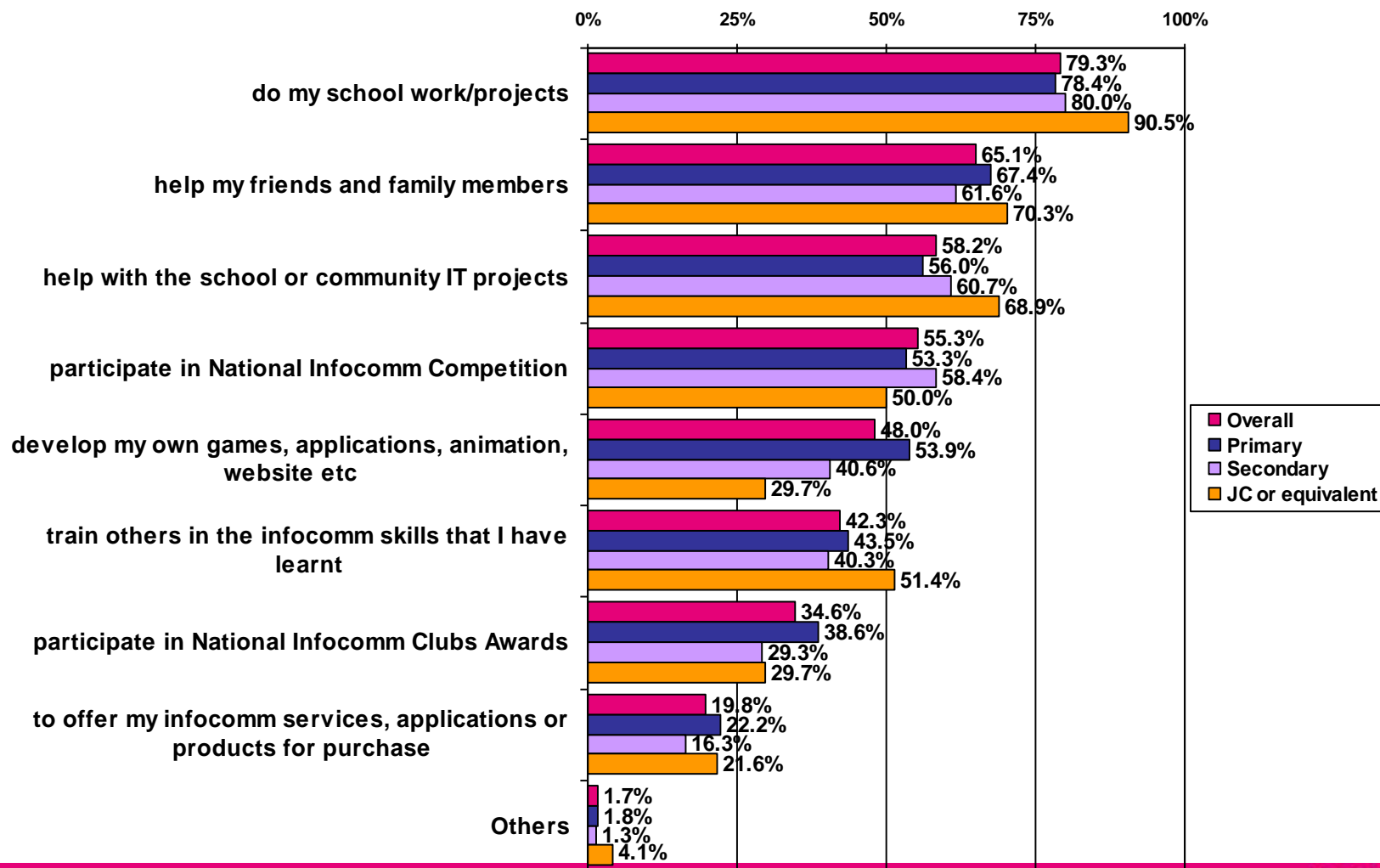
3) 71.8% of students joined the Infocomm Club as they were interested in Computers/IT and gadgets.



