Elearning strategies

Elearning

"Elearning involves the delivery of training via electronic means."

When people talk about elearning they are generally referring to the delivery of training programs by electronic means such as a computer or mobile device. Most elearning is web-based but it can also be delivered through a DVD, TV or mobile app. Learners have the flexibility to study at their own pace and location, but need to be motivated and engaged to succeed.

Blended learning

"Blended learning involves both face-to-face instruction as well as some component/s of elearning."

Blended learning basically an umbrella term for learning that involves both face-to-face (as in classroom) instruction as well as some component/s of elearning (such as online video lectures or interactive

Flipped learning

"Flipped learning is where students study elearning content at home and then work with their teacher and other students to apply this knowledge in the classroom."

Flipped learning is a popular example of blended learning. It is also called the 'flipped classroom' and is often used in schools. It's where the student first studies a topic at home through elearning resources e.g. an online lecture, and then comes to the classroom and applies what she or he has learnt by solving problems or doing practical exercises with the teacher or other students. It's called flipped learning because it flips the traditional idea of where students listen to lectures in the classroom and do problem solving activities or 'homework' alone at home.

Collaborative learning

"Collaborative learning occurs as a result of interactions between people in the completion of a common task."

This is another umbrella term and is generally used to describe the learning that occurs when a group of people work together on a common project or task.
So the emphasis is on working together and the learning that happens through the PROCESS of working together.

Social learning

"Social media is technology used to engage three or more people. Social learning is participating with others to make sense of new ideas. And what's new is how powerfully they can work together." (Conner, 2007)

Marcia Conner has a great definition of social learning. She says that social learning is participating with others to make sense of new ideas. Social media is technology that engages three or more people. And what's new is how powerfully they can work together. An example of social learning through the use of social media might be where a teacher posts a question on a discussion board and initiates a discussion about a topic.

Remember that learners are not only learning about a particular topic but are learning HOW to act or how NOT to act by observing others in a social space.

Synchronous / Asynchronous elearning

"Synchronous elearning is completed according to a particular timeframe or schedule"
An example of synchronous elearning might be an online chat, videoconferencing or a virtual classroom, where students must attend an online tutorial at a particular time. An advantage of this is that it can motivate the students, and avoid the feeling of isolation.

"Asynchronous elearning allows students to study at their own pace"
Asynchronous elearning tools are more common and include discussion boards, online quizzes or self-paced courses like this one. This allows people with busy schedules to fit in study in their own time and it also allows people who might learn faster or slower than others to study at their own pace.

Gamification

"Using gaming principles in the development or delivery of an elearning resource to motivate the learner to engage with the subject matter.'

Examples of how you could incorporate game design principles into your elearning resource include:
- progress bars or locked levels
- points system
- rewards or achievements
- unexpected events or bonuses

These call all encourage investment into the learning of the topic and motivate the learner to keep going.
Check out this Knewton infographic to find out more about gamification.

M-learning

"M-learning occurs through the use of a mobile device enabling the learner to study at a time and place of their own choosing"

So not only does that mean 'mobile' in the sense of a mobile device, but it also refers to the learner's location. With elearning the premise is that the learner is not physically on-campus, or on-site. With m-learning this is more specific – not only is the learner not on-campus, but they are probably MOVING AROUND as well.
There might be background noise (e.g. on a train) and more distractions (e.g. messages coming in) that you have to take into account.
To design for this type of learning you might consider breaking the content into smaller chunks - see the next topic 'micro-learning' for more on how this works.

Micro-learning

"Micro-learning or nano-learning is a training method that presents learning content in bite-sized pieces without losing the story or context of the information."

Technology allows us to deliver these bite-sized pieces in a lot of interesting ways.
But micro-learning isn't just about cutting content into shorter pieces. For example, if you were creating a micro-learning version of a novel, you wouldn't just create a plot summary and be done with it. You would have to create micro lessons on each character, each event

and each setting and talk about how they all interact. The AMOUNT of learning is not reduced, but the PRESENTATION of the learning is made simpler.

Just-in-time learning

"Just-in-time learning tools deliver training when and where it's needed. "

Micro-learning is closely linked to Just-in-time learning, which is when people access bite-sized information or lessons when they need to. That means they PULL the learning when they need it – learning is not PUSHED it's PULLED. For example, you might look up a video on YouTube about how to change the interior light in your car.

Adaptive and personalised learning

The aim these strategies is to tailor content to learners' needs. Adaptive and personalized learning rely on tools you will learn about in the 'how' section of this course.
"Adaptive elearning uses technology to create educational content that adapts to learners needs based on what they know and what they don't."
For example, an online lesson that takes you back to retry any questions you did not answer correctly.

"Personalised learning allows learners to shape course content and the learning environment"
For example, learners might select display preferences and settings, change the sequence of topics or 'pull' information they need. In this lesson you chose the scenario most relevant to your situation to learn about elearning approaches.

Learner analytics

"Learner analytics applies web analytics principles to education to gather and analyse data about learners to improve the learning environment"
Learners typically have access to a dashboard where they can chart their progress through a course. Data might be available on how many students in the class have completed the same activity, or which quiz questions were answered incorrectly most often.