2: eLearning: the present

a) general concepts

Why e-learning?

- it can be as effective as traditional training at a lower cost (but at a higher initial cost!)
- it reaches a wider target audience by engaging learners who have difficulty attending conventional classroom (distance learning)

E-learning approaches

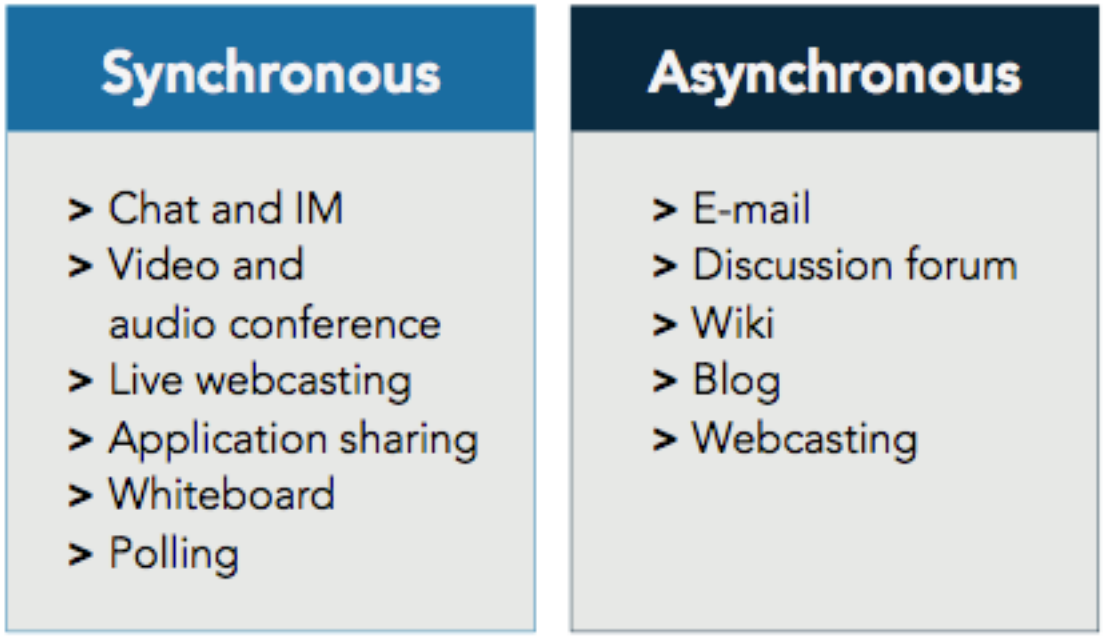
- Self-paced e-learning
- Instructor-led and facilitated e-learning
  - Learners, facilitators and instructors can use communication tools such as e-mails, discussion forums, chats, polls, whiteboards, application sharing and audio and video conferencing to communicate and work together.

e-Learning components

- e-learning content
  - simple learning resources
  - interactive e-lessons
  - computer simulations
- e-tutoring, e-coaching, e-mentoring
  - Services which provide human and social dimensions
- collaborative learning
  - online discussions
  - collaboration
- virtual classroom
  - e- learning event where an instructor teaches remotely and in real time to a group of learners

Synchronous vs aynchronous

- Synchronous events take place in real time.
- Asynchronous events are time-independent.



Blended learning

- **Blended learning** combines different training media (e.g. technologies, activities and events). Traditional instructor-led training is being supplemented with electronic formats.
- Formats:
  - Online pre-class event => F2F Class
  - F2F class => individual online actvity
  - OL pre-assessment => Class => OL post-assessment
  - FAO example:

1b : the present - platforms

c) platforms

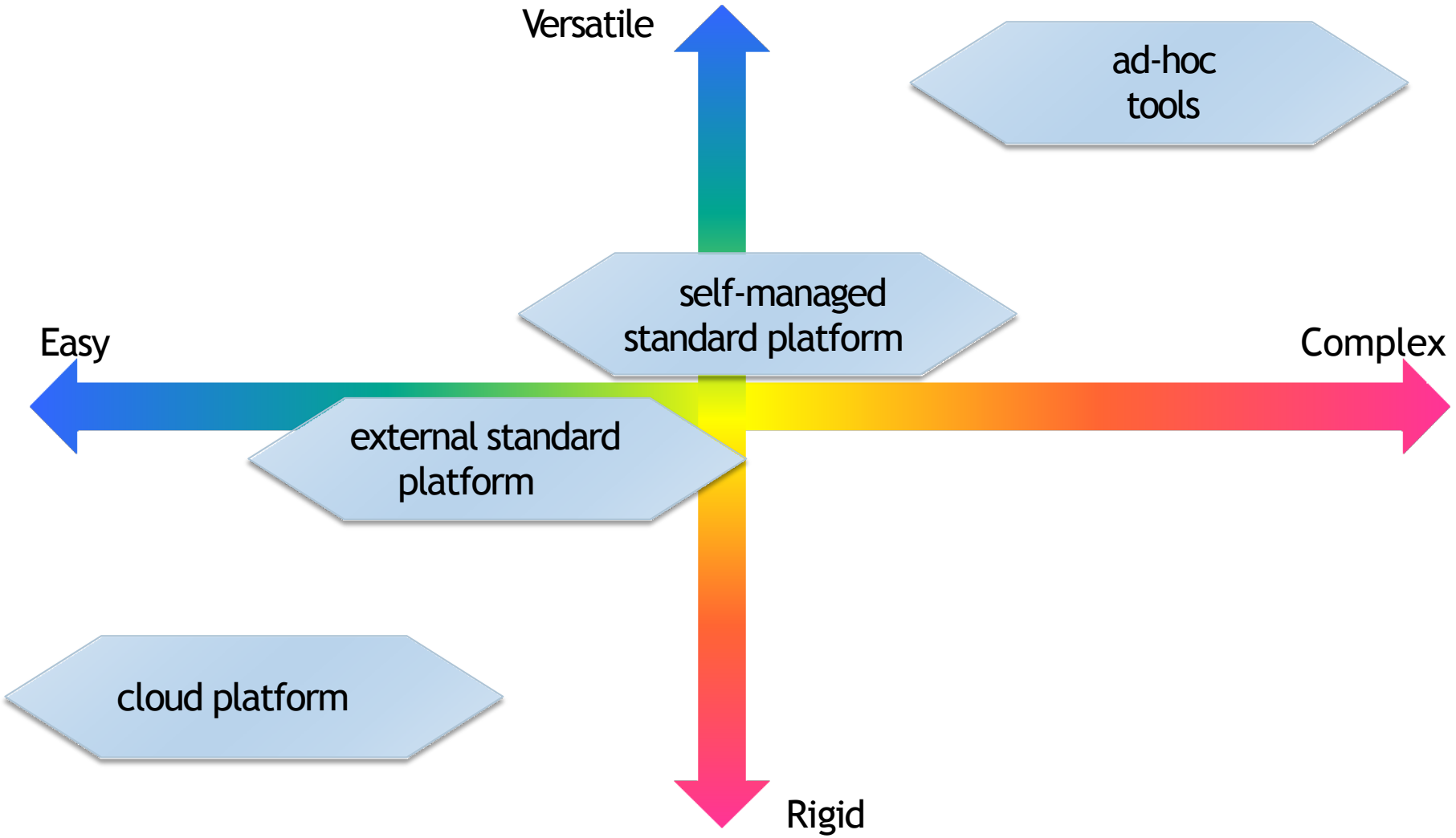
Learning platforms

- Learning platforms are usually referred to as:
  - virtual learning environments (VLEs),
  - learning management systems (LMSs)
  - learning content management systems (LCMSs)
- LMSs are primarily for training while VLEs are primarily for education
- LCMSs – focuses mainly on creating e-learning content. In other words, developers and administrators create content material.

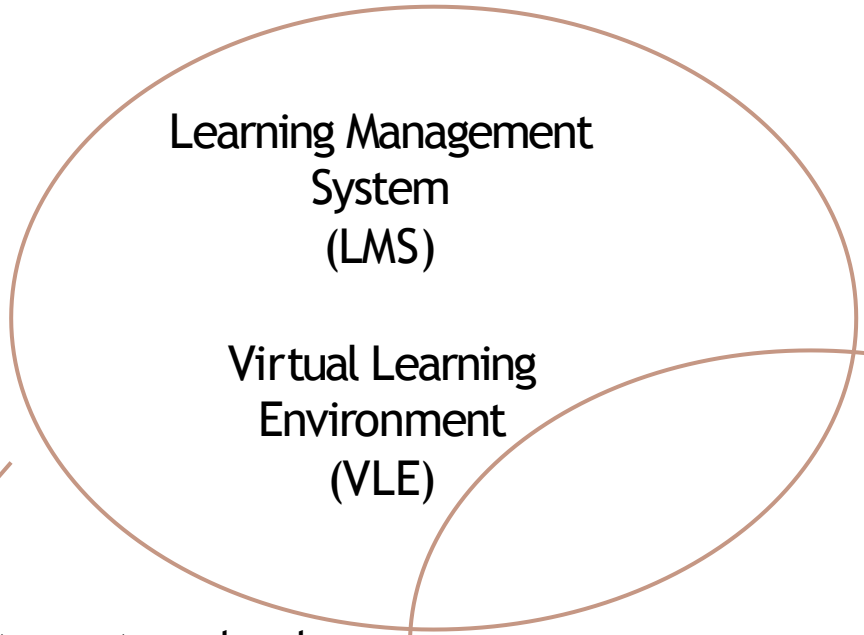
Do we need a platform?