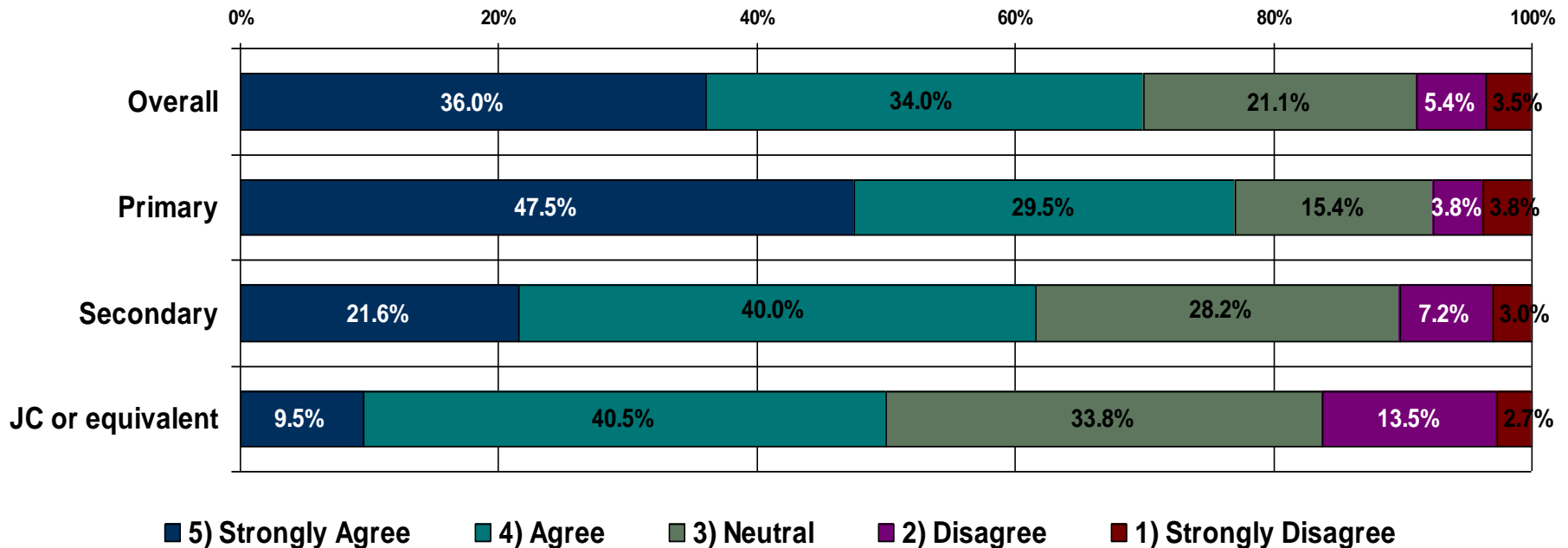
4. 77.2% of students agreed and strongly agreed that the training curriculum allows them to acquire infocomm skills.



