

Modern Trends in Graphic Design Education between the Traditional and E-Learning Methods and the Integration Among them

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Abstract:

E-Learning in graphic design promotes collaborative learning, so it resulted in a more engaging and enriching experiences of learning. Graphic design content can be delivered to a small or large number of learners with little effort. Where traditional graphic design education depends on the traditional culture that is based on the production of knowledge, the teacher is the basis of learning and the student is a negative element depends on receiving information of the teacher without any effort. The research aims to identify the modern trends of graphic design education (traditional and e-learning methods) and propose a learning model for achieving effective integration between them in graphic design learning (Blended learning). The research presents a model to achieve effective and innovative integration between the directions of graphic design education to suit the students of faculties of applied arts in Egyptian universities. **Problem Statement:** The research problem emanates from the need to use and apply digital technology media in graphic E-learning and try to integrate it with the traditional learning, as Blended learning become one of the most advanced way to teach graphic design to keep pace with the evolution and quality of graphic education in the world. **Aims and Objectives:** The research aims to identify the modern trends of graphic design education (traditional and e-learning methods) and propose a learning model for achieving effective integration between them in graphic design learning (Blended learning). **Hypothesis and methodologies:** The study follows the descriptive methodology, While the research hypothesis depends on the creation of a model for the integration of e-learning with the traditional in the teaching of graphic design will lead to the effectiveness of the educational process and provide the advantages of both methods. **Conclusions:** The research was concluded with some relevant results The research presents a model to achieve effective and innovative integration between the directions of graphic design education to suit the students of faculties of applied arts in Egyptian universities. That the most important elements of graphic design education lies in activating the practical training of traditional education and integrating it with E-learning. As this method has the ability to adapt the designers with what is required to accomplish because of the capabilities of this method to save time and effort.

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