

Development of Web-based Correction System for Artistic Design

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Abstract

We have developed a web-based correction system for artistic design education. This system aims to eliminate the restrictions on the time and location of studying for both students and teachers. It enables students to submit their work easily and it enables teachers to coach students by correcting their work on a web browser. Thus, it can assist artistic design education effectively.

1. Introduction

In artistic design education at University, face-to-face coaching is standard in Japan. Most teachers are educators who also perform their own creative activities, so they often do not have enough time to coach students or exchange information and opinions with their colleagues. To solve these problems, we have developed a web-based correction system for artistic design. We applied this system in real classes for a cartoon art course for six months at Kyoto Seika University. The results showed that the system improved the efficiency of teaching. It also motivated students to make their cartoon art work actively.

2. Requirements and Solutions

Artistic design education has three requirements. We explain our methods to meet them.

1) *To remove spatial and temporal restrictions:* We chose a web-based application to assist the artistic design education. Via the Internet, it is possible for teachers to coach students anytime and anywhere.

Teachers and students can access the web-based application by using a web browser, so it is easy for inexperienced people to use this application.

2) *To support face-to-face coaching:* We developed a drawing tool to work in conjunction with a web browser. This tool can help teachers to correct student's cartoon art work effectively. Students scan their work, save it in JPEG file format, and submit it to the web server. Then, the teacher can check the student's work, add some text comments, and retouch it directly.

3) *To accumulate student's cartoon art work:* A database enables students to accumulate their work. It also enables teachers to share coaching advice with other students. They can retrace the process of creating cartoon work and the history of coaching as a digital portfolio.

Our web-based correction system combines these methods.

3. Experiment and discussion

We carried out an experiment with this system in Kyoto Seika University from May to November 2001. We found that the system:

1) *Enabled efficient coaching.*

2) *Enabled teachers to share coaching with colleagues.*

3) *Supported the management of coaching and let each teacher perform creative activities.*

4) *Motivated students to create cartoon art work.*