

# e-Learning 101

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# Agenda

- Introductions
- What is e-Learning?
- Instructional Principles and Development Process
- Technology Requirements
- Support and Other Common Issues
- Sample Courseware Demonstration
- Question and Answer

# What is e-Learning?

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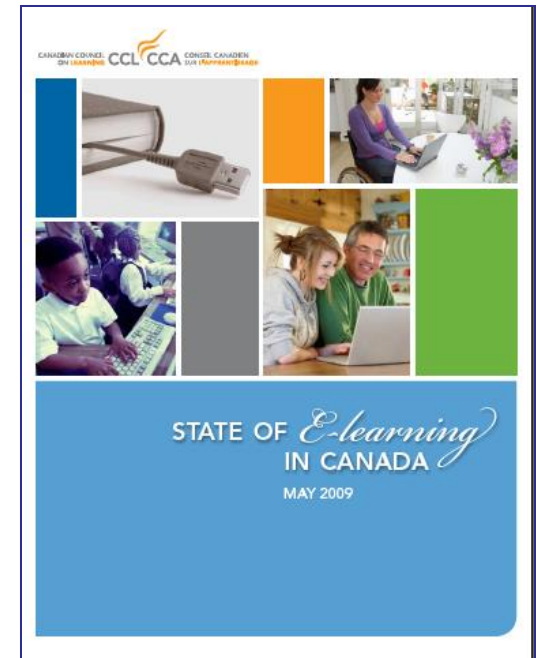
Industry guru Elliot Masie defines e-learning as:

“the use of network technology to design, deliver, select, administer, support and extend learning.”

# What is e-Learning?

Canadian Council on Learning *State of e-Learning* report:

*“The term e-learning has become an all-encompassing catch-phrase for the application of computer technologies to education - whether it occurs in face-to-face classrooms, blended and hybrid courses, mediated distance-education context or in online learning environments.”*



# What is e-Learning?

- e-Learning has been around for ~20 years.
- e-Learning has evolved with technology
  - CBT to WBT to advanced simulation

# CBT vs. WBT

	<b>CBT</b>	<b>WBT</b>
	<ul style="list-style-type: none"><li>• Asynchronous</li><li>• Standalone, runs on a non-networked PC.</li><li>• Kiosk concept</li><li>• Example: Mavis Beacon Teaches Typing CD or a video presentation</li></ul>	<ul style="list-style-type: none"><li>• Synchronous and Asynchronous</li><li>• Distributed to connected users from central location, normally displayed in a web browser.</li><li>• Example: Soft skill or theory-based course (World War I history)</li></ul>

# Online Learning

<b>Advantages</b>	<b>Disadvantages</b>
<ul style="list-style-type: none"><li>• Automation of central record keeping – real time reporting.</li><li>• Updates are easy to distribute</li><li>• Self-paced.</li><li>• Can be synchronous or asynchronous.</li></ul>	<ul style="list-style-type: none"><li>• Bandwidth/connectivity can be a constraint</li><li>• Infrastructure investment required to build distribution network.</li><li>• Potential compatibility issues from multiple vendors.</li></ul>



