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## What is elearning

Understanding eLearning is simple. eLearning is learning using electronic technologies to access the educational curriculum outside a traditional classroom. In most cases, refer to a course, program or grade delivered completely online. There are many terms used to describe learning that is delivered online via the internet, ranging from distance learning, to computer learning, online learning, internet learning and more. We define eLearning as courses that are delivered specifically via the internet elsewhere than the classroom where the teacher is teaching. This is not a course delivered via a DVD or CD-ROM, video tape or a television channel. It is interactive where you can also communicate with teachers, teachers or other students in your class. Sometimes it is delivered live, where you can electronically raise your hand and interact in real time and sometimes it is a lecture that has been prerecorded. There is always a teacher who interacts/communicates with you and classifies your participation, your tasks and your tests. eLearning has been proven to be a successful method of training and education becoming a way of life for many citizens of North Carolina. To learn more about eLearning, simply select from the links on the left menu. Did you know that almost everyone who uses a computer has completed a certain type of e-learning? Maybe it's been called web-based training, or online learning, or computer training, but it's all under the same e-learning umbrella. E-learning can encompass a wide variety of online initiatives. A better and broader way of thinking about e-learning is to use electronic devices (computers, tablets or phones) to provide students with educational or training content. This article will focus on developing the e-learning course and creating content, and then will explore what it is, why it is valuable and more. So if you're interested in learning more about e-learning in general, you've come to the right place. Read on! define e-learning? Many people would recognize a basic e-learning course as a slide-based online activity that contains simple navigation buttons (such as Next and Back) and incorporates questionnaires with real/false or multiple-choice questions. But not all e-learning courses have the same footprint. For example, it could be a web-based course, which can be an inherently based course that allows students to have an excellent learning experience, regardless of which device they use to see their course. Or maybe it's software simulation that demonstrates click-path through an app. Or an interactive course that offers role-playing and complex decision-making. In this article we will have a deliberately broad vision of e-learning, and appreciate its almost infinite and ever-evolving forms. Why is e-learning valuable? Valuable? offers many benefits that more traditional training options, such as feature sessions or lectures, do not offer. For example, e-learning ... It can be an asynchronous or synchronous task: Traditionally, e-learning has been asynchronous, which means that there is no preset time for learning to take place. Everyone can go at their pace, and take their time to learn what they need to know when they need to know it. However, more synchronous e-learning is now offered through web conferencing and chat options. The great thing about e-learning is that it gives you the option to do one or both. It has global coverage: E-learning can be simply placed online and easily accessed by people around the world. There is no need for expensive trips or meetings in multiple time zones. It spans multiple mobile devices/devices: online courses can work on both computers and mobile devices, such as smartphones and tablets. This means that e-learning courses can literally be in the hands of people who need them at all times. It's just-in-time/based needs: E-learning software creation is so easy to use that anyone can create, publish, and share a course within a few hours, allowing you to provide people with the resources and training that they can access even when they need it. It's more effective: With e-learning, you can develop a course that can be distributed electronically to thousands instead of having to organize training sessions in person whenever people have to be brought up to speed. Reduce costs: All of the factors mentioned above result in a cost reduction for organisations using e-learning courses to replace some of their traditional instructor-led courses. Allows consistent quality and content: When you develop an e-learning course, you can send the same message to all students consistently. In classroom training, the message, equipment and other conditions can vary greatly from session to session, which can affect the outcome of the course. And that's just the beginning! As you can see, e-learning can be an extremely valuable asset for your organization. create e-learning courses? In the early days, e-learning courses were usually custom creations, coded by programmers and developers who used highly specialized applications. In those days, it could easily require an entire team to create a simple, linear e-learning course. E-learning design is now much more accessible. Today's course development applications, also called creation tools or creation applications, are so advanced that anyone can create e-learning courses, no knowledge of programming or coding. There are many different types of creation applications out there today, each with its own set of capabilities. Some applications, such as Rise 360, have been specifically designed to create e-learning courses that dynamically adapt to any screen size (also known as responsive e-learning Other apps, such as Storyline 360, are designed to create highly interactive slide-based courses. And of course there are also PowerPoint add-ons, such as Studio 360, which make PowerPoint presentations turn into e-learning courses a snap. Each app has a unique set of features, which makes it particularly suitable for a particular type of project. When you try to decide which creation app to use, always start by looking at the requirements and objectives of the project. If you're having trouble finding out which app is right for your project, here are some articles that might help you decide: is e-learning shared? Once you have created an e-learning course, you must distribute it to students. There are many ways to do this and, like everything else related to e-learning, these ways are constantly evolving and improving. Here, I would like to look at two ways to share content: informal distribution and formal distribution. Informal distribution Informal distribution of e-learning content usually means that users are trusted to see the e-learning course, and their participation is not tracked or marked. One way to informally share an e-learning course is to put it on a web server, then send the participants the link and have them view the course. You don't really have a systematic way of knowing if students have completed the course, but sometimes that's not necessary. Formal sharing of the distribution of an e-learning course formally means that it is necessary to track and record students' results. Most organizations that need formal e-learning distribution have specific systems and standards in place for this. Tracking is usually done in what is called a Learning Management System (LMS). An LMS allows you to manage, track, report and document the delivery of e-learning courses. Keep up to date with LMSs here. Certain standards are in place to report information to LMS, including AICC, SCORM and, more recently, Tin Can. Are you starting to feel overwhelmed by all the acronyms? Be sure to mark ABCs E-Learning so you can refer back to the definitions of the most commonly used e-learning terms at any time. What makes an e-learning project successful? Many factors contribute to a successful e-learning program, but the first two are: A production process that uses the right applications Solid Instructive Design Let's take a closer look at these two essential elements. Powerful apps let you create the functionality and interactivity you want to Your. They help you make e-learning that looks and works really well, which goes a long way towards a successful e-learning course. The easier the app is to use, the less time you'll spend with technical problems. This frees you up to commit to designing training to craft a great learning experience. Great. Design One way organizations measure the success of an e-learning project is by how much the lef's knowledge and skills have improved after having taken them've taken course. To give students the best odds, you should have content that is designed in a training manner. Training design is all about creating educational experiences that maximize learning and present content in the most effective way. If you're new to training design, we recommend reading on the basics to help you create sound training courses with solid learning goals. You can have the most fabulous course in the world, but if the quality of the content is not top, it will not have the impact you want. The development of the Bottom Line e-learning course is constantly evolving. Creation apps will continue to improve; however, the focus should remain on using these apps to create the best e-learning possible. In its relatively short history, e-learning has come a long way and offers immeasurable opportunities to help people learn better. I hope this overview of e-learning inspires you to push yourself to create engaging courses that will delight your students. If you want to learn more, you should see: This article is part of our e-Learning 101 email course, a series of expertly organized articles that will help you get started with e-learning - delivered directly to your inbox. You're just a click away from becoming an e-learning pro! Sign up here to sign up. Sign up.