

e-Learning Basics

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Outline

- 1. What is e-Learning?
- 2. How is e-Learning Built?
- 3. Support and Other Common Issues
- 4. Demo, Q&A



What is e-Learning?

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 distanceeducation context or in online learning environments 77

e-Learning Advantages

- Consistent delivery little to no instructor bias/difference
- Quickly updated changes can be rolled out easily
- > Saves time one day in classroom = 2 hrs online
- Streamlined administration Automated record keeping/tracking/reporting
- Anytime/Anywhere availability

e-Learning Success Factors

- 1. A clear goal: What is the purpose of the training?
- 2. Suitability for audience: What characteristics do they have?
- 3. Sound instructional design: What learning is built in?
- 4. Ability to Engage: How does it keep learner interest?
- 5. Technology: How is it best leveraged? Do barriers exist?
- 6. Support: How strong is the organization support?

"It's about finding the balance between what is possible and what is practical."

How is e-learning built?



STANH PE2012

Instructional Systems Design (ISD)

Sound Instructional Design underpins e-learning development.

Most e-learning is developed following the ADDIE model of ISD.

Analyze Design Develop Implement Evaluate

The e-Learning Team



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

Depending on the size of the project, individuals may play multiple roles. The level of specialization required in each project varies.

e-Learning Development Tools

Rapid Development Tools

- Adobe Breeze
- Articulate

Traditional Web Dev Tools

- Adobe Flash
- HTML/JavaScript
- Active Server Pages

Authoring Tools

- Adobe Authorware
- Toolbook
- Lectora

Software Simulation Tools

- Adobe Captivate (RoboDemo)
- Firefly
- OnDemand
- Viewlet Builder

e-Learning Standards

- SCORM (Sharable Content Object Reference Model) most widely used standard in e-learning www.adlnet.org
- > Standard to ensure interoperability of content and LMS
- > Built into many development/authoring tools and LMSs.
- Building to standards does not guarantee success.

Learning Management System (LMS)

A LMS is an information system that administers instructor-led and e-learning courses and keeps track of student progress.

www.pcmag.com

- Available in everything from open source (Moodle) to commercial enterprise level (SABA)
- May or may not have support for content authoring and social media

Portals

A portal is a dedicated segment of the CPKN LMS that can be customized to be service specific. It provides the same functionality as available in the full LMS.

A portal can support:

- Organizational branding
- Org chart based reporting
- Expanded course library service developed and 3rd party
- Custom business rules
- Enhanced service control on reports/registrations etc





Typical Technology Needs

Server Side

- LMS Database and web servers
- LMS Software package
- Bandwidth provision
- Security provision

Learner Side

- Browser (majority of Internet users still use IE)
- Some plug-ins (Flash, Acrobat)
- Connectivity

e-Learning 'Flavours'

Synchronous and Asynchronous

Instructor-led and fully student paced

Blended and stand-alone

Immersive Simulation

Low Level Simulation

Interactive

Text-based



e-Learning Types and Examples

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

- Tutorial
- Software Simulation
- Simulation/Gaming









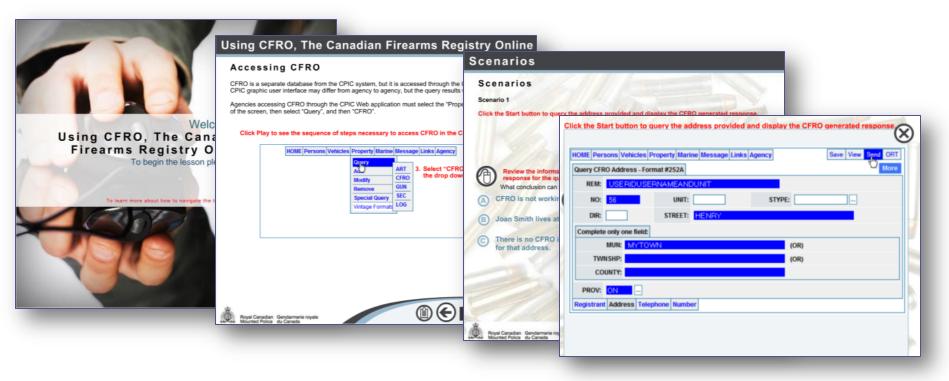
Tutorial

- Very similar to traditional self-paced print material
- Degree of multimedia enhancement varies greatly
- Interactive activities tend to be of low to moderate complexity



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
- Hands-on and visual



Simulation / Gaming



NRC's MINT

- Provide a safe environment to practice complex tasks
- Mirrors actual environments as closely as possible
- Multimedia rich

Support and Other Common Issues



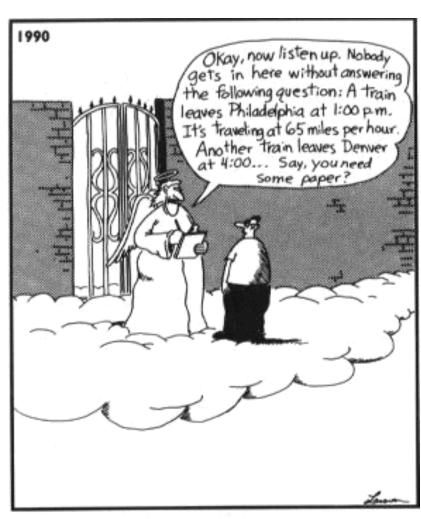
What Support is Required?

- Technical: Servers
- > Technical: Desktops
- LMS System Support / Admin: Responsible for loading courses, granting user access rights, etc.
- Help Desk: 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 sources (SCORM)
- Not enough bandwidth to support the media demand
- User or organizational resistance to change
- Financial constraints hard vs soft costs
- Security
- Accessibility



The Far Side by Gary Larsen.

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Demo and Q & A



