

Multiple Questions

- Objectives
- Introduction
- What is elearning
- eLearning Technologies



Multi-choice



True-False Question

To start the course answer the following Questions (True/False)

Do I need to take this class?

True ☐ False ☐

Do you have Basic Computer Skills?

True ☐ False ☐

Do you have access to internet connectivity?

True ☐ False ☐

Is your internet connectivity dependable and reliable?

True ☐ False ☐



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Objectives

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Objectives

At the end of the training participants are expected to be able to:

- explain what is elearning is
- identify different types of elearning delivery
- identify the qualities of a good online course
- Identify the requirements of online course development
- Identify qualities of an online learner
- Use the knowledge and skills acquired to develop an online course
- Share the skills acquired with other members of staff



Introduction



file:///Users/kagomonare/Desktop/school docs/Semester 4/INSTRUCTIONAL TECHNOLOGY DEVELOPMENT TOOLS,HMTT6003/eXe assignme



Google



Introduction

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Objectives

Introduction

What is elearning
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The course is a short blended learning course giving a brief introduction to elearning, its potential to teaching and learning as well as development of online courses. The module covers content ranging from the basic requirements to be considered when conceptualizing an online course, Media considerations, pedagogical implications as well as the course plan and layout template. The course content also looks at issues related to qualities of online learners.

This course is meant to provide you with information concerning e-learning and give you a brief introduction to what e-learning is all about. The design of the course was informed by knowledge gained from various sources including interaction with experts and resources available on the internet. This course is just a tip of the iceberg, and there are plenty of resources available on the web that students can access for more information and guidance.

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What is E-learning

E-learning refers to the use of ICT to facilitate teaching and learning processes to take place. It allows you to learn anywhere and usually at any time, as long as you have a properly configured computer. It can be CD-ROM-based, Network-based, Intranet-based or Internet-based. It can include text, video, audio, animation and virtual environments. It can be a very rich learning experience that can even surpass the level of training you might experience in a crowded classroom. It is self-paced, hands-on learning.

There are many definitions of e-learning by different scholars, and in this course we will define elearning as:

"The delivery of a learning, training or education program by electronic means. E-learning involves the use of a computer or electronic device (e.g. a mobile phone) in some way to provide training, educational or learning material."

However you define it, the bottom line is that e-learning is about the use of network technologies to create, foster, deliver, and facilitate learning, anytime and anywhere, which makes it more suitable for delivery of ODL.

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The quality of the electronic-based training, as in every form of training, is in its content and its delivery. E-learning can suffer from many of the same pitfalls as classroom training, such as boring slides, monotonous speech, and little opportunity for interaction. The beauty of e-learning, however, is that new software allows the creation of very effective learning environments that can engulf you in the material. There are a number of many different technologies that can, and are, used in eLearning. Some of these are proprietary while others are open source. Most Learner Management Systems (LMS) use a combination of different technologies. An example of this is moodle which use: discussion board threading, wiki and real time textual chat. However, moodle is referred to a CMS, this is because course material is often video, mp3, text documents, scanned images or links to other web sites.

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