NEED & IMPORTANCE OF E-LEARNING

Scope of this lecture

Definitions
Concept evolution
Techniques
Beginning Benefits
Open Source Courseware (India)
OSCW (Other)
Course Evaluation
Benefits
Project OSCAR
What is e-Learning?

- **Electronic learning** or **e-Learning** is a general term used to refer to a form of learning in which the instructor and student are separated by space or time where the gap between the two is bridged through the use of online technologies.
  
  - Wikipedia

- The use of network technology to design, deliver, select, administer, and extend LEARNING.
  
  - Elliott Masie, The Masie Center
E-learning techniques

- Web-based learning
- Computer-based learning
- Virtual classrooms
- Digital collaborations
- Content delivery via
  - E-networks
  - Satellite TV
  - CD-ROM
  - E-mail
  - Wireless & mobile technology
Concept evolution

Distance education
  > Internet based training
    > web-based training
      > online education
        > online learning
          > e-learning
            > m-learning
Factors Driving Change

Technological advancements

Learners have **open access to the Internet**, which supports interactive communication and provides **access to powerful learning opportunities** anytime and anywhere, beyond the boundaries of schools and classrooms.

There is **so much to learn**— textbooks and curriculum frameworks cannot hope to adequately cover all the knowledge necessary for life today.
Factors Driving Change (cont...)

- Economies have now reached a point where work involves learning—businesses are not competitive unless their workers are knowledge workers, who continuously improve their knowledge, skills, and productivity.

- The home is becoming a learning place - powerful learning opportunities are available to children in the home, where a growing number of parents are working.

- Libraries are also becoming virtual classrooms. Both exams & even interviews are being conducted.
History of e-learning

- Visual instruction extended to higher education and universities started establishing audio-visual centres
- Central repositories were setup for collection of films and visual resources

“visual instructions more effective than verbal instruction”
The Post-War Growth Period

- Military training gave prominence to train large number of civilians for the army
- Use of systematic processes to create training
- Stirrings of the audio-visual movement touching schools

“the need to train large number of people raised questions about consistency of content and teaching practice”
The Federal Aid Boom Period

- Interest in instructional TV, 242 channels
- Computers captured interest,
  (IBM developed IBM 650 Inquiry Station,
   developed COURSEWRITER for creating courses with Stanford partnership)

“interactivity made its presence felt”
1971-82

The Dispersion Period

- New cassette technologies—audio and video, replaced instructional films
- Education Technology became a formal discipline, new journals were found

“interactivity is here to stay”
The Computer & Internet Period

- The computers became personal - PC
- Analog gave way to digital technology
- **Internet in 1991** (Tim Berners Lee), Netscape in 1994
- Distance learning concept

“interactivity, hypertext, internet, e-learning”
Web 2.0 concept (2004-05)

Web 2.0 is a trend in the use of World Wide Web technology and web design that aims to facilitate creativity, information sharing, and, most notably, collaboration among users.

These concepts have led to the development and evolution of web-based communities and hosted services, such as social-networking sites, wikis, blogs etc.
OSCW Beginning

**OCW movement began at MIT in USA in 2002.**
In April 2001 former president of MIT Charles Vest, officially introduced this concept of OCW. In a press conference he had said “simply put OCW is a natural marriage of American higher education & the capabilities of WWW”

**Over the past 10 years MIT’s pub courses have grown from 50 to over 2000.**
**To date 100 million students have used them. More then half the professors use OCW.**
Has now spread to more than 120 Universities worldwide.
Open Source Courseware (OSCW)

“A free & open digital publication of high quality ed. material organised as courses”

“An OCW is a univ. course that is provided to the public without charge via the internet”

OCW is learning beyond the classroom

OCW is a collaboration of higher ed. institutions & organisations worldwide creating a broad & deep body of open ed. content using a shared model.
Open Courseware (Indian)

- National Program on Technology Enhanced Learning
- **NPTEL is a venture of all IITs with IISc Bangalore. 22 different subjects are covered.**
Open Courseware

- E-gyankosh a National Digital Repository to store, index, preserve, distribute and share the digital learning resources developed by the Open and Distance Learning Institutions in the country, **initiated by IGNOU**. One has to register on the portal, free of cost, to access the course material. **It covers nine LIS topics.**
Open Courseware

- UGC’s Consortium for Educational Communication.

