

*The Online Training to Create an Online Society That Connects Tourism for Employment and Preparation for Future Work*

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**Abstract**

This research aims to: 1. construct an online training system to convey knowledge and the production process of tourist media to communities and people during the coronavirus disease 2019 (COVID-19) pandemic; and 2. examine people's access to online training systems. Examine the performance of the online trainees. The findings demonstrated that: 1. The developed online training system is of high quality. There are both media and self-evaluations. It may be used as a learning center and for self-development by trainees. During the COVID-19 epidemic, participants were given three months of online training. 1348 individuals have participated in the program, and 267 individuals who have passed the course may submit their work to get certificates. The outcomes of the online trainees who have been taught during the duration of the project are capable of producing video media. The objective is to expose the community to its own attractions at the highest level possible.

Keywords: Online Training, Online Society, During the COVID-19 Pandemic, Future Work, Upskills, Reskill, New Skill

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## **Introduction**

The tourist industry is one of the most significant industries in Thailand's economy, generating more foreign currency than other exports. Consider that the tourist industry contributes to the growth of the nation; provides jobs; distributes revenue; circulates currency in the economy; and enhances the country's image. This study has been deemed the nation's soft power. This initiative has been financed by the government. Developing the nation's personnel skills (reskilling, upskilling, and new skills) to secure employment and prepare for future employment. After the 2019 coronavirus epidemic.

This initiative has been financed by the government of Thailand to develop the nation's personnel skills reskilling, upskilling, and new skills to secure employment and prepare for future employment. After the 2019 coronavirus pandemic. Traveling is the human activities that make happiness. Traveling creates a relaxing environment in addition to having fun. It lifts our spirits, brings us joy, and facilitates our escape from life's stressors (Gilbert & Abdullah, 2002). According to psychology, travel enhances brain function and efficiency. It facilitates better thought processes and can strengthen interpersonal bonds. can also be improved upon. Traveling is a new industry activity that employ different elements of production are referred to as being in the tourism industry. Come develop one tourism service that brings comfort or happiness, then market such services to visitors. 1. The product is intangible. 2. The product is stationary and doesn't move toward the customer. 3. The product is non-degradable. 4. The product may or might not undergo a change of ownership (Preecha Treesuwan 2014). The impact of COVID-19 global travel. This effect was significant and continued for many years throughout Asia. The important thing is the ability of the next generation of individuals to improve themselves by reskilling, upskilling, new skills providing education at learning establishments Part of it can only be completed. Most people in society are not able to access. Due to the demanding and laborious course challenging to alter. Workers make up the workforce. Unable to acquire knowledge. A long way from schools Not enough time to work Inappropriate technique of instruction Providing education at learning establishments Part of it can only be completed. Most people in society are not able to access Due to the demanding and laborious course challenging to alter. Workers make up the workforce. Unable to acquire knowledge. A long way from schools Not enough time to work Inappropriate technique of instruction.

To train working people or people in the labor market who are working it is very important to adapt media training methods to suit the work being done. Therefore, the researcher, who is a media and technology teacher, introduced the concept of the designing process (Brown T, Wyatt T 2010), which is a process for developing work starting with creating something new step by step. To be used as a training process for the nation's workforce to further develop their own tourist attraction information.

## **Population and Sample**

### ***Population***

There were 1348 people who applied to join the project. Self-employed people affected: 2. Laborers in the system who were laid off or returned 3. Labor in the system lacks skills and tends to decline. 4. Labor in the system that is currently valuable but needs upskilling or reskilling 5. Manpower to enter the labor system.

## Sample Group

Those who have studied successfully and submitted a complete work number and people who passed the course: 267.

## Methodology

1. Construct an online training system to convey knowledge and the production process of tourist media to communities and people during the coronavirus disease of 2019 (COVID-19) pandemic.
2. Study the results of using the online training system.

## Results

1. Create an online training system to transfer knowledge and processes for producing tourism media to communities and citizens during the coronavirus disease 2019 (Covid-19) pandemic. In this training Has used a training process Designing which has a process There are five steps. And to suit this, the participants will have to produce media using a three-step process. The researcher therefore adjusted the process to be the three steps in media production are pre-production, production, and post-production. The steps are as shown in the picture.