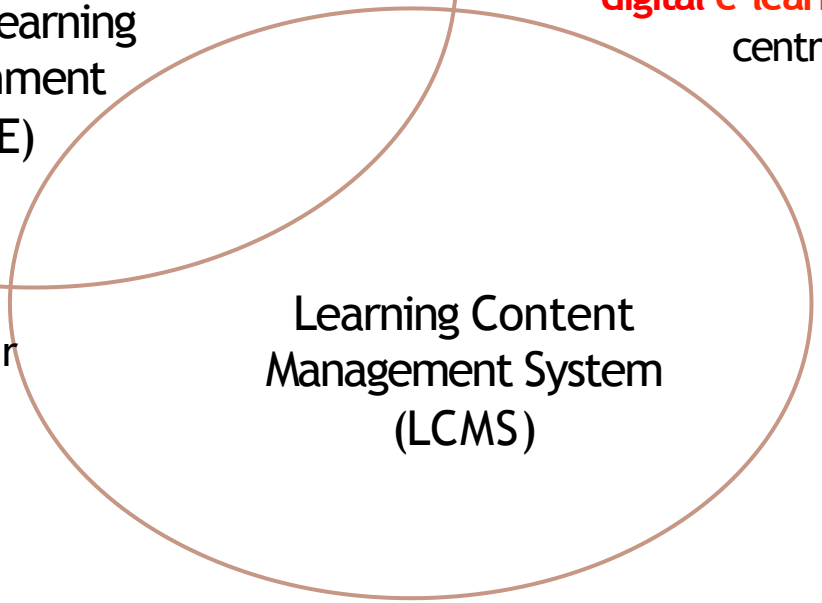
- Learning material repository
- Delivery tools (presentation, assignments…)
- Communication
- Time management (scheduling etc.)
- Semantic glue (notions of "Lecture", "Course", "Class"…)
- Specialized tools (Teacher book, diary…)
- Monitoring tools (logging etc.)
- Uniform interface

A continuum spectrum



VLE – LMS – LCMS





a learning content management system (LCMS) is a related software technology that provides a multi-user environment where developers, authors, instructional designers, and subject matter experts may **create, store, reuse, manage, and deliver digital e-learning** content from a central object repository

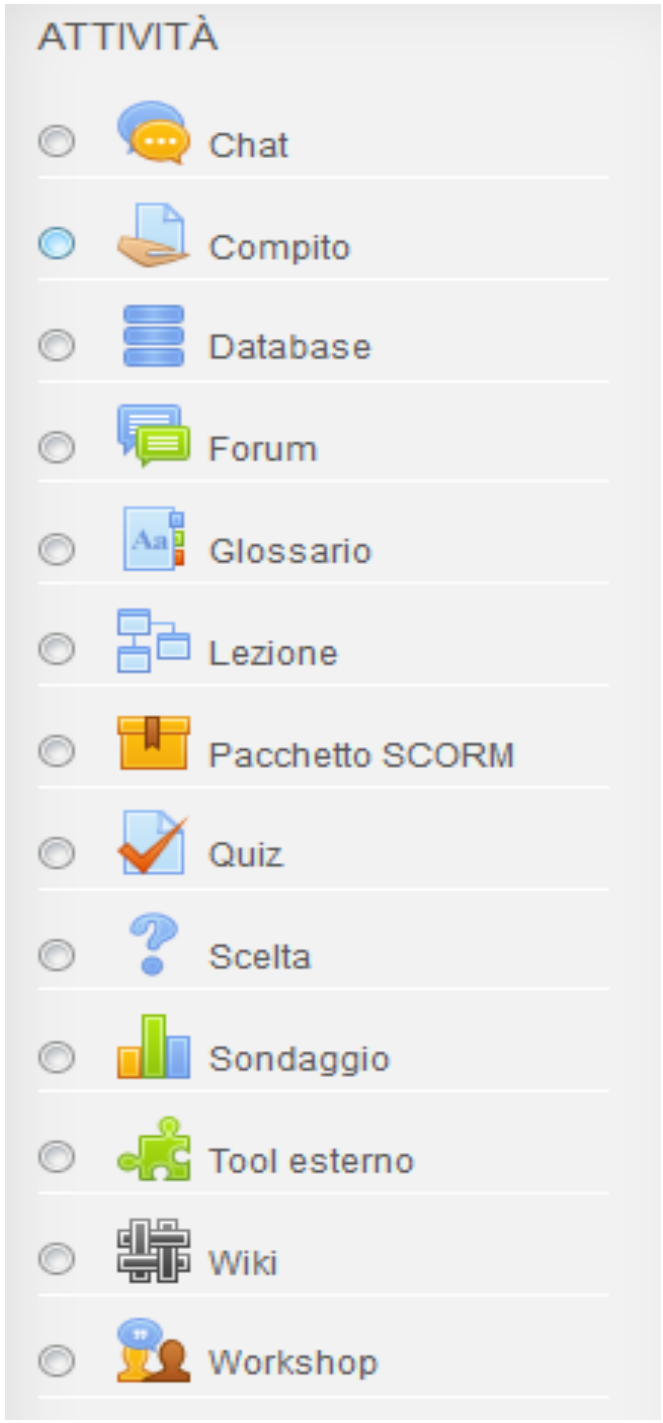
A learning management system (LMS) is a software application for the **administration, documentation, tracking, reporting and delivery** of e-learning education courses or training programs

