TAKEAWAY 1: INTRODUCTION TO E-LEARNING

INTRODUCTION TO E-LEARNING

1. What is e-learning?
2. Why use e-learning?
3. E-learning Delivery
4. E-learning Approaches
5. E-learning components
6. What is e-learning?

E-learning typically refers to the online interaction between you as a student and the teacher. Basically, you receive the training through an online medium, even though your teacher may be in the same building. E-learning can be used in a classroom or an online setting. Additionally, it can be used to simulate and intensify work-based learning situations. (Studyportals: <https://www.distancelearningportal.com/articles/269/whats-the-difference-between-blended-learning-e-learning-and-online-learning.html>)

1. Why use e-learning?

E-learning is good option when…

* There is a significant amount of content to be delivered to a large number of learners
* Learners come from geographically dispersed locations
* Learners have limited mobility
* Learners have limited time to devote to learning
* Learners have at least basic computer and internet skills

1. E-learning delivery types

* **Synchronous:** Synchronous events take place in real time. Synchronous communication between two people requires them to both be present at a given time. Examples of synchronous activities are chat conversations and audio/video conferencing.

**Examples:** Chat and IM, Video and audio conference, Live webcasting, Application sharing

* **Asynchronous:** Asynchronous events are time‐independent. A self‐paced course is an example of asynchronous e‐learning because online learning takes place at any time. E‐mail or discussion forums are examples of asynchronous communication tools.

**Examples**: E-mail, Discussion forum, Blog

1. E-learning approaches

* Self-paced e-learning

Learners decide when to access and learn the materials.

* Instructor-led and facilitated e-learning

The instructor decides when learners should access and learn the materials and in what order.

1. E-learning components

**(a) E-learning contents** can include:

* simple learning resources; (E-DOCS)
* interactive e-lessons;
* electronic simulations; and
* job aids.

**(b) E-tutoring, e-coaching, e-mentoring**: E‐tutoring, e‐coaching and e‐mentoring provide individual support and feedback to learners through online tools and facilitation techniques.

**(c) Collaborative learning:** Collaborative activities range from discussions and knowledge-sharing to working together on a common project – online discussion and collaboration (chats, discussion forums, blogs)

**(d) Virtual classroom**A virtual classroom is an e‐ learning event where an instructor teaches remotely and in real time to a group of learners using a combination of materials (e.g. PowerPoint slides, audio or video materials). It is also called synchronous learning.