

Implementation of blended learning with native systems: A new model for the application of new technology in Iranian medical education

Sir,

Blended learning is an approach to education that combines online educational materials and opportunities for interaction online with traditional face-to-face classroom methods. In this letter, we explain the trend of implementation of blended learning in Iran and investigating all the aspects of intervention in technology and education-based cultural change in education.^[1,2]

Blended learning is an approach to education that combines online educational materials and opportunities for interaction online with traditional face-to-face classroom methods. It requires the physical presence of both teacher and student.

Applying blended learning with the synergic effect of traditional education and the use of technology in education are among the development of the package for reform and innovation in medical education. This program was designed by the Ministry of Health and Medical Education.

It was included a virtual package was created to reform and innovation and enhance the quality of medical education. The virtual package with the goal of using modern technologies in teaching and learning with the goals of reform and innovation in teaching and learning accordingly, technology-based education as an alternative, complementary, and stabilizing method on one side, then the application of softwares such as learning management system, content promotion software, and rapid e-learning authoring tools, on the other hand, have provided the effective use of new technology in Iran. Over the past 4 years, the following activities have resulted in, apart from taking advantage of educational and student-centered strategies by motivate students to build their e-learning experiences, involve in their learning and see their work, emphasizing on empowerment, and meritocracy in medical science.^[3]

Moreover, outcome-based education should be considered for greater productivity in Iranian education. In this regard, the following can be stated:

- Changes in educational curriculum for responsive and community-based learning^[4]
- Changes in educational strategies for qualitative and outcome-based design (using the SPICES pattern)

- Using Harden's three-circles learning models in teaching and learning lessons
- Emphasizing the objective and innovative methods of student assessment with emphasis on Millers' Pyramid
- The evolution of the virtual package and the implementation of blended learning at various levels and groups of medical sciences^[5,6]
- Supporting educational and training systems for professors and students at various universities
- General faculty empowerment in short-term fellowship and entrepreneurship with the aim of using effective technology of the day and benefiting from it
- Access to free national systems for online classes for university administrators
- Empowerment workshops using educational software applications in national and local levels
- Designing a national massive open online course to select and access the scientific titles of authors, with respecting to intellectual property principles
- Implementing blended learning programs for accreditation of educational areas and using multiple standard models according to the need of universities
- Implementing different learning models based on local and regional needs
- The implications of blended learning over the past 4 years in this area can be summarized as follows:
- Professors' and students' familiarity with the application of technology in education and promoting their media information literacy
- Applying localized technology for more effective, qualitative, and applicable education
- Using multimedia content and standard for practical, complementary, and stabilizing education
- Designing a variety of electronic educational games, educational guides, and practical Apps to educate students and applying some in health education
- Applying indigenous industrial technology and technology-based manufacturing in Iran and supporting Iranian and domestic capabilities
- Improving the educational capabilities of users and students in accessing justice-oriented education to standard educational content
- Using mobile technology in student education and health

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- The access of big and central universities to augmented reality and virtual reality technologies in designing educational programs and support another university about educational products.

Technology and its application in modern education in Iran are no longer an unfledged field and have become a practical technology in education. This will provide a platform for improving the quality of education, training of users, and students with higher academic literacy and will enhance their ability in this field.

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Conflicts of interest

There are no conflicts of interest.

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