

## **Interactive E-Content**

To my own understanding Interactive E-content means any content that can be transmitted over a computer network or the internet. E-contents are technology based, this make technology to serves as an aid to learning. According to Mayer (2005), “multimedia learning is defined as learning from words (e.g., spoken or printed text) and pictures (e.g., illustrations, photos, maps, graphs, animation, or video)”. So what are included in the learning in the new scenario are online instructional presentations, interactive lessons, e-courses, simulation games, virtual reality, and computer-supported in-class presentations.

E-content is based on the interactivity, this kind of interactivity is web-based training is very important because people are not just reading the content from the computer screen as they may do with a book. This will help learners get stimulated and interact with the content for them to be effective as learners. The vast majority of learners need interactivity to remain focused and engaged when learning. There are many advantages of having learners interact with the subject matter/content as they learn. Studies, as well as common sense, indicate that interactivity helps the learner retain information as well as increasing the learner’s willingness to spend time with the material.

Interactive e-content for interactive learning can also refers to the online material covered in a lesson that utilizes interactive learning strategies to increase student engagement. It can be a Learning Object (LO). McGreal (2004), mentioned that Learning objects (LOs) enable and facilitate the use of educational content online. McGreal define LOs as being

educational resources that can be employed in technology supported learning. With appropriate metadata descriptions, they can be modular units that can be assembled together to form lessons and courses. A LO can be based on an electronic text, a simulation, a Web site, a .gif graphic image, a QuickTime movie, a Java applet or any other resource that can be used in learning. Using LOs learners who engage with their subject matter while using interactive e-content are utilizing multiple learning strategies, including audio and visual learning and hands-on learning. Almost any lesson could be made interactive by designing activities that both teach the material and engage learners.

The role and contributions of e-content in facilitating learning to be flexible, personalizable, adaptable and engaging.

The use of e-content has a big impact in how we learn today, it has transformed the traditional way of learning. In traditional set-up the learners go to a classroom and attend a lecture. The learning activity begins in the classroom and ends there only, but with the use of e-content things have changed. New mediums have been added to the traditional setup, a learner does not have to have a lecturer present for learning to happen. The learner is independent, he interacts with the instructor and element of course design thereby responds to his needs, with this it gives flexibility to learning. Interactive E-content is the new way of taking learning everywhere at anytime. With the use of e-content it provide the learners the same kind of environment that they get in a conventional setup and the mix in of technology. E-content is well suited in the distance education environment.

E-content are very engaging to learners, you learn on your own with the aid of technology. As a learner e-content it will help you to investigate, this will improve the understanding by practicing to acquire knowledge. It will also help learner to be able to evaluate their funding after they do some research, this will improve the methodology to achieve learning outcomes. As e-content are computer based learning by simulation can be done, by imitating the real life situation, the learner will learn by doing. Role-playing can help in learners getting involved with the problem. It arouses their interest. In a role-playing situation the learners are supposed to translate their knowledge into action by creating a strategy. This transforms their learning into a challenge. With this it enhances the learner's innovative skill to solve situations. According to Bruner (1966), good methods for structuring knowledge should result in simplifying, generating new propositions, and increasing the manipulation of information. Whenever and wherever some learning happens, some information is transformed, some meaning is derived, some hypothesis formed and a concept is formed on the basis of decision-making process of the learner.

When e-contents are designed they can be some challenges that comes on the design and development end, the other this to be know if the e-content will be effective and reach their objectives. The most important element when developing the e-content, is communication. Are this going to communicate with the learner well and also engage the him/her. They are other aspects that should be looked at such as visual interface and media have received a fair amount of attention during the design and the development stage. These compresses the learner interface, navigation if it well build for interaction

with the learner, the type of content that is used (visuals and auditory) from the point of view of how the system communicates to the learner. Content can also refer to text, static images/pictures, videos, simulations. These also vary in the amount of interactivity and learner involvement that is incorporated. Sasikumar (2008), argues that with increased understanding of how humans learn, this model gave way to what came to be known as cognitivist learning theory. Ideas such as learner model and strategies of instruction were introduced at this stage. The most popular model today is a refinement of cognitivism, named as constructivism. This model introduces a number of powerful notions of how people learn, and also provides powerful directions to exploit the opportunities provided by computer and communication technologies.

In conclusion interactive e-content have changed the way we learn, by using computer based technology gives learners the power to learn on their own with a little interaction with the facilitator. E-contents are poised to do is to use the natural information processing abilities possessed by humans to learner and it is said that people are visual minded, with use of e-content it become eazy to learner because the interactivity is more visual and contain audio also. Farha (2009) “research investigated the effectiveness of LOs by comparing learning outcomes using LOs with outcomes using a traditional textbook-based method of instruction.” It is also concluded that digital natives adapt to LOs quicker, as it is according to their style of learning. Interactivity helps the learner retain information as well as increasing the learner’s willingness to spend time with the material or content.

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