

# The Power of ICT

## E-LEARNING: An Introduction

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# Potential of ICT to Revolutionize Learning: Six Key Dimensions

- ◆ **Connectivity** – access to information is available on global scale
- ◆ **Flexibility** – learning can take place any time, any place
- ◆ **Interactivity** – assessment of learning can be immediate and autonomous
- ◆ **Collaboration** – use of discussion tools can support collaborative learning beyond the classroom

# Six Key Dimensions ... cont.

- ◆ **Extended opportunities** – e-content can reinforce and extend classroom-based learning
- ◆ **Motivation** – multimedia resources can make learning fun

+ *Increased efficiency of tracking and monitoring learners' progress*

# What is E-Learning?

- ◆ Learning facilitated and supported through the use of ICT
- ◆ E-Learning is fundamentally about learning and NOT about technology.
- ◆ The focus is on *learning activity*
- ◆ e-learning is not just simply providing content and 'learning objects', but about technology as central to contemporary teaching and learning processes
- ◆ e-learning as part of the range of resources available to the professional practitioner (Peter Findlay, JISC Learning and Teaching committee)



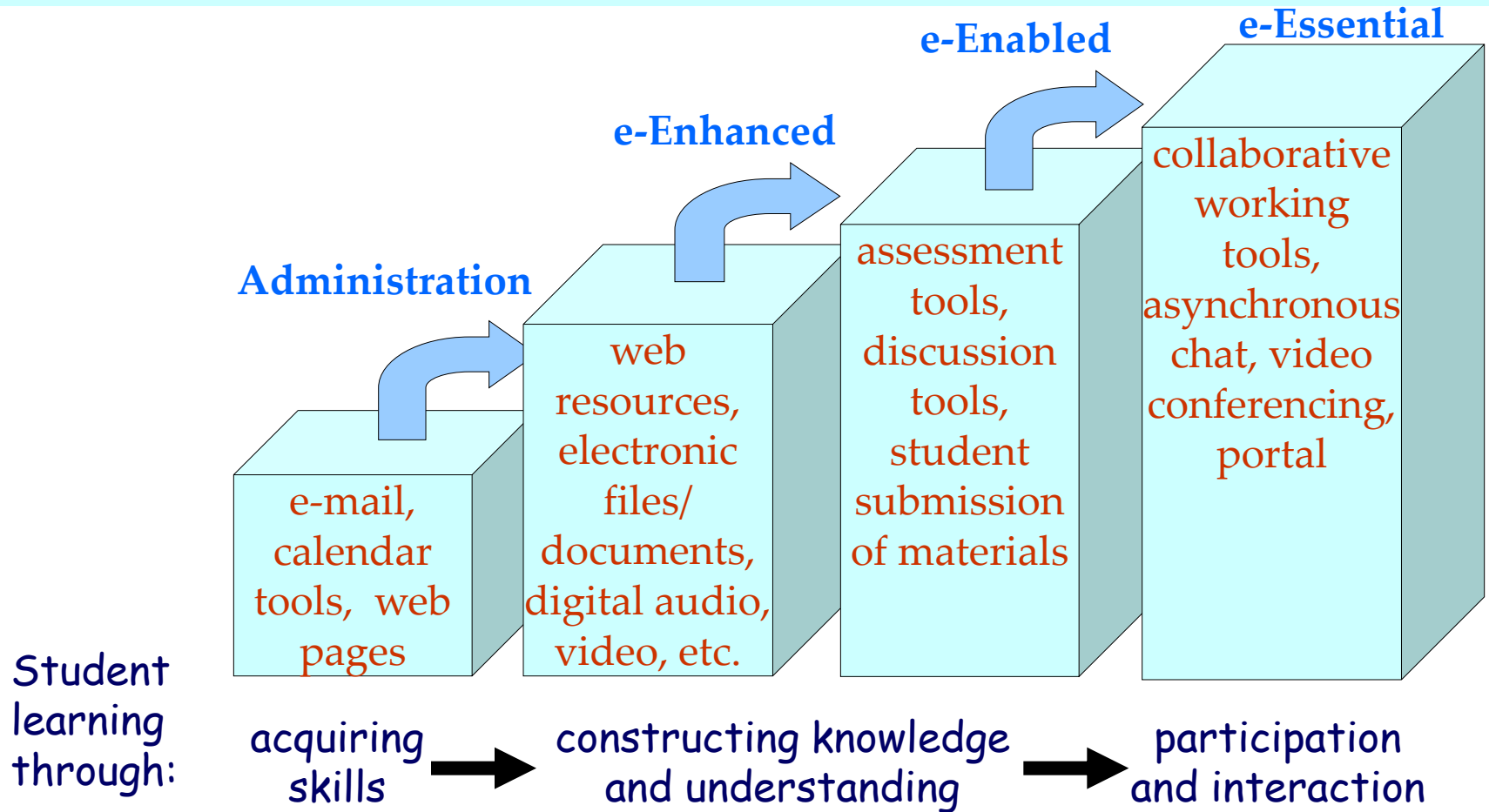
"e-Learning exploits interactive technologies and communication systems to improve the learning experience. It has the potential to transform the way we teach and learn across the board. It can raise standards, and widen participation in lifelong learning. **It cannot replace teachers and lecturers**, but alongside existing methods it can enhance the quality and reach of their teaching."

