3.1 PLAN

3.1.1 Analysis

- **Identify the topic**

  Learning the information about project (FTU mooc) of senior that not completed and we got the idea that to develop the system of senior.

  Discuss with Adviser and Professional of E-learning.

  After got the topic we discussed with adviser and professional of e-learning and find of possible of doing the topic.But we got some problem with the function that we gonna add into the system. And then adviser give the solution that to see the function standard of each website of mooc.

- **Find the Information.**

- After getting the project topic. The second step is collect information of mooc and know the important fucntion that must have in the system.

- **Suitable.**

- FTU mooc website application is developed to be a choice for student in Fatoni University to use it easily.
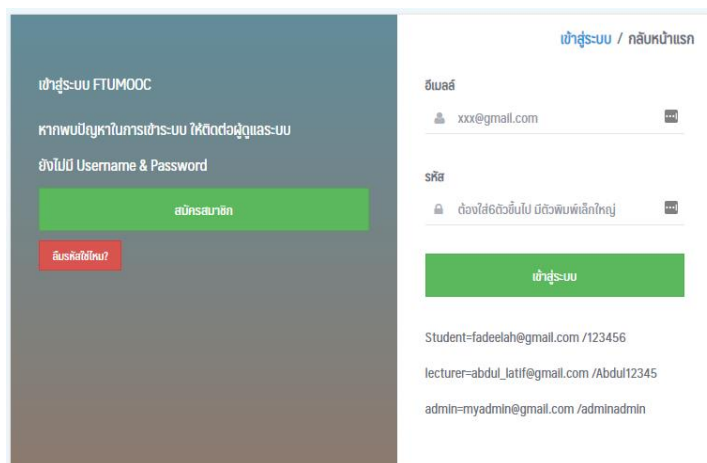
- **Propose:**

  we developed this project propose is developed FTU mooc website application to be more comfortable and make more understand

because include video, teaching documents in the courses and the student will got certificate.
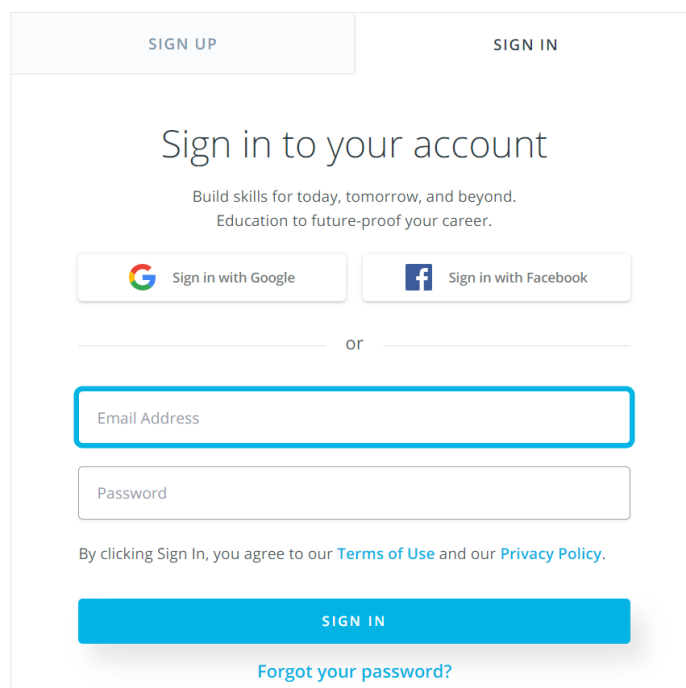
3.1.2 Designing

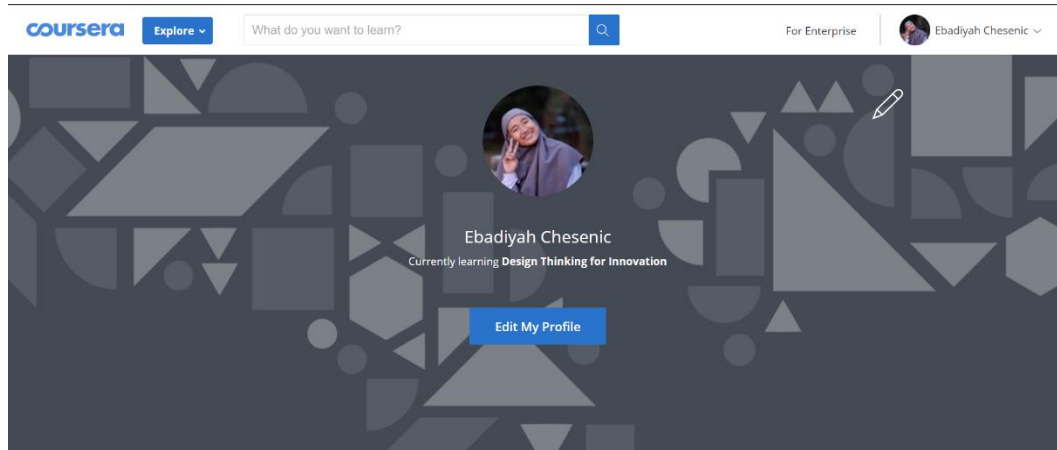We will develop and designing the FTU mooc to be :