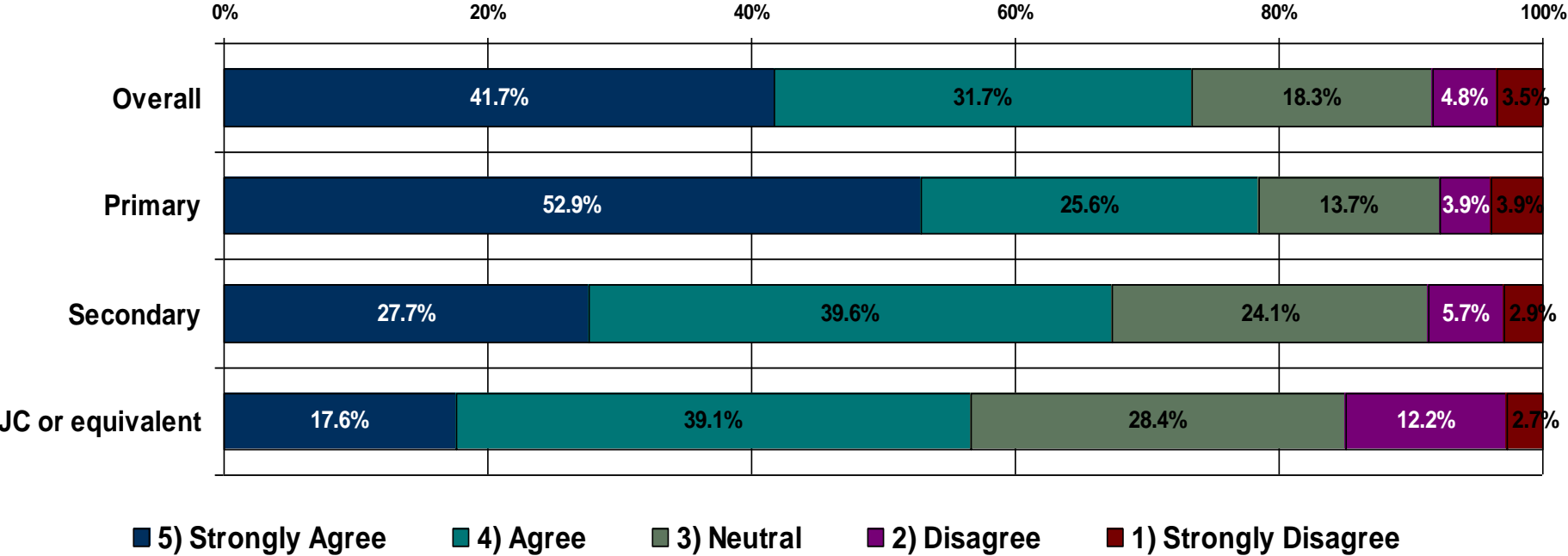
5. 79.3% of students were able to apply the infocomm knowledge and skills to do their school work/projects.



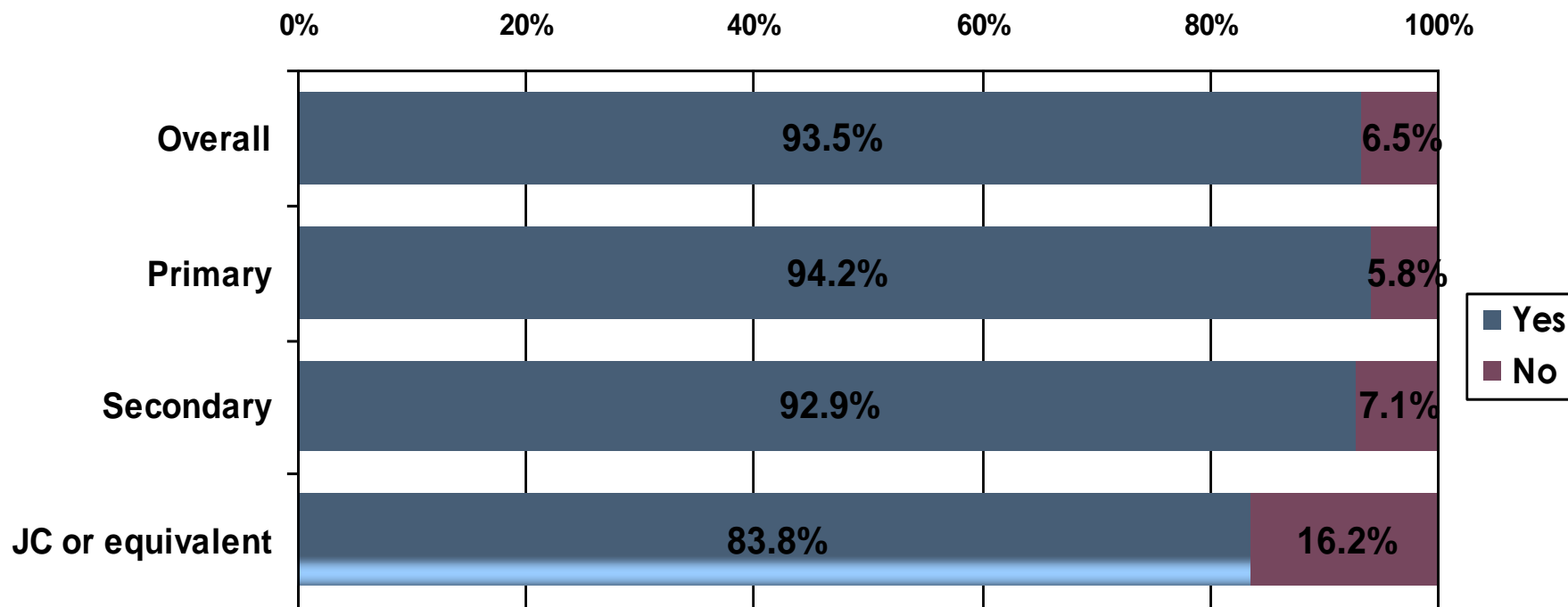
6. 70.0% of students agreed and strongly agreed that the trainer conducts the lessons in an interesting and engaging manner.