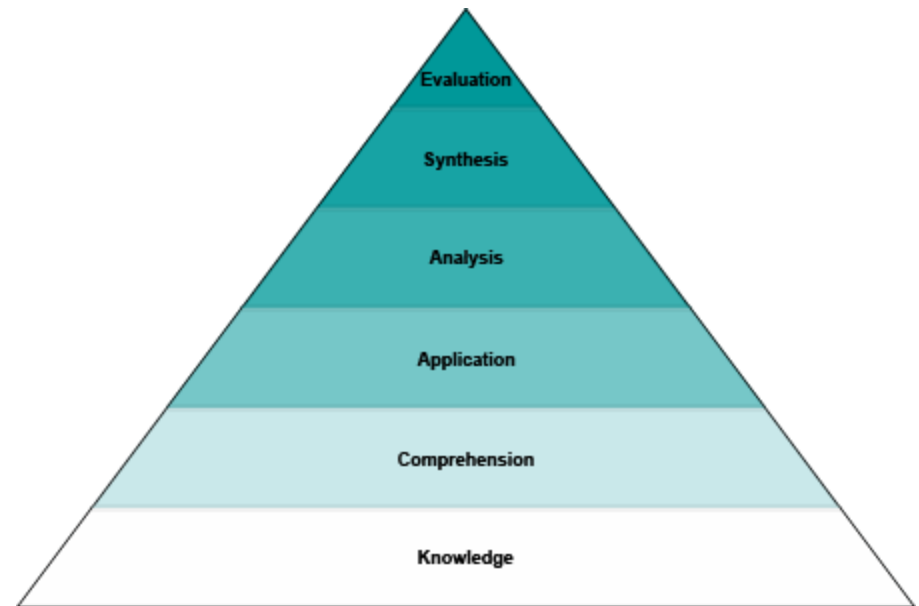
# Blended Learning

- Blended Learning combines asynchronous online training with some form of synchronous training (either online or in person).
- This is a good approach where there is both a theory and a practical component to the training.
- Example: An online First Aid course with an in class practical testing component.

# Instructional Design and Development Process

# Instructional Systems Design (ISD)

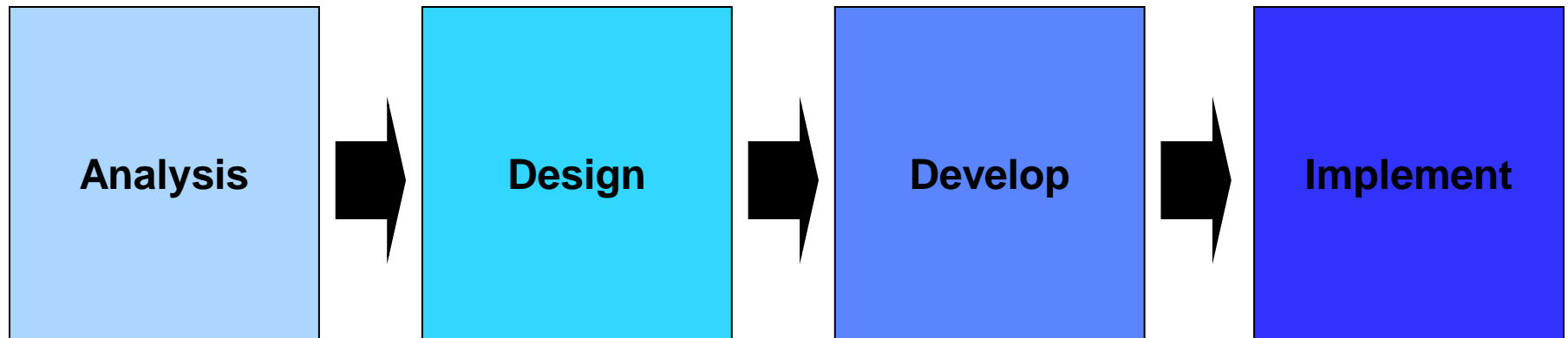
- Most e-learning is developed following the ADDIE model of ISD.
- Bloom's Taxonomy (six levels within the cognitive domain) and Gagne's Nine Events for Effective Learning are the most common instructional taxonomies used in e-learning.



Bloom's Taxonomy of learning. Adapted from: Bloom, B.S. (Ed.) (1956) Taxonomy of educational objectives: The classification of educational goals. Handbook I, cognitive domain. New York ; Toronto: Longmans, Green.

# The Development Process

Working with the subject matter expert(s), CPKN's development team follows well defined processes and procedures to develop content, create the course, and implement courseware on CPKN's LMS.



# Analysis

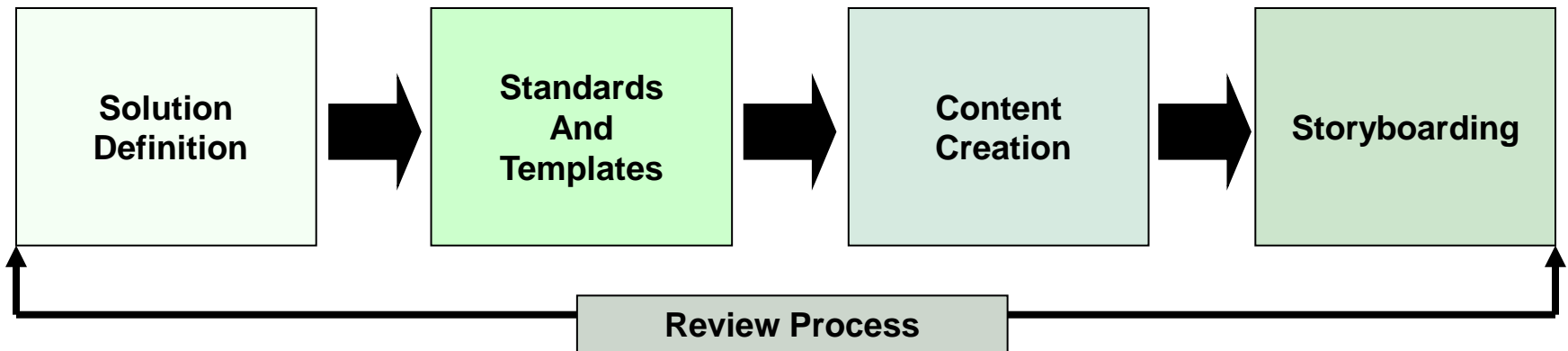
- Discovery and Fact Gathering
  - Conversations with SME/Content Provider
  - Discuss wants/needs
  - Set expectations
  
