

The Impact of a Guided Instructional Pathway Utilizing the App Benime (TTS) in Producing educational content on the health requirements for squash players on Student Perceptions on developing educational and professional skills for the Job Market

Assistant Professor\ Shawkat Gaber Radwan Mansur

Lecturer\ Belal Badr Al Din Mohamad Mohamad

➤ Abstract:

The study aimed to investigate the impact of a guided learning pathway using the *Benime* digital program, enhanced by Artificial Intelligence (TTS), on students' ability to produce educational content focused on the health requirements of squash players. It also examined the reflections of second-year university students on how this experience contributed to the development of their educational and professional skills.

The research questions included: Is the guided pathway provided by the program clear and easy to follow? What proportion of students reported increased confidence in self-directed learning after using the program? How many students demonstrated an understanding of squash-related health requirements? And to what extent did students gain the ability to produce educational and professional videos aligned with labor market needs?

The study sample consisted of second-year students from the Faculty of Physical Education at Zagazig University.

Data collection tools involved directing students to use the *Benime* program with TTS functionality to create educational videos. After project submission, an online questionnaire was administered to evaluate the experience and gather responses to the research questions.

The results showed that between 89% and 93% of students successfully understood the health requirements of squash players. Furthermore, 91% expressed pride in their final projects, and confidence in developing professional and marketable video production skills ranged from 80% to 90%.

The study recommended expanding the implementation of this AI-supported educational model, establishing a digital library of student videos, exploring monetization strategies for educational content, fostering collaborations with sports institutions to apply acquired skills in real-life settings, and incorporating more advanced video editing tools in future research.

Keywords: *Benime*, Artificial Intelligence (TTS), Health Requirements, Squash