- Consortium for Educational Communication (CEC) is an inter-university centre on electronic media, established by the University Grants Commission (UGC). (Page not accessible).
Shiksha India
(URL:http://www.shikshaindia.org/) Shiksha India is an initiative of the Confederation of Indian Industry (CII) and is managed by the Shiksha India Trust. Shiksha India works with schools and institutions across India to promote the use of technology to make teaching and learning more effective. Shiksha operates a portal, built with open source tools, to allow teachers to collaborate and engage in discussions concerning elearning, e-teaching, and creative teaching and learning.
India Corporate Education Initiatives

Hole-in-the-Wall (URL: www.hole-in-the-wall.com/)
Breaking the traditional confines of a school, Hole-in-the-Wall Education Limited (HiWEL) takes the Learning Station to the playground; uses a unique collaborative learning approach; and encourages 121 children to explore, learn, and just enjoy. The first Hole-in-the-Wall computer was installed in 1999 in New Delhi; today, more than 100 are in operation around India. For experts, Hole-in-the-Wall is a “shared blackboard” that children in underprivileged communities can collectively own and access to express themselves, learn, explore together, and at some stage even brainstorm and come up with exciting ideas.
LISc Courses in India

MLISc (17)  
BLISc (26)  
Certificate (6)  
Diploma (3)  
PG Diploma (2)

- Source: http://www.webindia123.com/career/correspondence/list.asp?action=Certificate+Course+In+Library+%26+Information+Science&cat_Name=Library+and+Information+Science+Related+Courses
e-learning opportunities

E-learning in LIS

- http://www.librarysupportstaff.com
- http://library20.ning.com/profiles/blog/show?id=515108%3ABlogPost%3A30994
- http://home.earthlink.net
- http://www.ala.org/ala/accreditation/lisdirb/lisdirectory.cfm
- www.cilip.org.uk
- http://lu.com/odlis/about.cfm
- http://www.loc.gov/rr/askalib/virtualref.html
- http://library.boisestate.edu/Reference/BBRIN/jargon.htm
- http://www.ipl.org/
e-learning opportunities

Web-sites for IT
- http://www.e-learningcenter.com

Web-based ENGLISH learning
- http://esl.about.com/cs/onlinecourses/a/a_ecourses.htm
- http://www.english-online.org.uk/

Web-links for Indian LANGUAGES
- http://www.languageshome.com/

Web-site for Corporate Sector
Examples – Free tutorials

Free computer tutorials
http://www.homeandlearn.co.uk/
http://www.educationonlineforcomputers.com/
http://www.teacherclick.com/
http://www.businessbookmall.com/Software%20Tutorials%20Internet%20Library.htm
http://www.3dtree.com/ev/e/sb.htm

SLIS - IT knowledge and Skills: diagnostic tool
http://www.unt.edu/slis/apppacket/ITKS/ITKSassess.htm

Video tutorials
http://www.video-tutes.com/

On variety of subjects from Arts to Travel
http://www.mytutorials.com/tutorials/

Free tests, exams and certificates
http://www.docnmail.com/resources.htm
Open Courseware (Other)

- Open CourseWare Consortium (OCW) is a worldwide community of hundreds of higher education institutions and associated organizations committed to advancing Open Courseware and its impact on global education. They offer course materials in a wide range of subjects.

- Open.Michigan – a University of Michigan initiative. Beside other topics a large no. of LIS topics are covered.
In short

Course should have SMILE

S – Simple
M – Motivating
I – Interactive
LE – Learner-centric environment
Benefits

- Easy to Use - any location and any time and any place
- Operates in real time
- Individual, Self directed, self-paced and convenient
- Comprehensive
- Dynamic, interactive
- Quick, moves faster
- Can lead to increased retention & a stronger grasp on the subject , empowering
- Proven and Certified
- Age no bar
Benefits

- less expensive to produce
- Pre and post skill assessments measure the progress
- updation is easy & quick
- easily manageable for large groups of students
Benefits

- Advances knowledge by unlocking information for the benefit of all
- Provides open access to high-quality educational content to educators and learners for whom the material can make the most difference
- Provides a model demonstrating the value of openness
- Institutions, colleges & universities benefit. Both faculty & students also benefit
Open Courseware FINDER

- OCW Finder provides a search interface to retrieve the open course wares. The courses can also be browsed through the keywords provided in the first column. Subdivisions of which are presented in the subsequent column.
Project OSCAR – Animations Repository

- Project OSCAR was conceptualized by Professor Sridhar Iyer at IIT Bombay
- The main goal of Project OSCAR is to build a large repository of web-based, interactive animations & simulations, referred to as Learning Objects (LOs), for teaching & learning concepts in science & technology. These could be useful not only for classroom environment, but also for enabling independent learning & distance education
- There are a large no. of available animations LOs mostly in Science & Technology at the UG, PG level & even for schools
Knowledge-skill acquisition

According to Guild Research Report 2005

People acquire new knowledge and/or skills through both formal education and training programs and informal learning situations

48% - Through informal learning
29% - By performing the knowledge or skills in on-the-job situations
23% - Through formal education programmes
Biggest advantage for LIS community

What are we today?

Where do we want to be tomorrow?
Conclusion

The question is no longer if the Internet can be used to transform learning in new and powerful ways. The studies have shown that it can.

Nor is the question should we invest the time, the energy, and the money necessary to fulfill its promise in defining and shaping new learning opportunity. We should.

It is time we collectively move the power of the Internet for learning from promise to practice.

Nothing can replace traditional classroom teaching, but e-learning complements the process and can help reach out to the masses.
“On the road to e-Learning, make sure that Learning is in the driving seat, and Technology is in the passenger seat with the map. Learning decides the destination, Technology helps you get there.”

Ian Fyfe
Learndirect Scotland
Thank You