- Project Estimates
  - Scope project, baseline effort and cost
  
- Clearly define project
  - Outline objectives, target audience, proposed content, challenges/risks, etc.

# Design

## Objectives:

- Design engaging solutions that encourage quick and easy access to information
- Create solutions that will allow the learner to transfer newly acquired knowledge and skills to the job
- Enable learners to be successful

## Primary Tasks:



# Develop

- Use development tools to build course: photos, video/audio, illustrations, animations and activities. Assemble course from storyboards and assets.
- To target environment(s):
  - Browser: Internet Explorer 5.0 for Windows, etc
  - Plug-ins: Flash & Acrobat Reader
  - Screen resolution (800X600 or 1024x768)
  - System audio/video capabilities



# Implement

- **Release to reviewers and final audience**
- **Revise as required after each release**
- **Potential release cycle:**
  - Subject Mater Expert review (for this course)
  - Peer review (peers to the course SME)
  - Pilot release (test group of real learners or approvers)
  - Full release (to target audience)



# Evaluate

## ➤ Determine effectiveness of course through:

- Assessments
- Surveys
- Focus Groups
- Third Party Evaluations

# The e-Learning Team

There are 6 primary functions involved in the creation of an e-learning product:

- **Instructional Designers/Writers**
- **Media Artists**
- **Web Developers/Programmers**
- **Quality Assurance**
- **Project Management**
- **Content/Subject Matter Experts**

Depending on the size of the project, individuals may play multiple roles.

# What does e-learning look like?

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E-Learning can take on many forms, styles or formats that include:

- Tutorial
- Scenario
- Simulation/Gaming
- Software simulation

# Tutorial

- Very similar to traditional self-paced print material
- Degree of multimedia enhancement varies greatly
- Best suited for content of a conceptual nature
- Interactive activities tend to be of low complexity
- Typically Bloom's Level 1 and 2
- Most common
- Usually best bang for buck

# Scenario

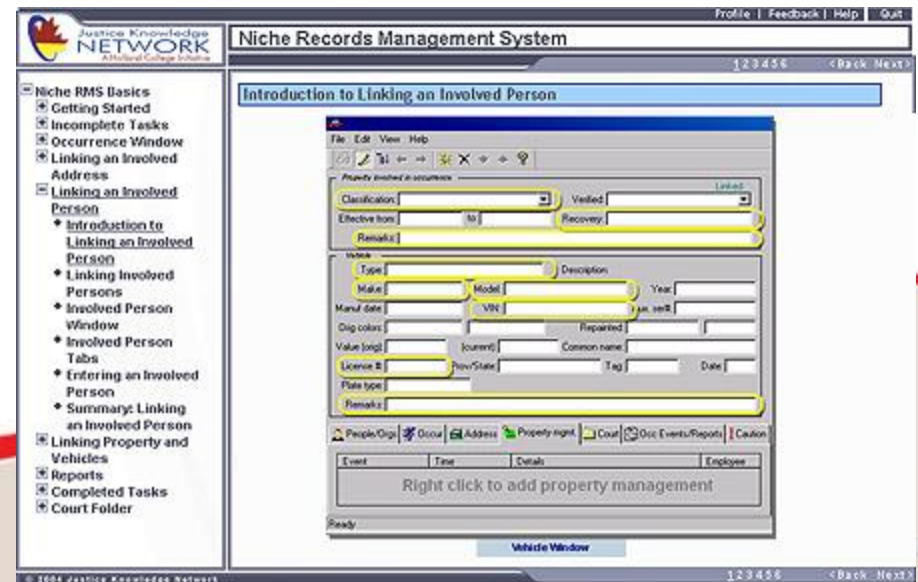
- Puts learners in real life problem solving situations
- Typically supported by rich multimedia such as audio/video, animation and/or illustration
- Allows learners to apply what they have learned
- Branching decision points allow for exploration of the best choice option.
- Typically Bloom's Level 3

