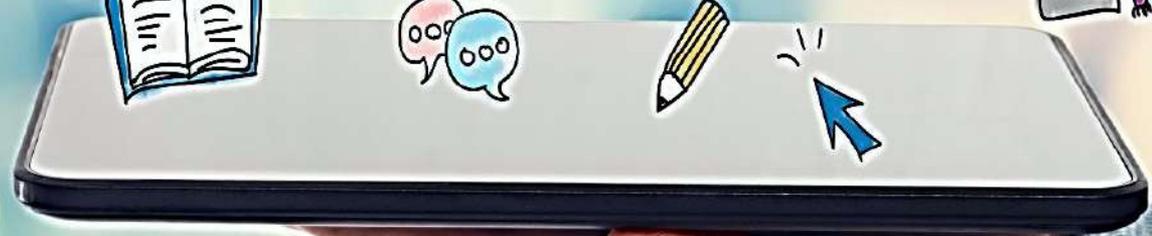


# E-LEARNING



Search



# What is E-Learning?



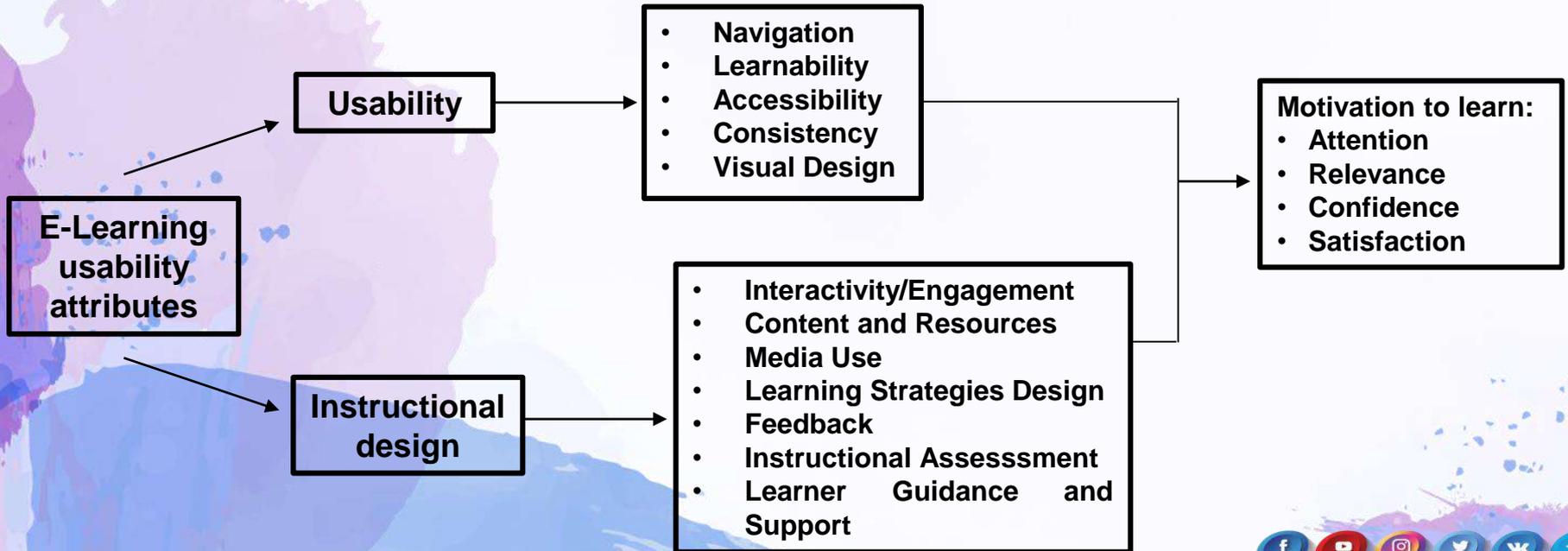
- ❑ E-Learning or electronic learning, is learning utilizing electronic technologies to access educational curriculum outside of a traditional classroom.
- ❑ Although E-Learning is based on formalized learning, it is provided through electronic devices such as computers, tablets and even cellular phones that are connected to the internet.

# Strategic Objectives



- To ensure that a successful E-Learning cycle is being provided, E-Learning providers should set clear and measurable objectives for each phase.
- They should monitor results and respond accordingly.

# A theoretical framework for e-learning usability employing motivation to learn



# OBJECTIVES

## Getting learners started

Ensure that users successfully access the course for the first time (often IT considerations here). Also, ensure that instructions about the learning process and activities are easily reached at any stage.

## Supporting Learning

Ensure that users receive sufficient support while learning (e.g. help-desks, online mentoring, and floor-walkers).

## Feedback

Gather feedback and results (when usage and completion data is not gathered automatically). Use this data to review the entire learning process starting from step one.



# Digital Learning Tools



Kahoot! is an educational platform that is based on games and questions



Google Classroom is a powerful community based social tool for learning



A Webex meeting is an online meeting that allows you to virtually meet with other people, without leaving your home or office



Spark Video enables students to produce short, animated, narrated explainer videos.

# Types of E-Learning



**Off-the-shelf Courses**

**Blended Learning**

**Bespoke Courses**



# **E-Learning**

# **BENEFITS**



**E-Learning does help to reduce costs**

**E-Learning is more scalability**

**E-Learning provide quick delivery of lessons**

**E-Learning make the whole learning process  
more entertaining**



# E-Learning DRAWBACKS



E-Learning depends a lot on technology

E-Learning causes lack of social interaction

E-Learning is focuses more on theory

E-Learning feedback might not be enough



# QUOTES OF THE DAY

*“The most important principle for designing lively E-Learning is to see E-Learning design not as information design but as designing an experience.”*

*— Cathy Moore*

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