(Towards a Unified e-Learning Strategy, DfES 2003)

# Possible technologies involved

- ◆ PCs (desktop/laptop computers)
- ◆ Software, including assistive software
- ◆ Interactive whiteboards
- ◆ Digital cameras/videos
- ◆ Mobile and wireless tools, including mobile phones
- ◆ Electronic communication tools, including e-mail, discussion boards, chat facilities, and video conferencing
- ◆ Virtual Learning Environments (VLEs)
- ◆ Learning activity management systems

# E-Learning Framework



(Center for Learning and Teaching, 2003  
<http://www.wlv.ac.uk/celt/oltips/3what.html>)

# Effective practice e-learning

can be based on the criteria of effective practice in learning generally – that the practice should:

- ◆ engage learners in the learning process
- ◆ encourage independent learning skills
- ◆ develop learners' skills and knowledge
- ◆ motivate further learning



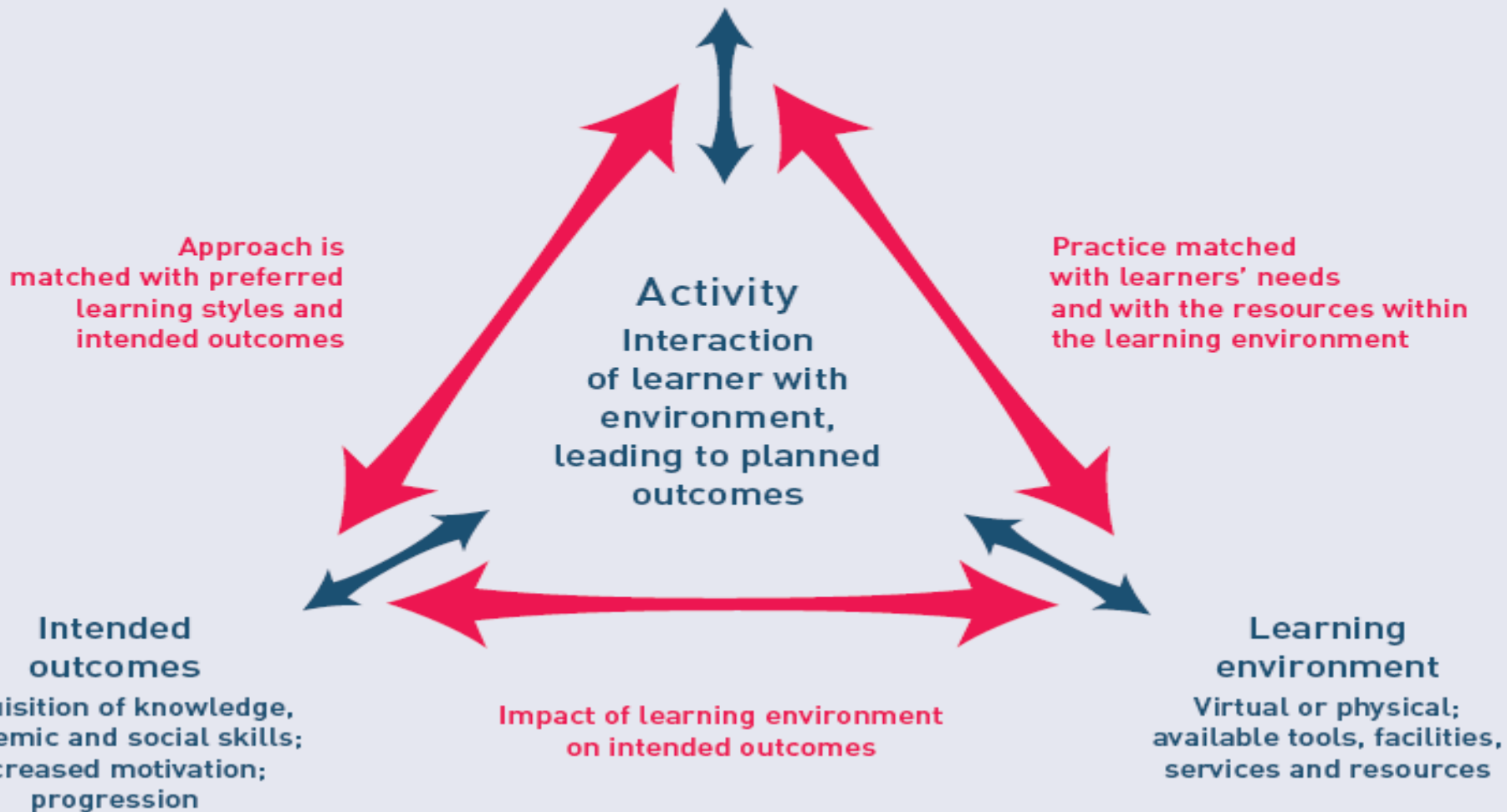
# Effective learning

is likely to occur when opportunities to learn involve:

- ◆ the right resources
- ◆ the right mode (or blend of modes) of delivery
- ◆ the right context
- ◆ the right learners
- ◆ with the right level of support

## Learners

Needs, motives and prior experience of learning;  
social and interpersonal skills; preferred learning  
styles and ICT competence

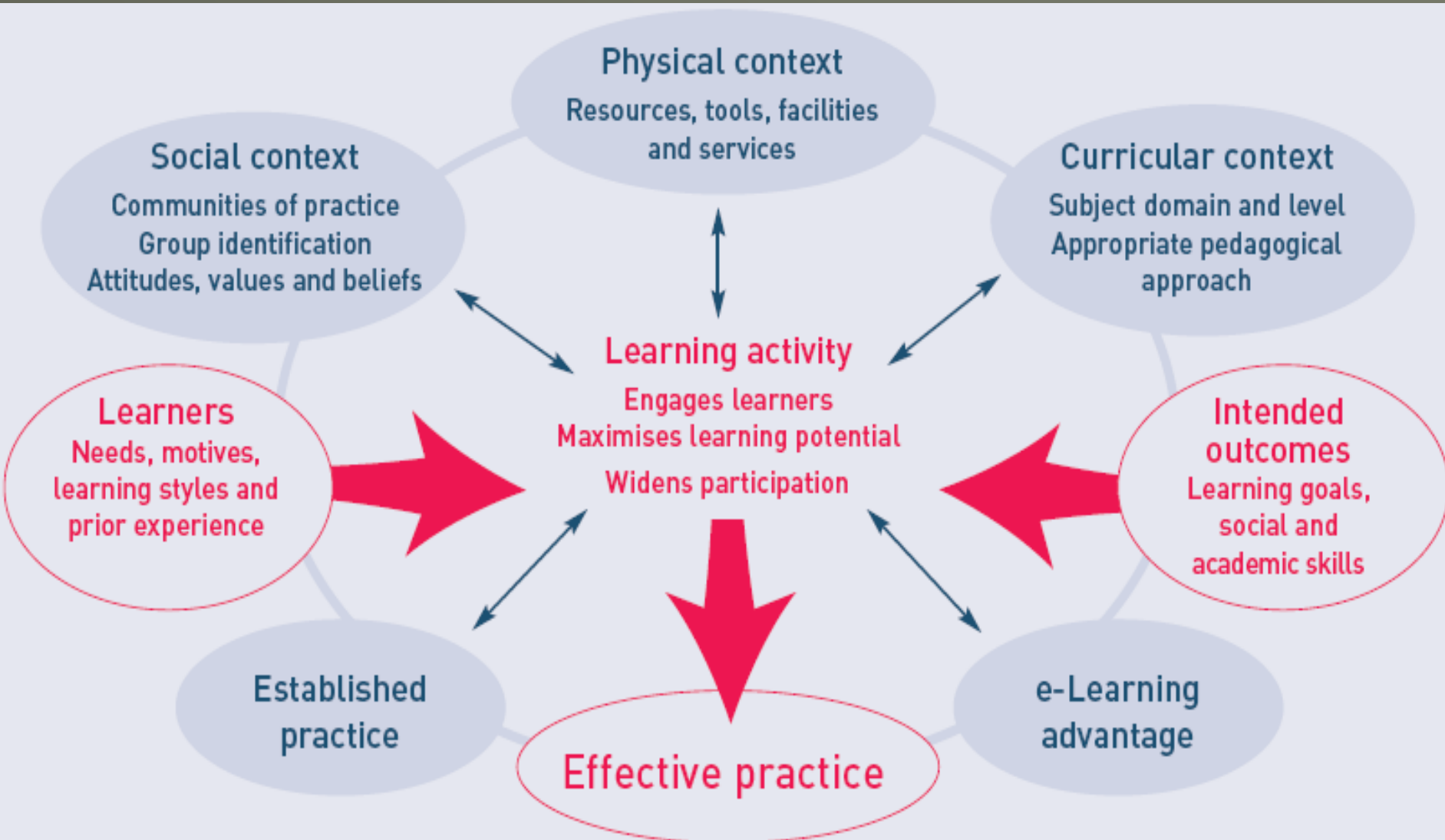


A model of learning activity design  
(*JISC's Effective Practice with e-Learning Guide, 2004, p.15*)

# Advantages of E-Learning

## (JISC E-learning Practice Case Studies)

- ◆ Extending opportunities for learning
- ◆ Flexibility (Any time, any place learning)
- ◆ Developing evaluative skills
- ◆ Managing your learning
- ◆ Developing problem solving skills
- ◆ Collaborative learning through discussion
- ◆ Learning through doing
- ◆ Presenting your learning



A model of effective practice with e-learning

*(JISC's Effective Practice with e-Learning Guide, 2004, p.49)*