E-Learning

(*D. Kumar, R.S. Mehta, M. Patidar, A. Patidar, S.C. Meena and Saranaya R.)
Scientist, RRS, CAZRI, Jaisalmer
*Corresponding Author's email: dkdkdangi@gmail.com

Electronic learning is a type of technology supported education/learning (TSL) where the medium of instruction is through computer technology, particularly involving digital technologies. E-learning has been defined as pedagogy empowered by digital technology. In some instances no face-to-face interaction takes place.

E-learning services have evolved since computers were first used in education there is a trend to move toward included learning services, where computer based activities are integrated with practical or classroom situation.

Pedagogical approaches or perspectives

It is possible to use various pedagogical approaches for e-learning which includes instructional design. The traditional pedagogy of instruction which is curriculum focused and is developed by a centralized educating group or a single teacher.

1. Social Constructivist
2. Cognitive perspective
3. Emotional perspective
4. Behavioral perspective
5. Contextual perspective

Benefits of e-learning versus traditional classroom setting

1. Reducing environmental impact
2. Quality education, made affordable
3. Convenience and flexibility to learners.

Communication technologies used in e-learning: Communication technologies are generally categorized as synchronized or a synchronous. A synchronous activities use technology such as blogs, wikis and discussion bonds.

Synchronous: - Involve the exchange of ideas and information with one or more participants during the same period of time. A face to face discussion is an example of synchronous communication.

lesions are generally designed to guide students perform in specific tasks. Information based learning content communicates info to the students. Examples include content that distributes the history or facts related to a service, company or product. Information based content there is no specific skill to be learned. In performance based content to lesions build off a procedural skill in which the student is expected to increase proficiency.