## Design Thinking Process

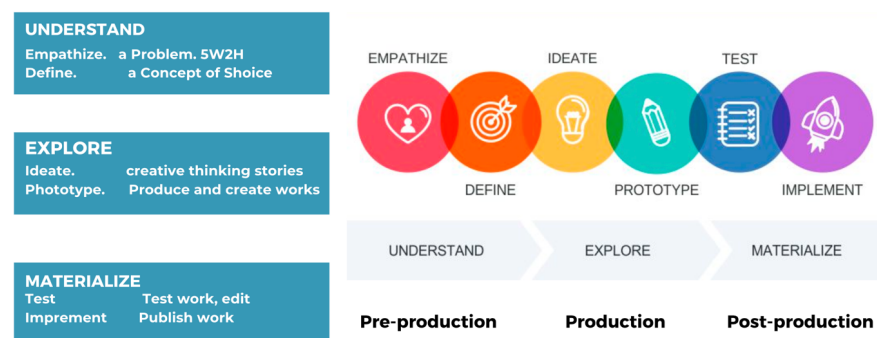


Figure 1: The training process using the Design Thinking process and tailored to a three-step production process.

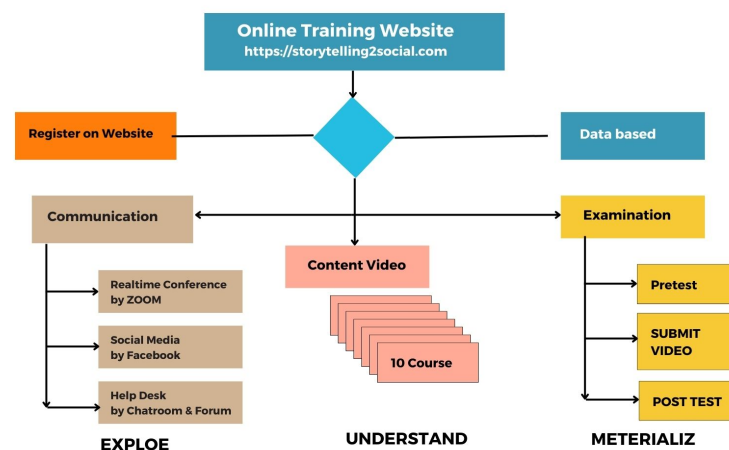
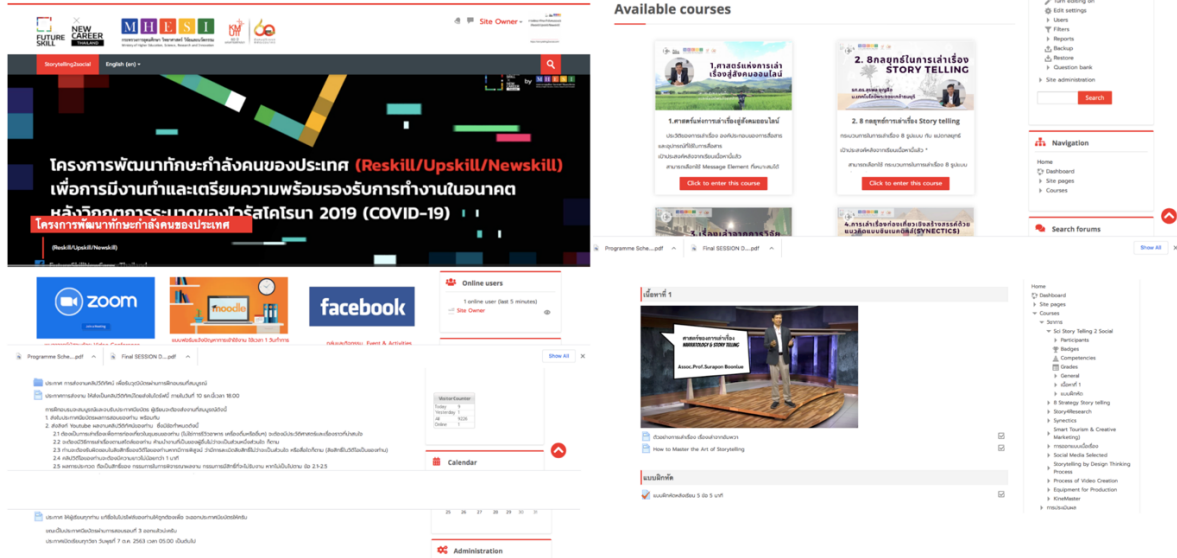


Figure 2: The components and media of the training website using the Design Thinking process.