7. 73.4% of students agreed and strongly agreed that they have developed an interest in infocomm through the Infocomm Club.



8. 93.5% of students would encourage their schoolmates to join the Infocomm Club.



9. How can we attract students to join the Infocomm Club?

Overall:

- Word-of-mouth to tell them about the fun/interesting activities and friendly staff (20.3%)
- Give presentation about Infocomm Technology, its importance, fun activities, our inventions etc (17.3%)
- Set up banners, posters, notices or giving out brochures/flyers/pamphlets to reach out to the mass (15.3%)

Primary:

- Word-of-mouth to tell them about the fun/interesting activities and friendly staff (27.3%)
- Set up banners, posters, notices or giving out brochures/flyers/pamphlets to reach out to the mass (20.4%)
- Give presentation about Infocomm Technology, its importance, fun activities, our inventions etc (13.2%)

Secondary:

- Give presentation about Infocomm Technology, its importance, fun activities, our inventions etc (24.0%)
- Word-of-mouth to tell them about the fun/interesting activities and friendly staff (9.2%)
- Organise more activities within the Infocomm Club (7.7%)

JC:

- Word-of-mouth to tell them about the fun/interesting activities and friendly staff (20.8%)
- Give presentation about Infocomm Technology, its importance, fun activities, our inventions etc (12.5%)
- Have a game/competition where people can win prizes/awards (8.3%)
- Show videos of the achievements of the Infocomm Club (8.3%)
- Have more interesting programmes or courses e.g. Overseas trip, weekly fun workshop (8.3%)
- Enhance the learning experience where students can learn more advanced skills (8.3%)

Conclusion

> Key Findings

- Students appreciated competitions and platforms for them to showcase their works.
- Students liked that they were given the opportunities to learn skills outside of school work which includes: programming, coding, web and mobile application designing, animation, robotics and photo and video editing.
- Students apply their Infocomm knowledge and skills to their home work, projects and helping friends and family members

> Recommendations

- Allow students to join more competitions and events to provide a platform for them to showcase their works and opportunities to earn more CCA points.
- Self-directed learning

> Teachers' Perspective

1. On the whole, 66.6% of teachers were satisfied with the Infocomm Clubs Programme.
2. 74.2% of teachers agreed and strongly agreed that the training curriculum allows the students to acquire infocomm skills.
3. Teachers would want their students to be trained in:
 - Digital Media (86.7%)
 - Games Development (71.5%)
 - Mobile Apps (63.5%)
4. 67.3% of teachers indicated their students would be interested in company field trips.