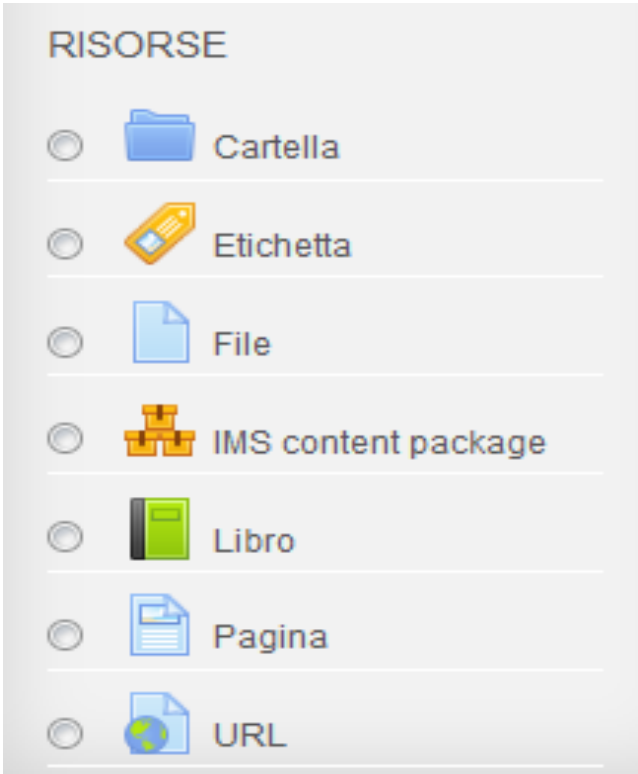
http://en.wikipedia.org/wiki/Learning_management_system

This slide from "Elearning per la pubblica Amministrazione", Politecnico di Torino

Examples of services

https://moodle.org/





Examples of services

Assignments Create or grade online and offline assignments	**Calendar** Maintain deadlines, activities and site related events
Chat Engage in real-time conversations with site participants	**Discussion Forum** Create moderate and manage discussion topics, groups and private messages
Drop Box Share files privately with site participants	**Gradebook** Calculate, store and distribute grade information to students.
News Display custom news content from dynamic online sources via rss	**Profile 2** Create a profile and content with others using a social networking model

https://sakaiproject.org

Resources Post, store and organize material related to the site	**Site Roster** View a list of site participants and their pictures
Syllabus Post a summary outline of course requirements	**Test and Quizzes** Create and manage online assesments
Wiki Create and edit web content collaboratively	**Lessons** Lessons allows an instructor to organize resources, activities, and media on a single page

Assignment (in class)

- Quickly read (skim) Chapter 6 of The Theory and Practice of Online Learning.
- Which things are obsolete?
- Is there anything missing?

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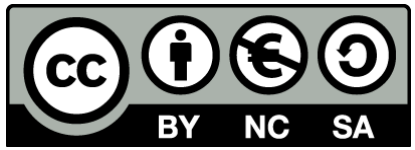

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