## EXAMPLES OF MEDIA AND WEBSITES USED IN ONLINE TRAINING



## CONTENT USED IN ONLINE TRAINING



Figure 3: Image showing an example of media used in training using the Design Thinking process.

## 2. Study the Results of Using the Online Training System

2.1 Number of visitors on the website shows how often the system is accessed in training and the percentage of website traffic of trainees.

**Table 1.** Number of visitors on the website

Trainee coming to study	Number of times coming to study	Number of pages viewed.
1348	3935	12746
	34 %	10.57 %

From Table 1 it shows that All users had 3925 visits and 1348 new users accessed 12746 pages from the website. When you click the link, you will have immediate access to most of them. and comes in second place with referrals from social networks. And it was found that most patients returned to study.

## 2.2 Age Level of Trainees and Classify Percentages According to Age Range

**Table 2.** Age level of trainees

No.	users.	There have been
1	18-24	29 %
2	25-34	27 %
3	35-44	19 %
4	45-54	11 %
5	55-64	8 %
6	65	5 %

From Table 2 it shows that Age level of trainee. The bulk of trainees are between the following ages: The first age group is 18–24. Ages 25 to 34 come in second. Ages 35 to 44 come in third. and fourth, people over 65 made up the least number. Most of the trainees are women. 60.6% female and 39.4% male, which, if one were a university professor The possibility to pursuing higher education will not be available to those in the second, third, or fourth categories. demonstrates the ability of online training systems to reach skill-development groups really.

## 2.3 Trainee Who Came to Study and Submitted Work Until the Project Was Completed

**Table 3.** Trainee who came to study and submitted work until the project was completed.

Number of Trainee coming to study	Number of Trainee who submitted work to complete	Number of %
1348	267	19.8

Table 3 shows that of the 1348 trainees, 267 people submitted work to complete the project, accounting for 19.8%.

## Summary and Discussion of the Results

Training results, summary, and discussion of results from the development of online learning resources. on social networks or LMS systems so that everyone can come and study There were many people attending the training and from every region. of the country. Training in this way makes it possible to provide training in large quantities with the following objectives: Creating an online training deposit system It uses LMS features that make it accessible from any device. and can come to study from anywhere every time, making training possible.

The training process uses the Design Thinking in training process. This can be applied to all three steps of the process of producing media to promote one's own tourist attractions. It

starts with understanding local issues or problems, which is the production planning process. 2 processes for exploring, which are the production processes. Going out to film video clips and 3 processes in material. That is, the post-production process involves checking the work and further presenting it in social networks.

Transferring knowledge and processes in producing tourism media to the community by allowing students and staff to be representatives of the community. Most trainees are trained in the field of knowledge. Many test takers passed and received high scores. But the work produced by trainee's accounts for nearly half of the work submitted by the students until completion. This may be because the trainees may not have time due to. Most of the trainees are students and may be close to exams. But the work submitted from the evaluation shows that the process of telling stories follows the principles of storytelling that have been trained and has creative ideas in finding strategies for telling stories in an interesting way.

Faculty members who join as lecturers can exchange knowledge with the community and trainees. In a conversation, coordinate the time using the Zoom video conference system, resulting in information and stories about the community where the trainees live.

Strengthening the community in developing local tourist attractions from training this time. It is believed that the trainees received knowledge, creativity and the ability to video media production. Travel can be published on social networks.

## **Conclusion**

From the results and information. All that has been presented. It shows that this online training is the training achieved the objectives it had set out very well, but there were some problems and obstacles, such as the trainee's internet system being insufficient because it was learning from video clips, making it difficult to use. The amount of information is large, and there should be a cost or compensation for the trainees to help alleviate the burden, and it is persuasive. Come to study until training is completed. Activities used in training include self-study. There is no group participation, which makes some students feel bored when they finish studying or have studied for a while. Field activities (workshops) should also be organized to ensure the continuity of training.

In this training, there are the work and training organizers would like to thank you. Human resource development project of the country (reskill, upskill, or new skills) to have work and prepare for work in the future. After the outbreak of the coronavirus 2019 (COVID-19), the budget was allocated to fund management. Training gives knowledge and benefits in every sector. trainees, lecturers, organizers, and universities who have had the opportunity to publish their work or participate in community development together.

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