# Simulation/Gaming

- Provides a safe environment to practice complex tasks
- Mirrors actual environments as closely as possible
- Multimedia rich
- Bloom's Level 3 and up

# Software Simulation

- Provide a safe environment to practice
- Reduced requirement for a special training environment
- Can be as open ended as required (free play to fully guided)
- Multimedia rich
- Bloom's Level 2 and up
- Hands on and visual





# What are the Technology Requirements?

# e-Learning Development Tools

<h2>Rapid Development Tools</h2> <ul style="list-style-type: none"><li>• Adobe Breeze</li><li>• Articulate</li></ul>	<h2>Authoring Tools</h2> <ul style="list-style-type: none"><li>• Adobe Authorware</li><li>• Toolbook</li><li>• Lectora</li></ul>
<h2>Traditional Web Dev Tools</h2> <ul style="list-style-type: none"><li>• Adobe Flash</li><li>• HTML/JavaScript</li><li>• Active Server Pages</li></ul>	<h2>Software Simulation Tools</h2> <ul style="list-style-type: none"><li>• Adobe Captivate (RoboDemo)</li><li>• Firefly</li><li>• OnDemand</li><li>• Viewlet Builder</li></ul>

# Learning Management Systems (LMS)

<b>Advantages</b>	<b>Disadvantages</b>
<ul style="list-style-type: none"><li>• Portable content</li><li>• Content independent of system (safeguard in the event of system/vendor failure)</li><li>• Built in course catalog, enrollment, and reporting functions.</li></ul>	<ul style="list-style-type: none"><li>• Wide variety of systems available, each seems to be best suited to a particular situation (corporate, open portal, university)</li><li>• Requires knowledge of standards to integrate content</li><li>• Interoperability issues common</li></ul>

LMSs require a database to store user/course data as well as a web server from which the content is delivered.

# Learning Content Management Systems (LCMS)

<b>Advantages</b>	<b>Disadvantages</b>
<ul style="list-style-type: none"><li>• Less knowledge required to build courses</li><li>• Few interoperability issues</li><li>• Content development more rapid</li></ul>	<ul style="list-style-type: none"><li>• Difficult to customize</li><li>• Significant investment required.</li><li>• High barriers to changing the system (less portability)</li><li>• Greater risk of losing content due to system failure</li></ul>

- Course content is input directly into the templates provided by the LCMS and stored within the system.
- Database structure is more complex.
- LCMS are typically weak on administrative side functions provided by LMS.
- LCMS and LMS may be deployed together.

# SCORM (Sharable Content Object Reference Model)

- Driven largely by the US DoD who recognized the possibility of re-using content created for one branch of the military in another
- Incorporates the data specification of AICC (the previous standard)
- Adds suggestions for content structure and specifies specific meta-data elements supporting each course object.
- Built into many development/authoring tools (export function).
- SCORM is now the most common and widely used standard.
- CAUTION: The concept of re-use is the most appealing aspect of a SCORM approach, however in practicality there are a number of barriers to re-use that may negate some of the benefits of the business for the additional effort required.

# Typical Technology Needs

## SERVER SIDE:

- Web server to deliver content
- Database server to store user information
- Ability to configure testing and production environments
- LMS/LCMS Software package

## USER SIDE:

- Browser (IE is most common – still ~ 80% of internet users)
- Some plug-ins (Flash, Acrobat)
- Connectivity

# Support and Other Common Issues

# What Support is Required?

- Technical: Servers
- Technical: Desktops
- LMS Admin: Responsible for loading courses, granting user access rights.
- Help Desk: Access problems are common. Help desk needs to be briefed and prepared. Most common issues are access related.
- Content Support: It is common for learners to question or challenge course content. A mechanism to provide support and/or evaluate the feedback for content updates is recommended.



# Most Common Issues

- Integration with existing HR systems (like PeopleSoft)
- Compatibility of products from multiple vendors (SCORM)
- Not enough bandwidth to support the media demand (rare)
- User adoption issues (Stanhope!)
- Security
- Sensitive learner data (pass/fail versus score, etc)
- Accessibility Issues

# Sample Courseware and LMS Demonstration

# Question and Answer



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