1. **Login**

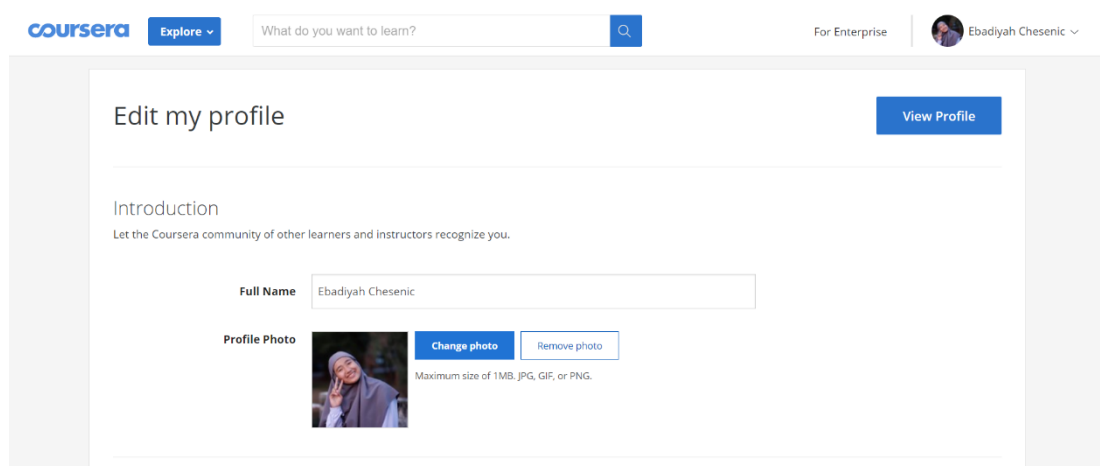*Finger 2: the past login for senior system*

Finger 3: Update to login with Facebook or Google gmail

2. View Profile

Finger 4: View Profile of student

Finger 5: Edit Profile of student

3. Examination after study

3. Jaw thrust สามารถทำร่วมกับ bag mask ventilation
[X] ก. ถูก
[ ] ข. ผิด

4. แพทย์สามารถทำ Basic airway maneuver ขณะที่ผู้ป่วยสวม hard collar ได้อย่างมีประสิทธิภาพ
[X] ก. ถูก
[ ] ข. ผิด

5. ต้องทำ Manual-in-line cervical spine immobilization เสมอขณะทำ basic airway maneuver ในผู้ป่วย blunt injury ที่หมดสติ
[X] ก. ถูก
[ ] ข. ผิด

6. ผู้ป่วยที่การหายใจดีขึ้นหลังจากทำ basic airway maneuver มักจะไม่จำเป็นต้องได้ definitive airway
[X] ก. ถูก
[ ] ข. ผิด

7. ไม่ควรใช้ nasopharyngeal airway ในผู้ป่วยที่สงสัย base of skull fracture
[ ]

Finger 6: Take exam after study the courses

4. Certificate

Finger 7: Certificate of Thai MOOC　　　　*Finger 8: Certificate of CHULA MOOC*

3.4 SUMMARY

Reference

[Article] Abdullah Katutu, Abur Hamdi Usman. (December 2015). Lukman Al Hakim Messages: A Theoretical Model on How to Teach in Modern Era.

[online] Jameela. (18 January 2019). What Parents Can Learn from Luqman's Advice to His Son. http://www.jameelaho.com/2019/01/what-parents-can-learn-from-luqmans-advice.html?m=1&fbclid=IwAR3_-OCbg6mPL3e-3QdDfq135a0AYYrYasVJy_678Z1-sLEShg1fgcjZpEM

[online] Ali Maki. (March 11, 2020). Lenient, Authoritarian, and Authoritative Parenting. https://www.islamicinsights.com/news/community/lenient-authoritarian-and-authoritative-

parenting.html?fbclid=IwAR2xNs8XirCalt7SH8A1XzvVhJ2Ti4eeaZGDOlnrQIstRyGF9khh-rWfCGw

[online] Youversion, OneHope. Bible Storybook from The Bible App for Kids. https://bibleappforkids.com/storybook?fbclid=IwAR1w_nPKDoH1YF4xyFbPdsF0f91b1oSS-QWtpdb9Ww7ZG4HtF-s5epQJofs.

[online] Shah Sadat. (Jun 16, 2013). create asset in illustrator cs 6 and import to unity. https://answers.unity.com/questions/475593/create-asset-in-illustrator-cs-6-and-import-to-uni.html

[online] Published (November 20, 2019). What is Adobe Illustrator. https://www.agitraining.com/adobe/illustrator/classes/what-is-adobe-illustrator

[online] DocFX. Canvas. https://docs.unity3d.com/Packages/com.unity.ugui@1.0/manual/UICanvas.html

[Journal]. Victor Samuel Zirawaga, Adeleye Idowu Olusanya, Tinovimbanashe Maduku. (2017). Gaming in Education: Using Games as a Support Tool to Teach History.

[Article] Aishah Razak, Thomas Connolly. (January 2013). Using Games for Learning, from the Students' Perspectives

[Article] Members of the EDUCAUSE Games and Learning Constituent Group. (2014). 7 THINGS YOU SHOULD KNOW ABOUT.