

eToyBox Study Malaysia: Development and Evaluation of Digital **Nutrition Education Materials for Preschool Teachers**

Woo PX 1 , Poh BK 1 , Chong YT 1 , Ruzita AT 1 , Koh D 2 , Cheah WL 3 , Lee JAC 4 , Nelson GL 4 , Yatiman NH 1 , Reeves S 6 , Essau CA 5 , Summerbell C 7 and Gibson EL 5

1 Nutritional Sciences Programme & Centre for Community Health Studies (ReaCH), Faculty of Health Sciences, Universiti Kebangsaan Malaysia 2 Centre for Education and Community Well-being, Faculty of Education, Universiti Kebangsaan Malaysia 3 Faculty of Medicine and Health Sciences, Universiti Malaysia Sarawak (UNIMAS) 4 Faculty of Cognitive Sciences and Human Development, Universiti Malaysia Sarawak (UNIMAS) 5 School of Psychology, University of Roehampton, London, UK 6 School of Life and Health Sciences, University of Roehampton, London, UK 7 Department of Sport and Exercise Sciences, Durham University, Durham, UK



Introduction

- **Digital materials** are interactive, allow printing on demand and can cater to individual learning styles, thus offering greater flexibility and accessibility than printed materials. [2]
- > ToyBox Study Malaysia sets out to convert existing printed education materials into digital format, eToyBox, for better reach and sustainability.
- These digital materials are intended to help **preschool teachers** learn how to integrate healthy eating practices into the daily lives of kindergarten children.

Objective

> To develop and evaluate understandability and actionability of digital nutrition education materials for preschool teachers.

Methodology



Preparation:

- > Ethical approval from JEPUKM
- ➤ Informed consent from preschool teachers



Phase I: Assessment

Subjects: Preschool teachers (n=17)

- Online self-administered questionnaire
- Sociodemographic data
- Views on digital nutrition education materials



Development of Infographics and Videos

- Jom Minum & Makanan dan Snek Sihat e-modules
- Canva, Heyzine & Filmora editing apps were used
- Developed based on previous ToyBox printed education materials



Phase III: **Evaluation of** Understandability and Actionability of Infographics and Videos

- ➤ Panel of evaluators (n=6)
- Consisted of nutrition experts and preschool
 - The Patient Education Materials Assessment Tool (PEMAT)

Acknowledgement: This project is supported by Newton Fund Impact Scheme (UKRI & MIGHT). Special thanks to all the preschool teachers who participated in this project.

Results & Discussion

Phase I : Needs Assessment



- All 17 subjects (preschool teachers) agreed that the printed modules of ToyBox Study Malaysia should be converted to digital format.
- The subjects' preference for digital education materials over printed materials could be related to the convenience of digital devices and access to digital content. [4]

Phase II: Development of Infographics and Videos

were developed into infographics and demonstration videos.

> Jom Minum and Makanan dan Snek Sihat modules > The use of visual and audio elements can facilitate learning and teaching, make it more enjoyable and optimize the permanence of learning. [1]







Demonstration video

Phase III: Evaluation of Understandability and Actionability of Infographics and Videos

Jom Minum	Infographics	Video
Understandability (%)	95.8 ± 5.1	100 ± 0
Actionability (%)	93.3 ± 10.3	100 ± 0

> The overall average score of understandability and actionability for Jom Minum and Makanan dan Snek Sihat e-modules ranged from 90% to 100%.

Makanan dan Snek Sihat	Infographics	Video
Understandability (%)	95.8 ± 5.1	98.6 ± 3.4
Actionability (%)	96.7 ± 8.2	100 ± 0

The cut-off score for understandability and actionability was 70%, thus these e-modules demonstrated excellent level of effectiveness. [3]

Conclusion

- Jom Minum and Makanan dan Snek Sihat e-modules were successfully developed and were found to be effective.
- These infographics and videos can be used in the planned eToyBox online nutrition education to provide nutrition education to preschool teachers.

References

- 1. Casteleyn, J., & Mottart, A. (2012). Presenting material via graphic organizers in science classes in secondary education, Procedia-Social and Behavioral Sciences, 69, 458-466 2. Lin, M. H., & Chen, H. G. (2017). A study of the effects of digital learning on learning motivation and learning outcome. Eurasia Journal of Mathematics, Science and Technology Education, 13(7), 3553-3564.
- 3. Shoemaker, S. J., Wolf, M. S., & Brach, C. (2014). Development of the Patient Education Materials Assessment Tool (PEMAT): a new measure of understandability and actionability for print and audiovisual patient information. Patient education and counseling, 96(3), 395-403. 4. Wikramanayake, G. N. (2005). Impact of digital technology on education.