A Blend of Face-to-Face and Online Delivery Method for Advanced C++ Programming

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Abstract

Presently the University of Houston (**UH**) offers many courses, through the office of Educational Technology and Outreach (**ETO**) initiative, in four structured formats referred to as Face-to-Face, Instructional Television, Online, and Videotape. Each of these formats has its own set of advantages and disadvantages. It is not the intent of this paper to address or elaborate on these issues.

A casual look at the online format course offering at UH revealed that it has not attracted the attention of the faculties in the college of Engineering, Engineering Technology Department, and Computer Science Department, as evidenced by the number of online course offerings from these areas.

A proposal to develop a blend of face-to-face and online delivery method for Advanced C++ Programming, a course offered through the Department of Engineering Technology, was submitted to ETO and was approved in spring of 2003. The course was redesigned during the summer of 2003 and was offered in the fall of 2003.

This paper presents the preliminary results of the experiences gained, problems, issues involved, and attempts to draw some meaningful conclusions so that it can pave the way for future technical course offerings in the blended format. The paper also discusses some metrics such as time and effort required and available faculty support at UH for developing online course.